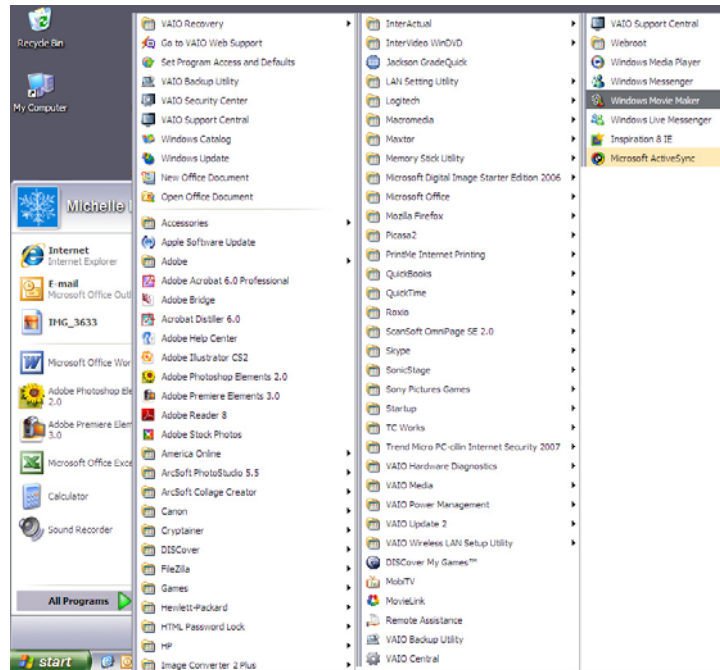


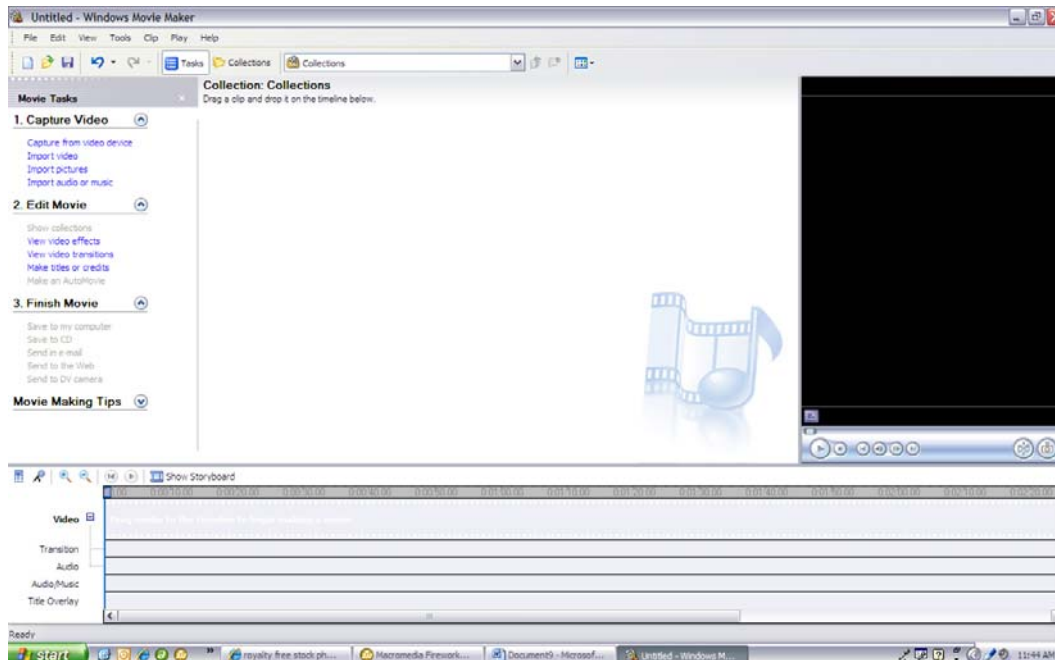
# USING WINDOWS MOVIE MAKER

## 1. OPENING THE PROGRAM -

To open the program, go to Start -> Programs -> Windows Movie Maker



When the program launches, you will have the following simple workspace in front of you...



## 2. **BRINGING THE DATA INTO THE PROGRAM** - The controls for creating a movie are on the left side of the screen.

To get film from a digital video camera (you will need a Firewire (IEEE 1394 cable and a computer with a firewire port on the back of it) you will use the “Capture from video device” link.

