

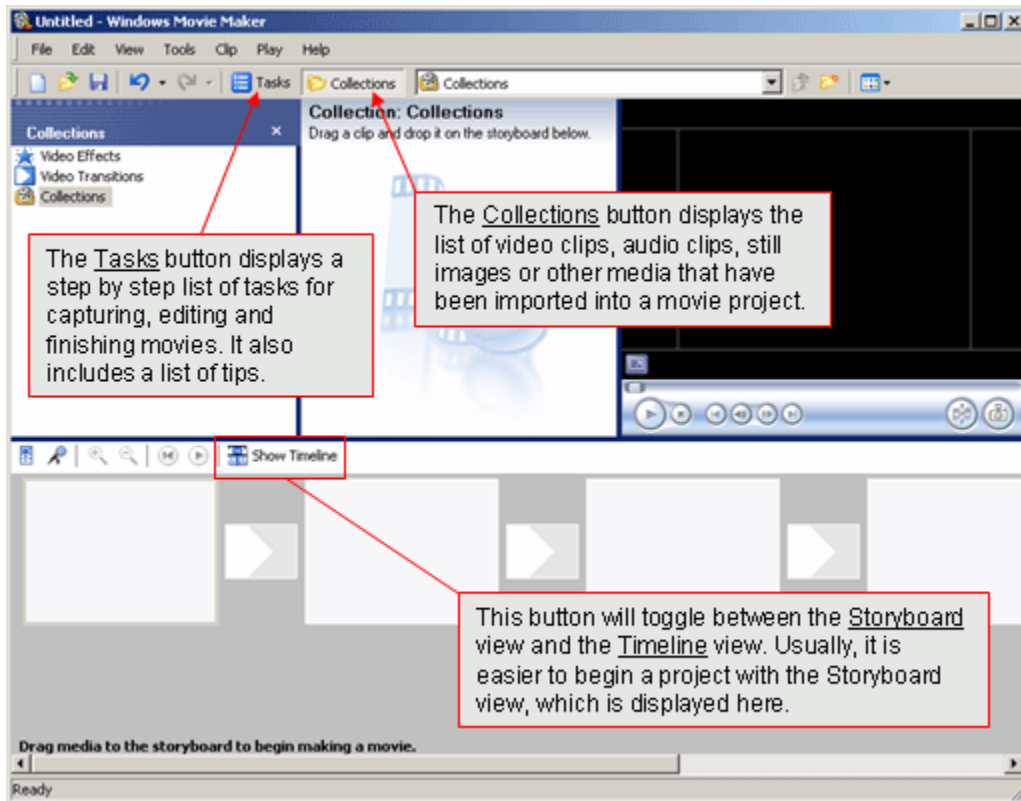
## Prepare Your Assets

To create movies in Windows Movie Maker, you should have all of your media in one folder. Media used in a movie is called "Assets." Create a folder on your desktop named assets and download the practice files to this folder. For help with this procedure visit: <http://itc.gsu.edu/wmm/mm/windowsmoviemaker/mm.htm>.

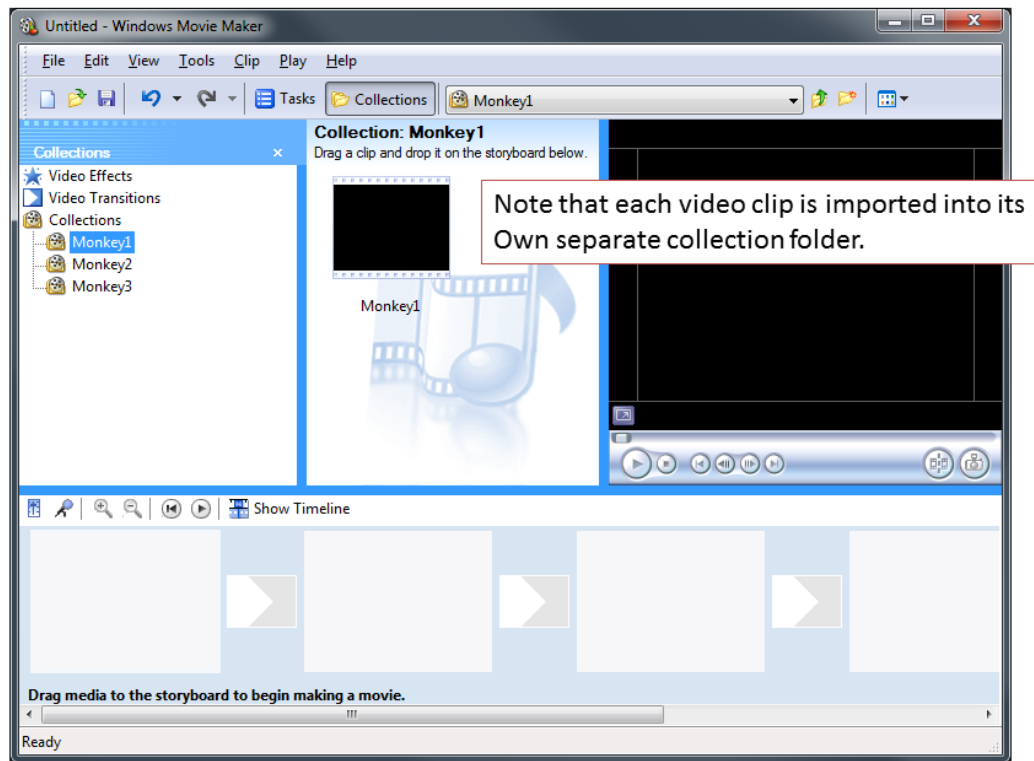
## Importing the clips

The next step is to import the clips into *Movie Maker*. The clips already use the .wmv (Windows Media Video) format, so *Movie Maker* will import them seamlessly.

