

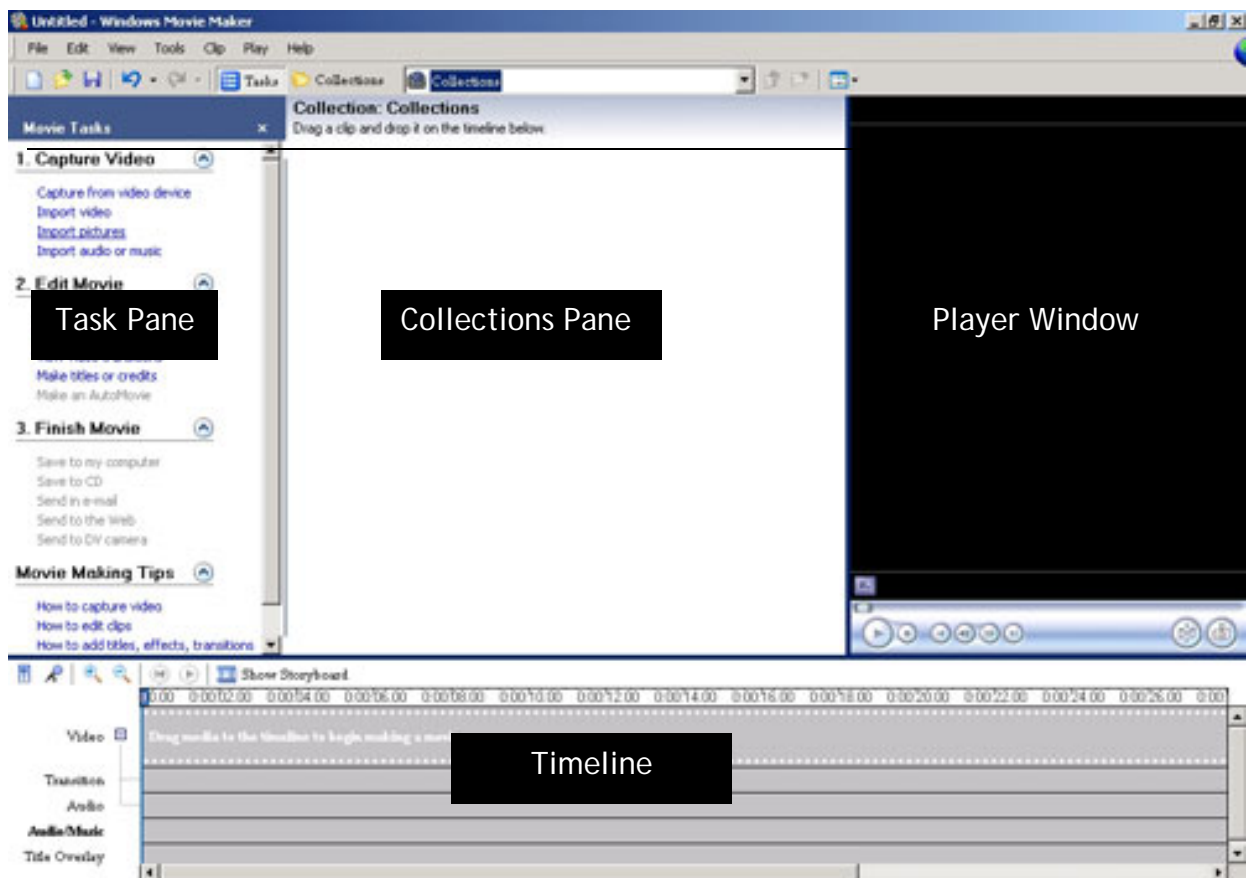
Using Windows MovieMaker pt.1

Before you begin:

- Create and name (use your first name, or the title of your movie) a folder on the desktop of your PC.
- Inside of this folder, create another folder called **Images**.
- Copy the images you plan to use for your movie to the Images folder.
- Save any Movie Maker files you create inside of the desktop folder.

During this first tutorial you will import your images into MovieMaker, move images to the movie timeline, and add transitions, effects and titles.