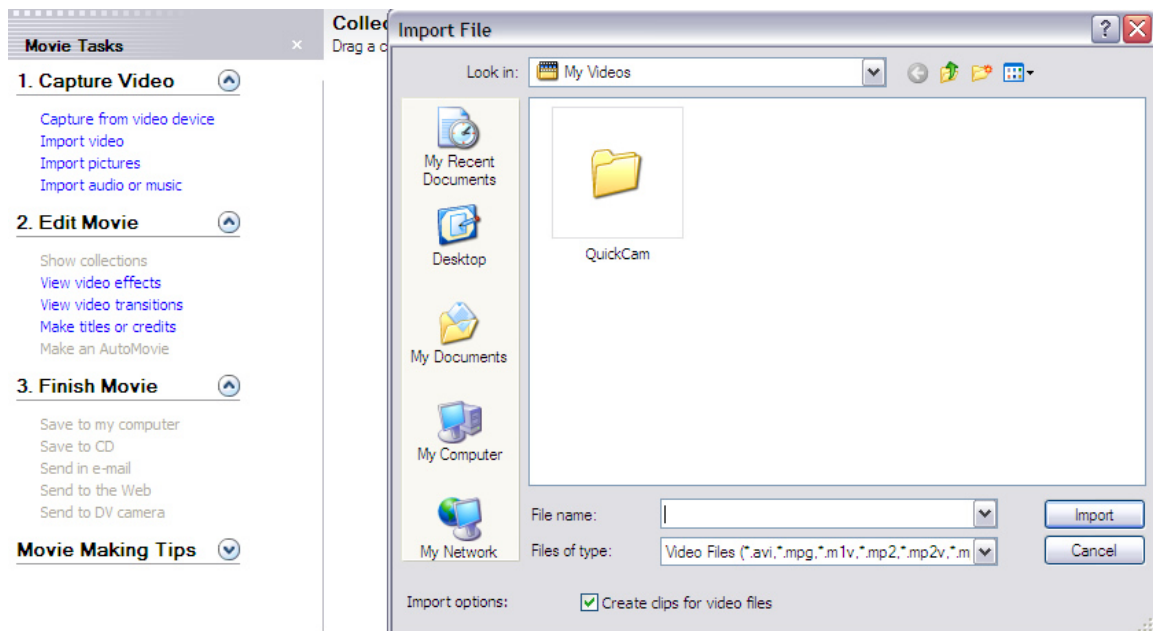
(More info on this can be found on the uploading video link)

If you already have the video saved in the computer, you will choose “Import video”

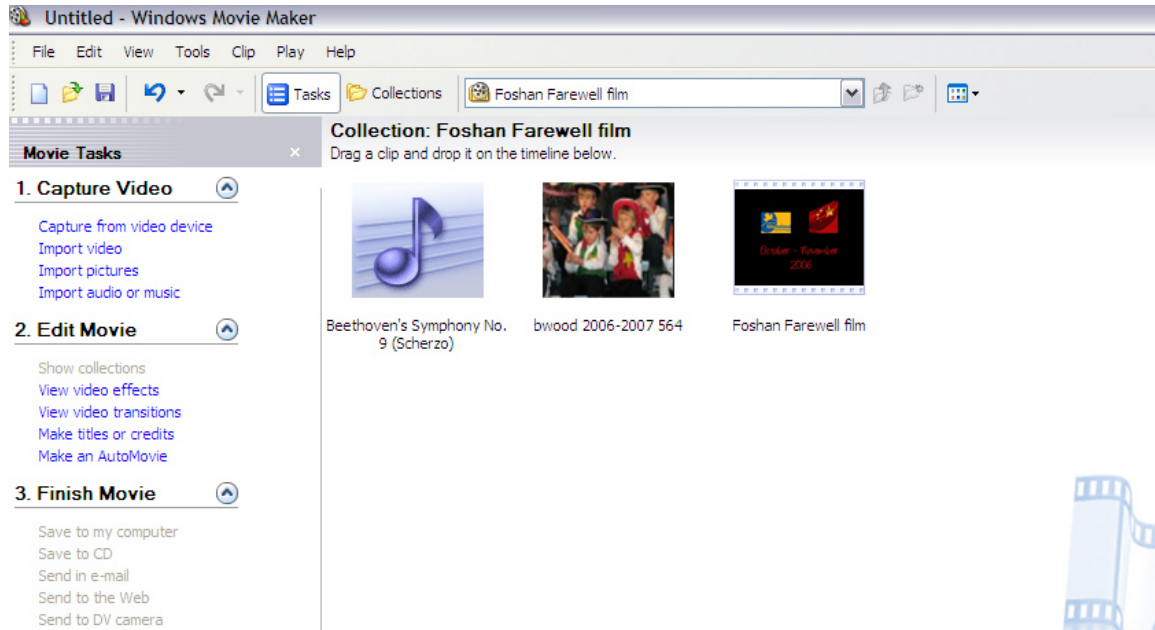
To bring in photos, choose the “Import pictures” link.