- 1) *Movie Maker* is normally in the Accessories folder, so let's begin by selecting **Start / Programs / Accessories / Windows Movie Maker**
- 2) After the program loads, click the **Collections** button on the tool bar. This changes the left hand panel from Task view to Collections view.



- 3) Select **File / Import Into Collections**, and then **Browse** to the Assets folder you created on your desktop; [Shift]-click all 11 of the, then click **Import**:

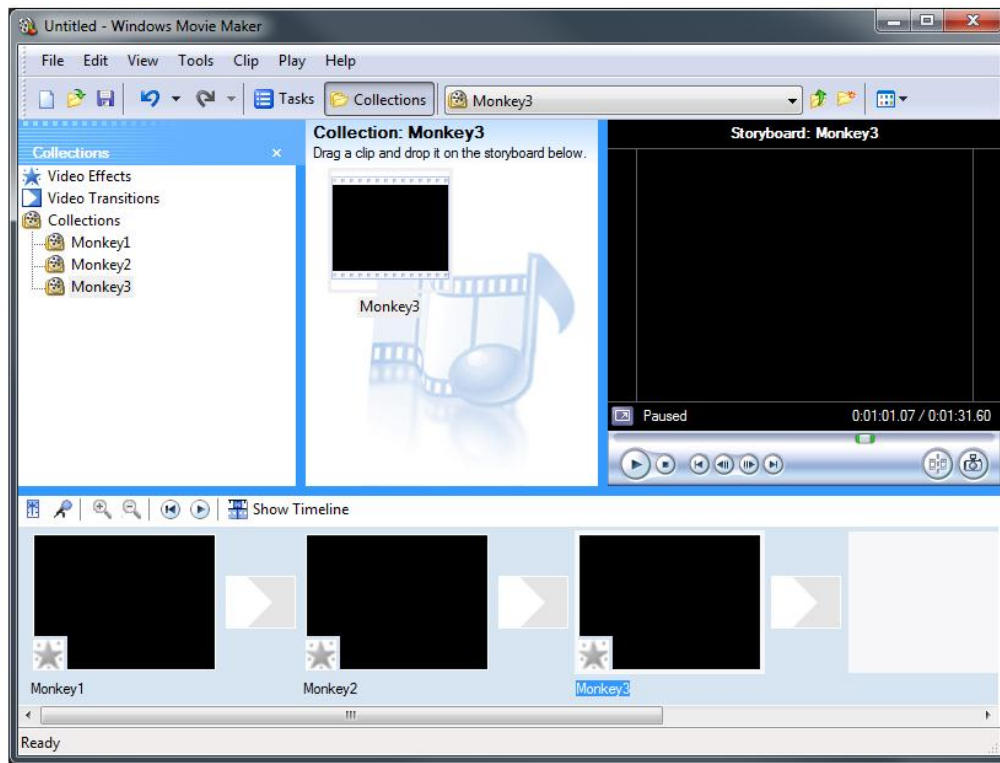


### Editing (Adding Video)

In this step, we will place each of the separate video clips into a logical sequence so that the movie will flow continuously from one shot to the next. There are two interfaces for accomplishing this, a storyboard - which presents a simple iconic view of the first frame in each clip arranged in sequence, and a timeline - which presents separate tracks for video, audio, transitions and titles, arranged by elapsed time. Editing in the storyboard view is easier, you can then switch to the timeline later after the clips have sequenced appropriately.

1) In the Collections Pane, click on Monkey1 **Click-Drag** the Monkey1 video file into the first **Frame** on the storyboard. Do the same for the Monkey2 and 3 collections. Position each clip on the storyboard according to the number in its name, 1 to 3 from left to right. This ensures the correct sequence:

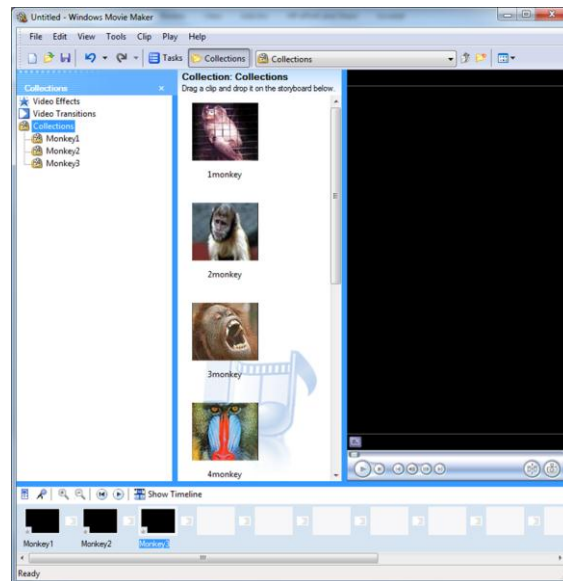
## Windows Movie Maker Tutorial



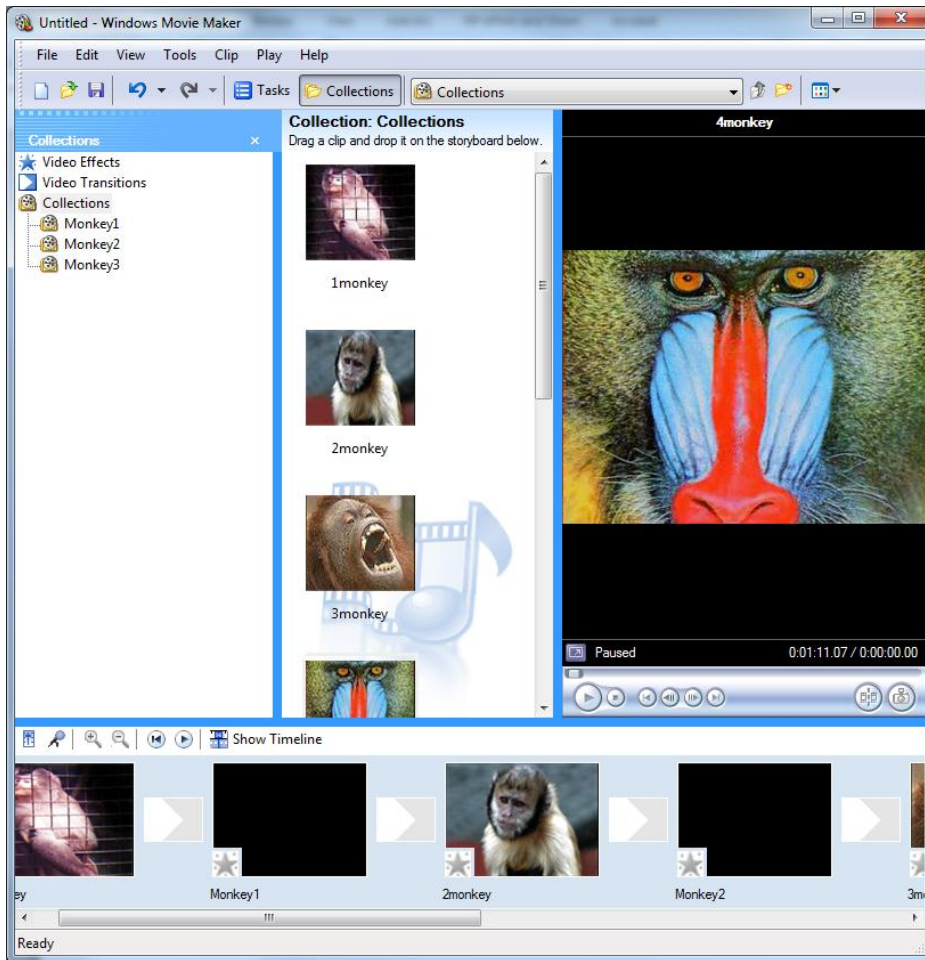
2) Click the **Play** button to preview your movie. Notice how each clip cuts straight to the next clip without any transition. (We'll change that soon.)

### Editing - Adding Still Pictures

- 1) In the Collections Pane, click on Collections. **Click-Drag** the 1monkey picture file before the first **Frame** on the storyboard.
- 2) Click-Drag the 2monkey picture file before the Monkey2 video frame on the storyboard.
- 3) Click-Drag the 3monkey picture file before the Monkey3 video frame on the storyboard.
- 4) Click-Drag the 4monkey picture file after the last Frame on the storyboard.