To bring in audio – either music or voice recorded using the microphone, choose “Import Audio or music”

For the three Import choices, you will have to browse to the location where the files are stored. For students, this will likely be their “home directory” file.

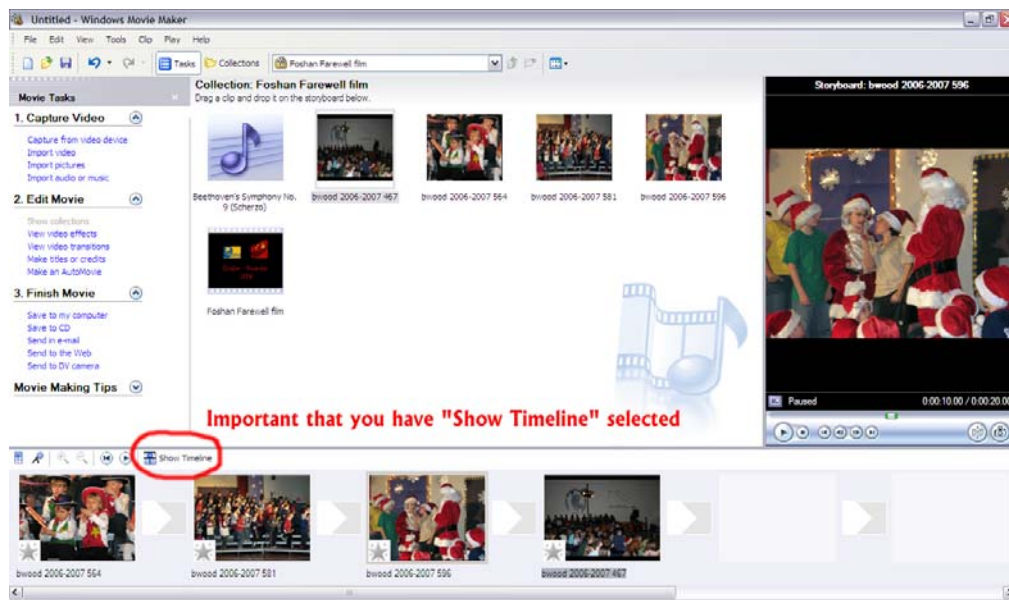


Once you have imported the data (video, pictures, audio), they will show up in the centre of the Movie Maker screen.

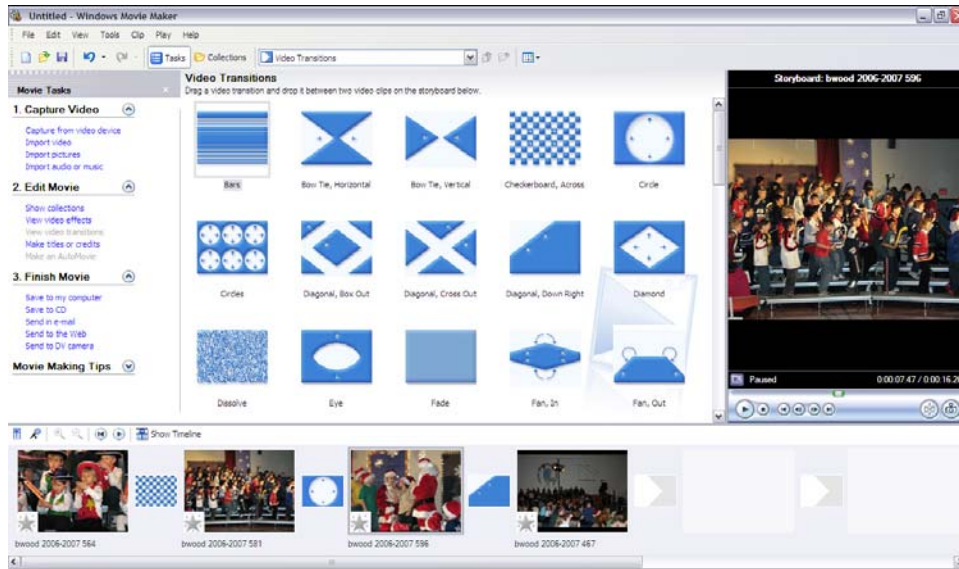


Each type of file can be distinguished by its icon. Audio files show with a musical note. Photo files just show up as a photo and video files have the look of a film reel on the top and bottom of the icon. (see above)

3. **CREATING THE VIDEO** Once you have brought your data into the collection pane, you can drag and drop the photos and video into the timeline at the bottom of the screen. (You can work with both types of files at the same time. Eg: 2 photos, then a video clip, then more photos etc.)



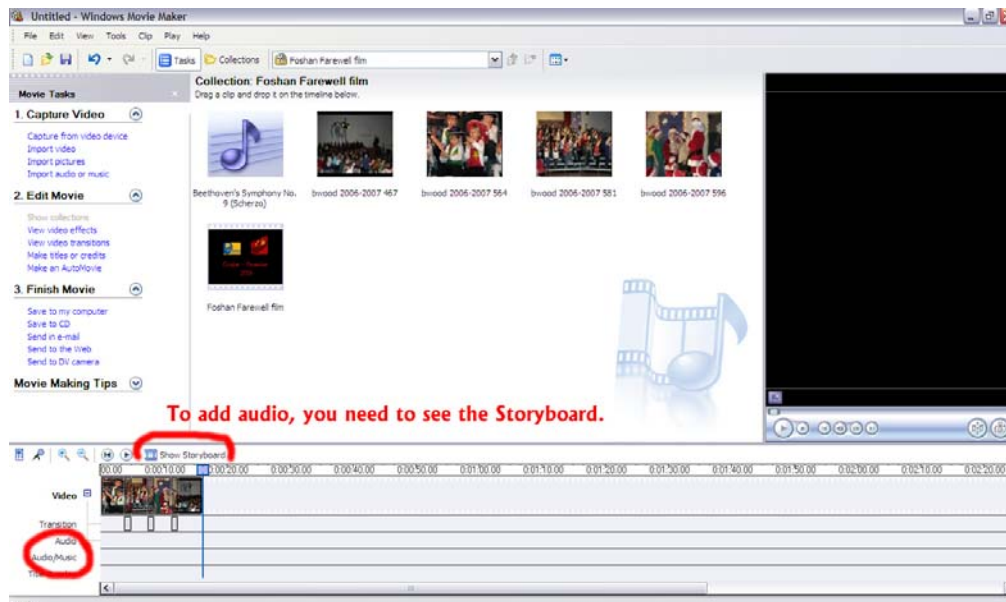
4. **APPLYING TRANSITIONS** - Once you have the visuals laid out on the timeline, adding transitions is easily done. On the left side of the screen, under section 2 (Edit movie) you will see “View Video Transitions”. Click this and you will see the following screen:



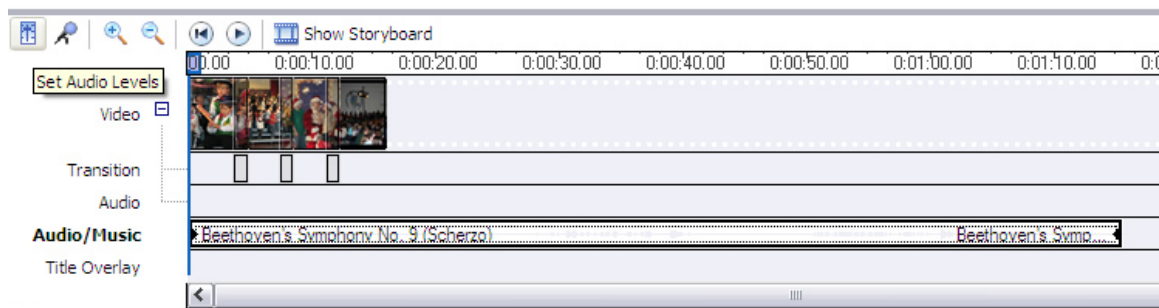
The blue icons are the transitions available in Movie Maker. There is a scroll bar to the right of them as there are many more than just what first appear on the screen. Just drag and drop the transitions between the images you have already placed on the timeline.