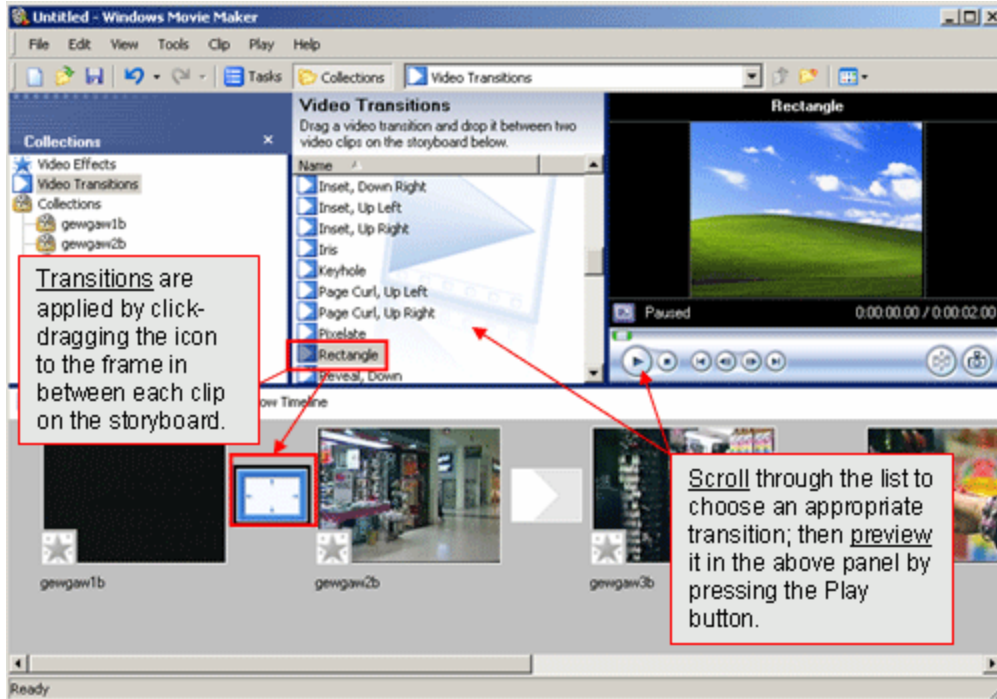
## Windows Movie Maker Tutorial



### Adding Video Transitions

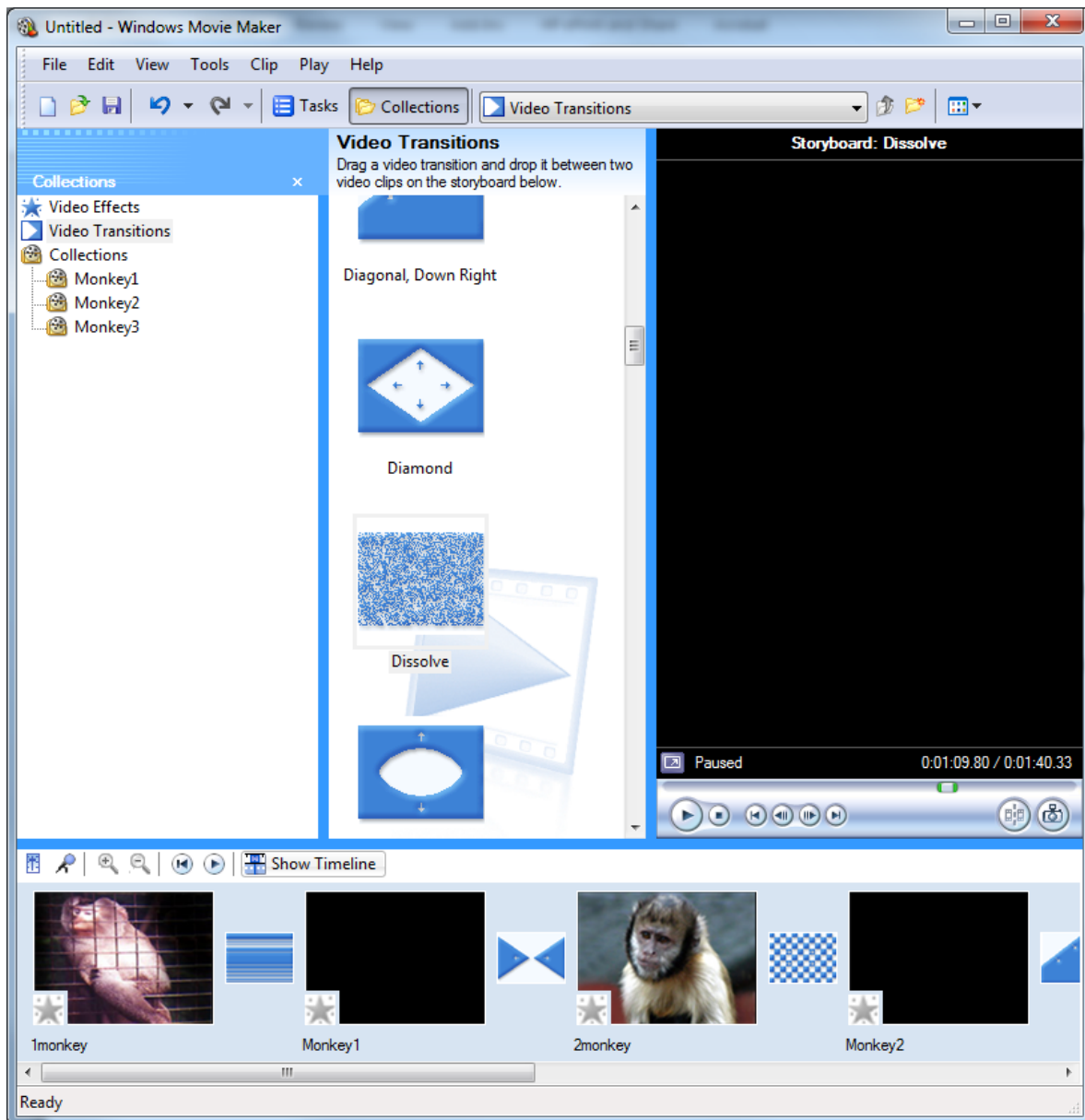
1) Select **Tools / Video Transitions** and scroll through the list of available transitions. Click the **Play** button to preview until you find the transition you want to use.