The larger screen to the right of the blue icons is your preview screen. Here you can test out what your movie looks like by clicking on the forward arrow (play) button.

5. **ADDING AUDIO** – To add sound to your movie, you will have to switch to “Show Storyboard”. This will allow you to view the audio track at the bottom of the screen.



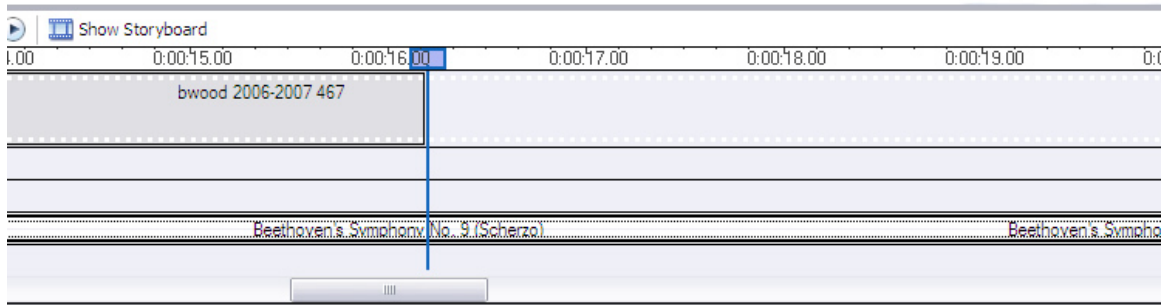
There is an audio track where you can drag and drop the voice over you recorded using the microphone, and there is a music track where you can drop background music. If you are working with both types of sound, you can have an audio file on each track...meaning you could have quiet music playing behind the voice of the person reading the words.



You can control the volume of the audio you are working with using the button to the top left of the timeline “Set Audio Levels”. A volume controller will pop up when you click that button and you can manipulate the level of the sound with it.

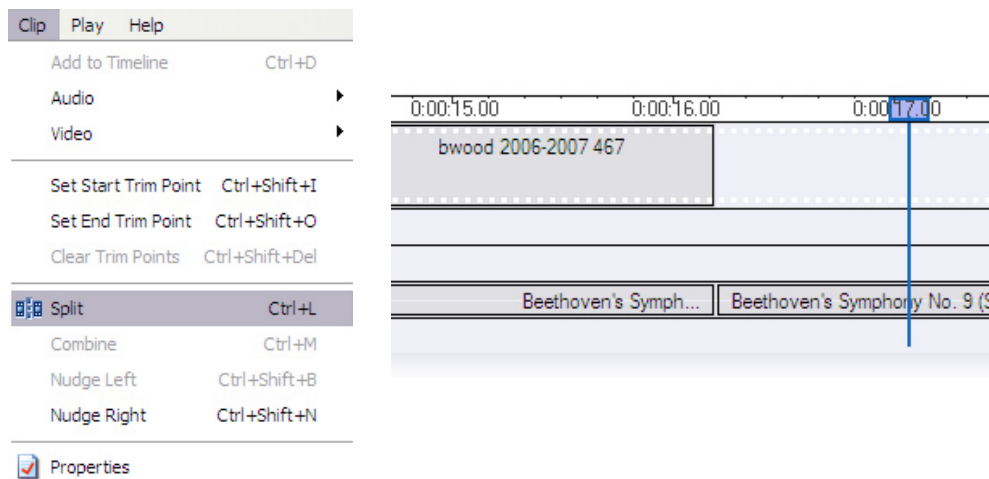
In the above example, the audio is longer than the video. The music track can be cut and the excess removed. To do this, place the blue line (in storyboard view) at the location where you would want to clip the audio.



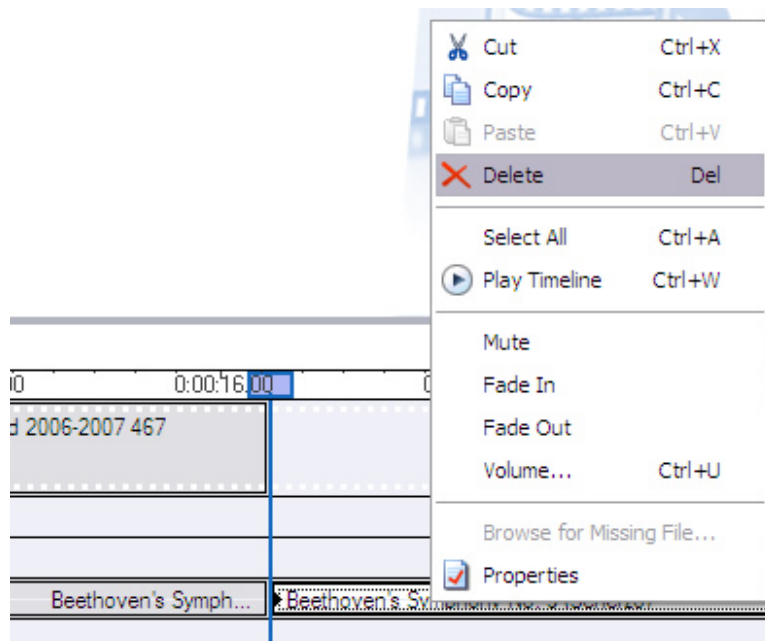


It is easier to be precise when you have the timeline magnified.

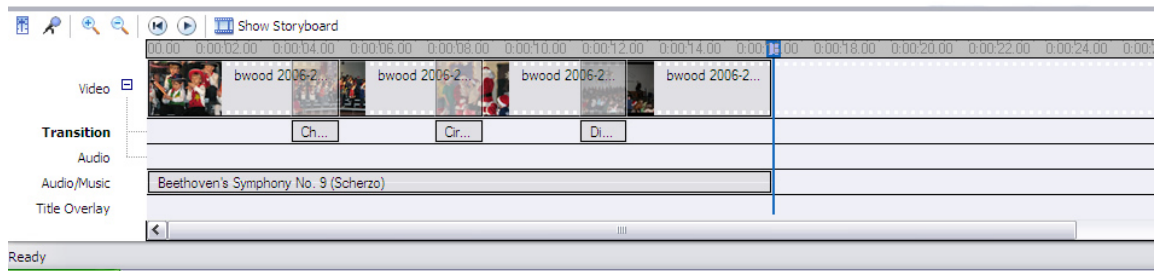
Once the blue line is positioned, move your cursor to the top menu and choose **Clip -> Split** and Movie Maker will split the audio track where the blue line is.



You can see in the above right image that the audio track has now been severed. To remove the portion to the right hand side, right click on the track and choose delete.



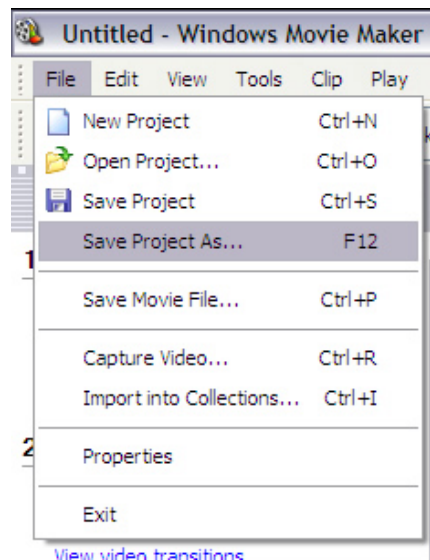
You now have a nice, smooth film with the audio and the video being the same length.