## Windows Movie Maker Tutorial



2) Click drag the icon for the transition down to the frame in between clips 1 and 2. Click the Play button to view the transition applied to your movie:

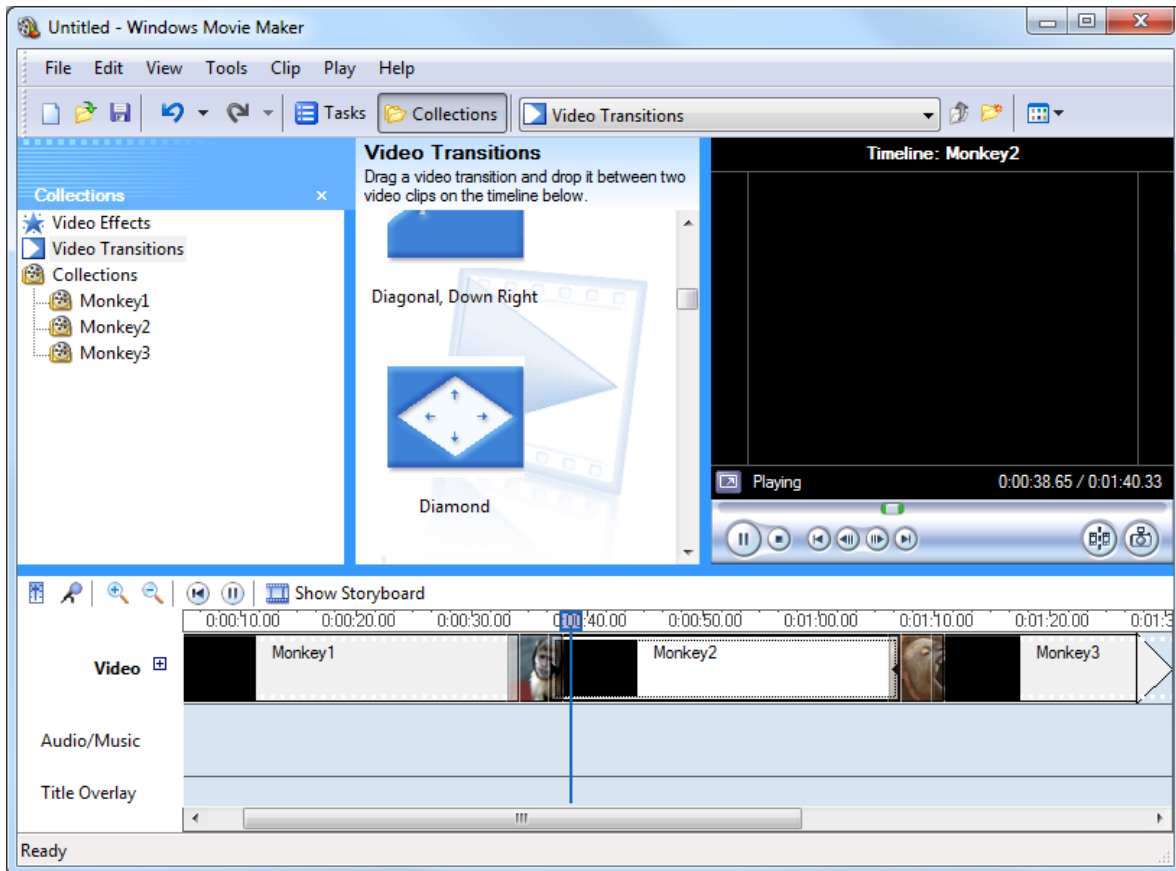
## Windows Movie Maker Tutorial



**3)** Repeat this process to apply another transition between all the clips. Choose a different transition.

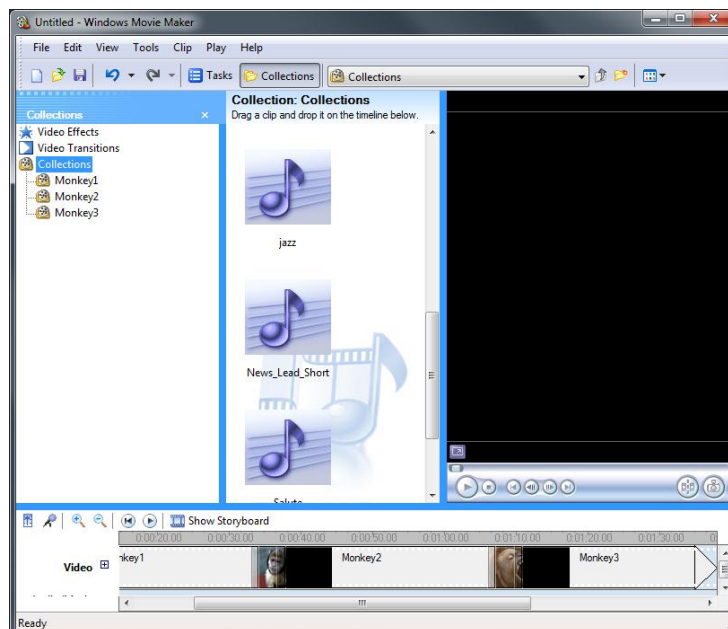
**4)** Click the **Show Timeline** button to switch to the Timeline editor and hide the Storyboard view.