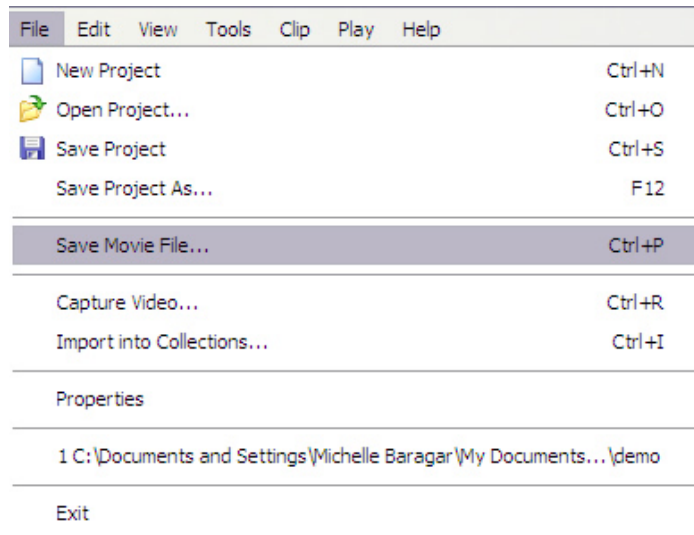
6. **SAVING YOUR VIDEO FILE** – When you are saving your file, there are two things to save.

(1) **The Movie Maker file** – this is the file that movie maker reads to recall where you had placed your images, transitions, audio etc. This allows you to come back to it later and work some more if you did not complete the entire editing in one session. To do this, **Choose File -> Save Project As** and give your project a name.

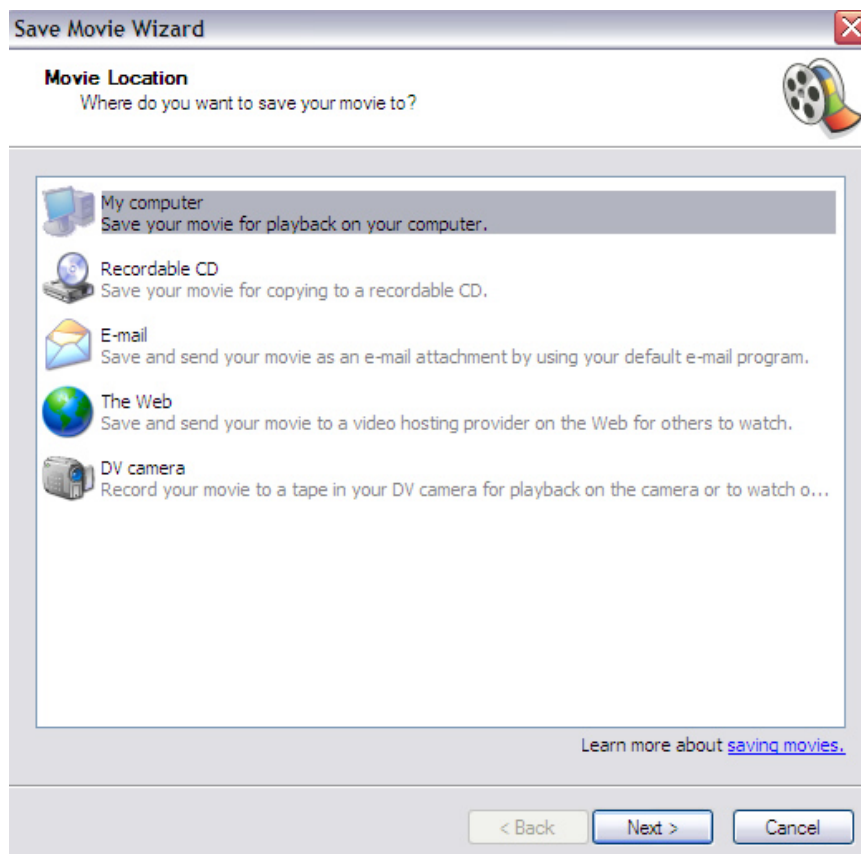
Make sure students save this file into their home directory file, otherwise next class they will have to start all over again!



(2) **The Movie itself.** The act of doing this seals all the video, images, audio and transitions into one solid film. Picture an old reel movie. This is what selecting File -> Save Movie File will do.



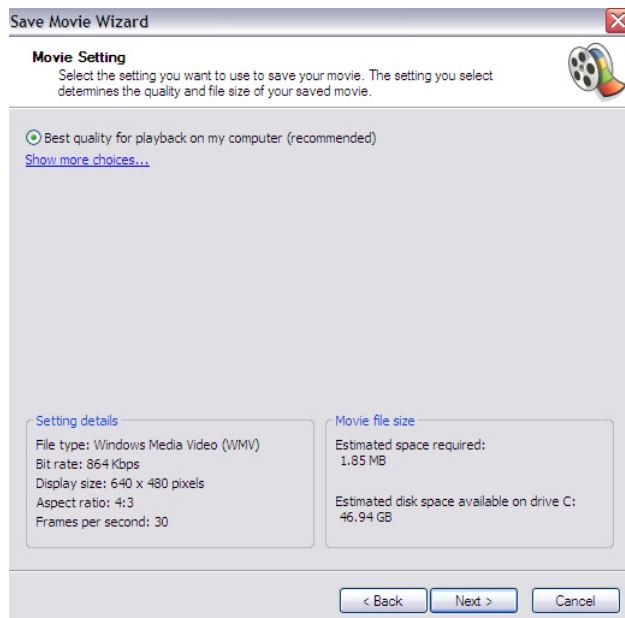
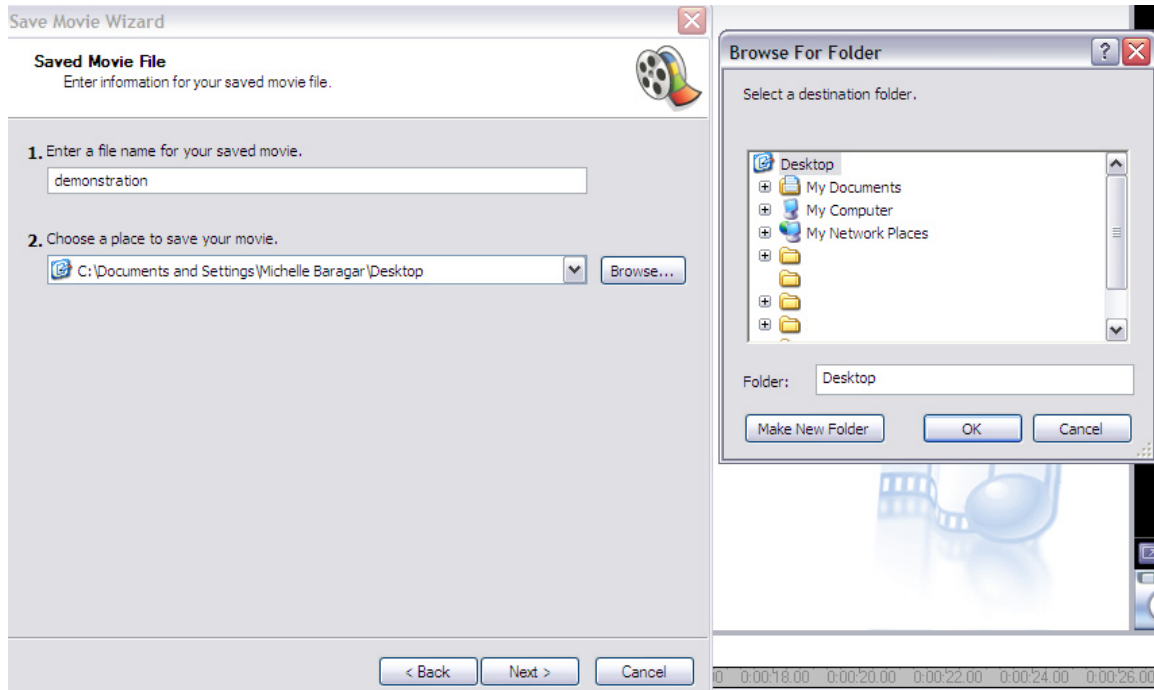
There are a couple steps to finishing your movie. The “Save Movie Wizard” will pop up and you will go through the final steps of movie production. Firstly, choose “My Computer” from the pop up that appears.





You will then be asked to name your movie file and specify the location where you want the film to go.

Again, students need to have this in their *home directory*. If browsing to their home directory is not a choice on your particular computer, have them browse to the desktop and save it there, then have them drag it into their home directory folder once it has finished building the film.



The Save Movie Wizard will ask you what type quality you wish the film to be saved in. Choose “best quality” (it should default to this)

- you can always downgrade the quality later. Upgrading the quality is much tougher.

Your movie will now be “rendered” (technical term) into one solid, playable movie. Longer films will, of course, take longer to save.

Once it is done rendering, click Finish and you may view your Film in Windows Media player!

Congratulations, Spielberg! You’re Now a movie maker!