## Windows Movie Maker Tutorial



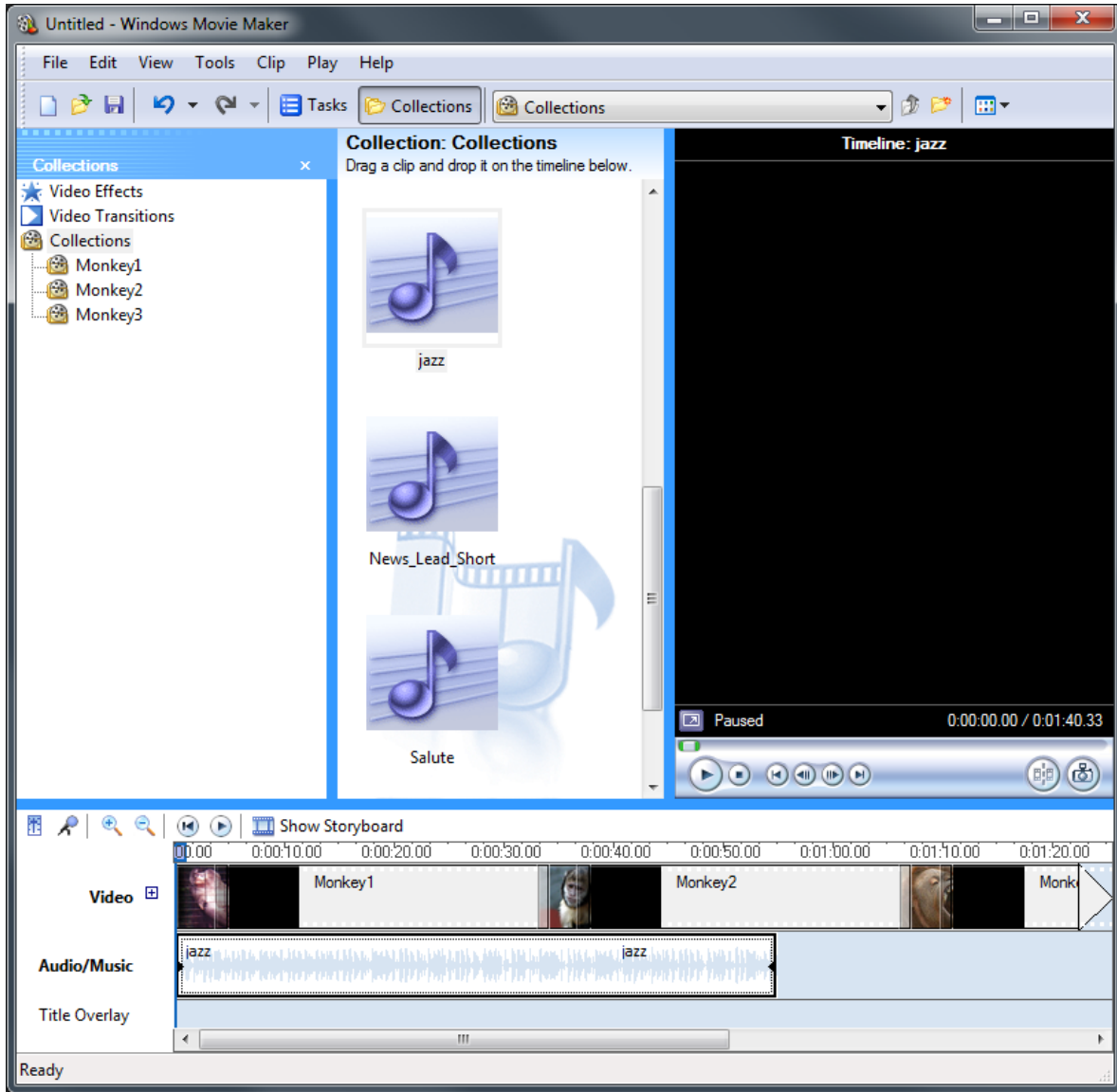
### Editing - Adding Sound

1) Click the **Collections** folder icon and drag a sound file (either **Jazz**, **News\_Lead\_Short** or **Salute**) to the **Audio/Music Track** in the Timeline:



## Windows Movie Maker Tutorial

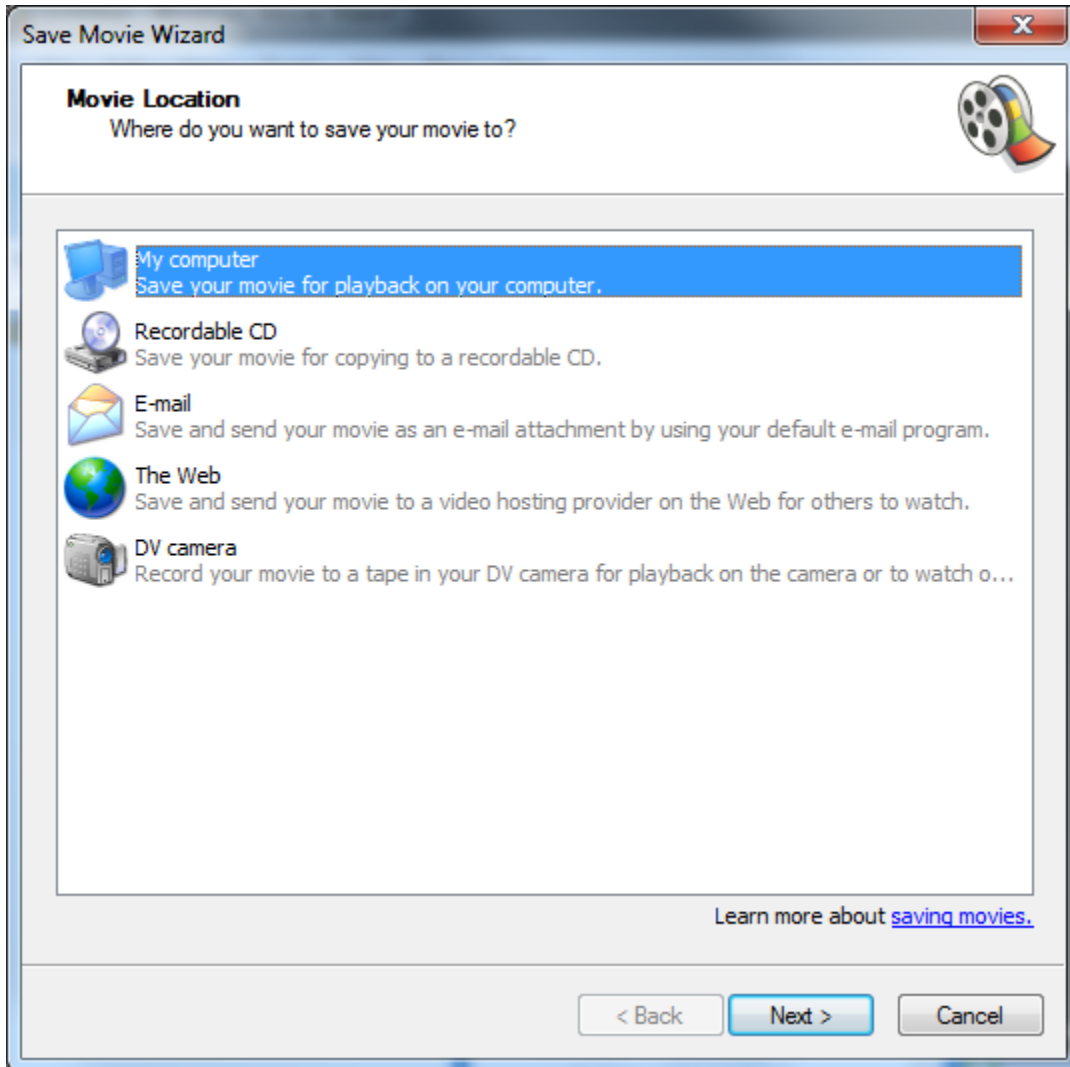
- 2) Click the **Play** button to preview your movie and note how the soundtrack ends before the movie does.



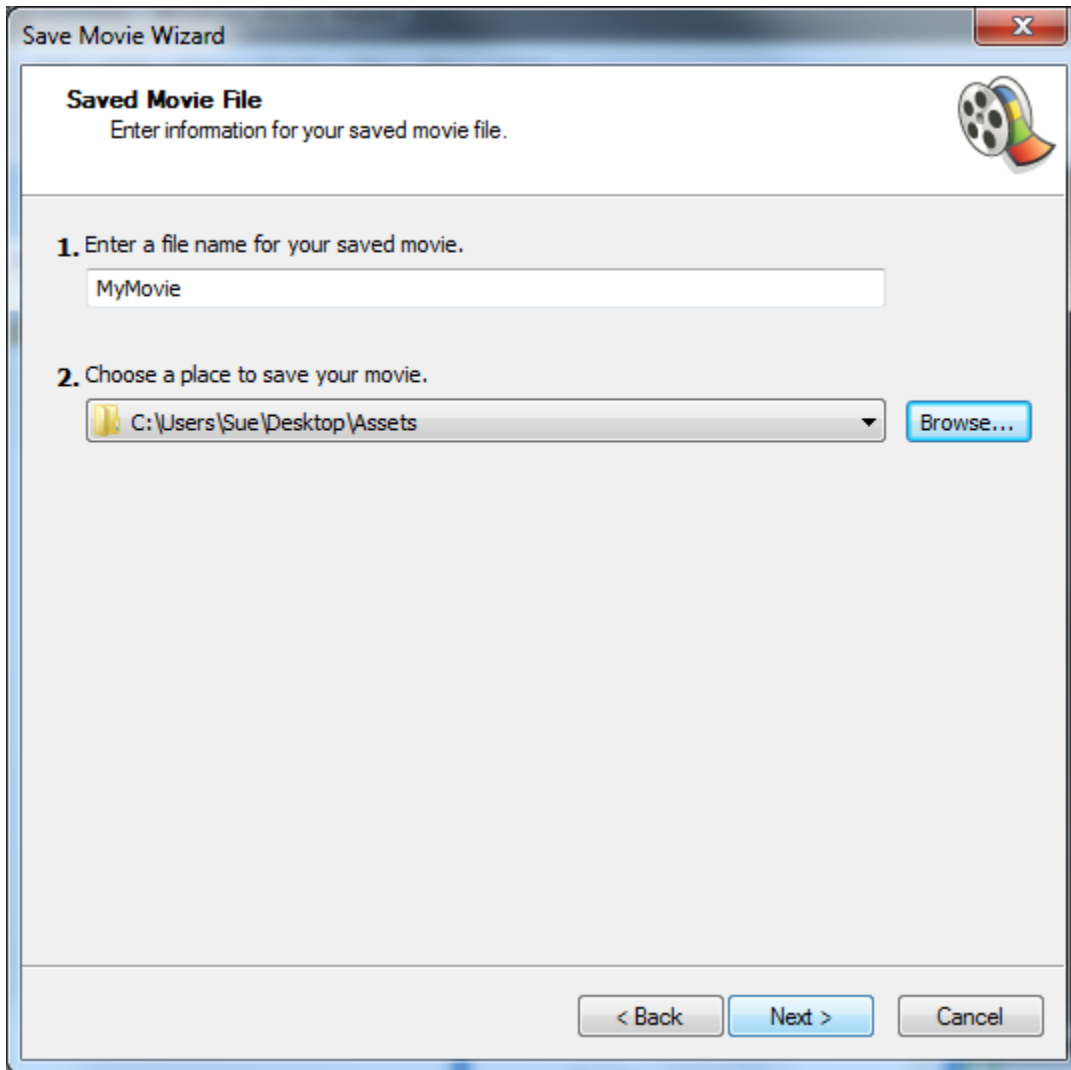


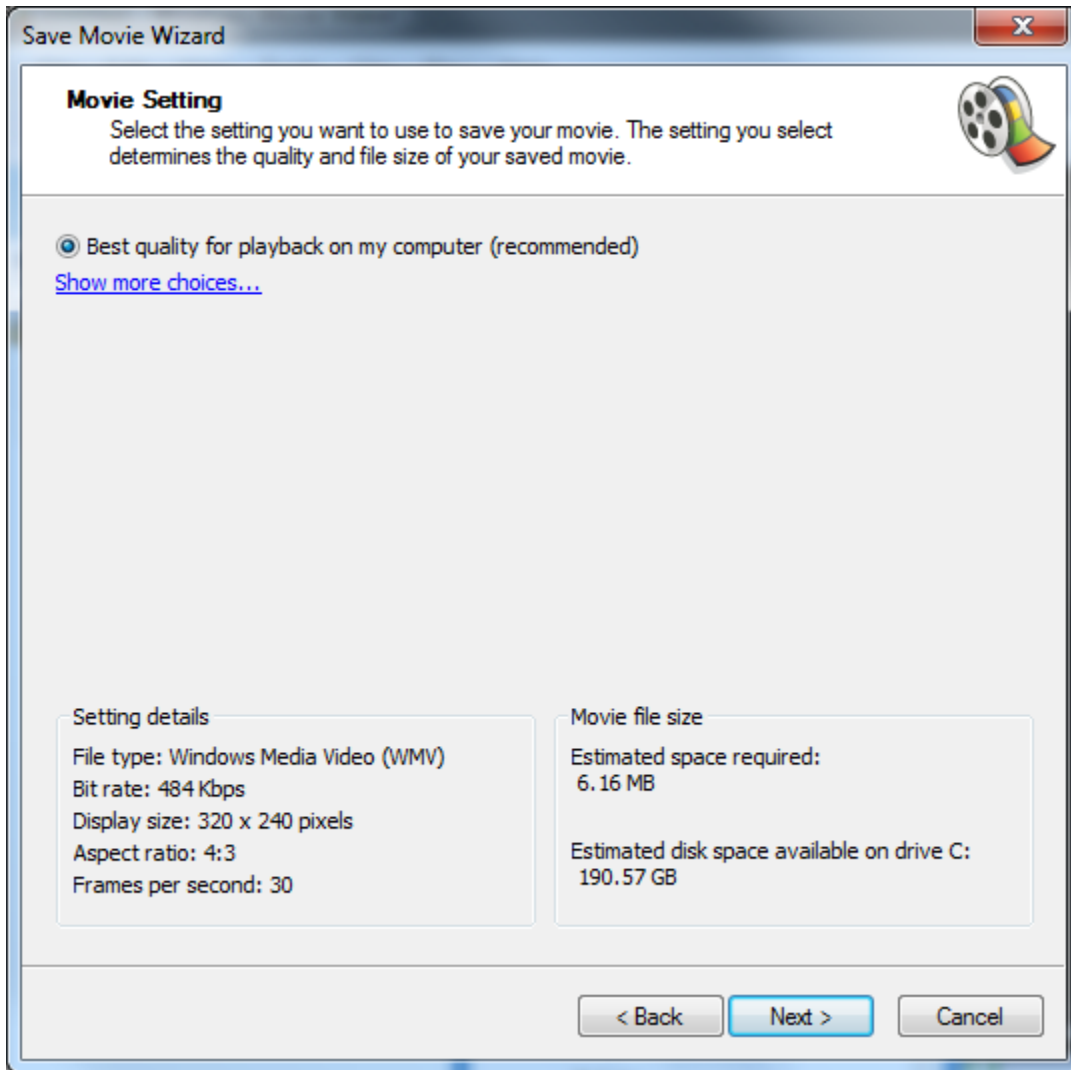
## Making the Movie

1) Select **File / Save Movie File** and use the wizard to save the movie file to your local computer, perhaps your hard drive or USB key drive. Select **My Computer** as the movie setting and click **Next**.



2) Name your movie **MyMovie** and use the wizard to save the movie file to your desktop in the **Assets** folder and click **Next**.





3) Review your movie settings and click **Next** and then **Finish**.

4) Open your **Assets** folder, double click on **MyMovie.wmv** and watch your new movie.