The Workspace

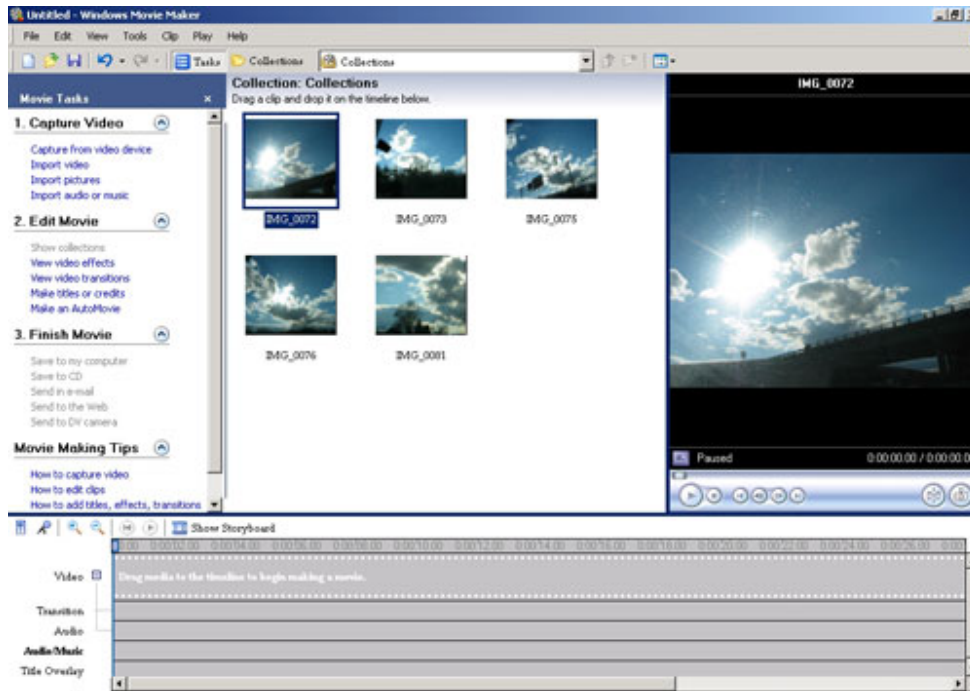


Importing your images

1. To import your images into Movie Maker's Collections, click on Import pictures under the **Capture Video** menu.
2. Locate ALL of the images you may want to use for your movie (use the CTRL key to select more than one at a time) and click **Import**.

1. Capture Video

- [Capture from video device](#)
- [Import video](#)
- [Import pictures](#)
- [Import audio or music](#)



3. The images you selected should appear in the Collections window.
4. When you click on the images in the Collections window, they appear in the Player window.

The Storyboard and Timeline Views

Once you have your images ready, you can begin to edit your movie. MovieMaker has two ways to view your movie as you edit it—the **Storyboard** view and the **Timeline** view:



Storyboard: This view displays the images and clip as rectangles in an orderly layout. Use it view to help you decide what order to arrange your clips and images.

Timeline: This view is divided into several tracks, including audio, transitions and overlay tracks. It also shows you the length of each of your images and

clips. Use this view to see how the different elements of your movie are assembled together along a timeline.

1. In **Storyboard** view, click and drag an image down to the first frame of the Storyboard.
2. Continue moving and rearranging images until you have them in the order you would like them to appear. You can click and drag them in front of or behind other images, or you can delete them from the Storyboard altogether. Don't worry—it will only delete them from the Storyboard and not from Collections or your PC.
3. Now, click on the first image again and click on the Play button in the Player window to see your movie.
4. Save your movie to the desktop folder.

Editing your movie: adding Effects, Transitions & Titles

MovieMaker allows you to enhance your movie with effects, transitions and titles. Effects are applied to individual images and clips; transitions are added between images and clips. Titles can be before or after clips in your movie, on clips, and at the beginning and end of your movie.

Effects

1. Under Tasks, go to **Edit Movie** and click on *View video effects*.
2. A selection of video effects should appear in the center pane.
3. Select **Ease In**. Click the play button in the Player window to see a demonstration of the effect. Select some of the other effects as well, to see which ones you might want to apply to your movie.
4. Choose an effect with your mouse and drag it down to the Storyboard and drop it on the clip on which you want to apply the Effect.
5. The gray star in the corner of the clip should turn blue.
6. You can apply more than one effect to an individual clip.

2. Edit Movie

[Show collections](#)
[View video effects](#)
[View video transitions](#)
[Make titles or credits](#)
[Make an AutoMovie](#)

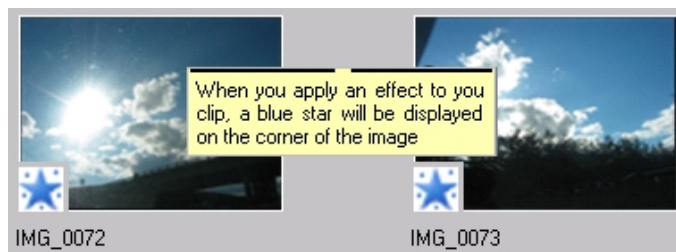


Ease In

Each icon represents a different effect



Fade In, From Black



Transitions

7. Under Tasks, go to **Edit Movie** and click on *View video transitions*.
8. A selection of video transitions should appear in the center pane.
9. Select **Fade**. Click the play button in the Player window to see a demonstration of the effect. Select some of the other transitions as well, to see which ones might work well in your movie.
10. Choose a transition with your mouse and drag it down to the Storyboard and drop it between the clips on which you want to apply the transition.
11. The square box between the clips should show the icon for your transition.

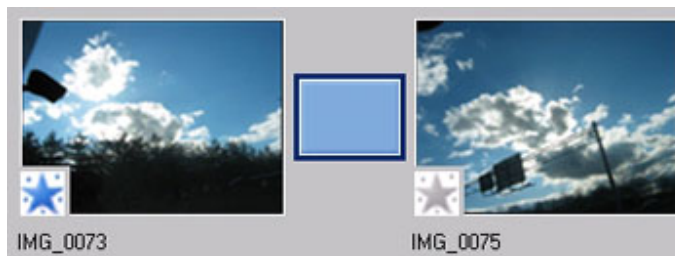


Fade

Each graphic icon represents a different transition



Fan, Out



12. Once you have added some effects and transitions to your movie, **Save** your movie again.
13. Play your movie in the Player window.

Titles

14. Under Tasks, go to **Edit Movie** and click on *Make titles and credits*.
15. Select *Add title at the beginning of the movie*.
16. Enter the title of your movie. You can also change the title animation, the font style and color, and the background color. When you are finished with your titles, click **Done**, **add title to movie**.
17. The title should appear at the beginning of your movie.
18. **Save** your movie

Where do you want to add a title?

Add [title at the beginning](#) of the movie.

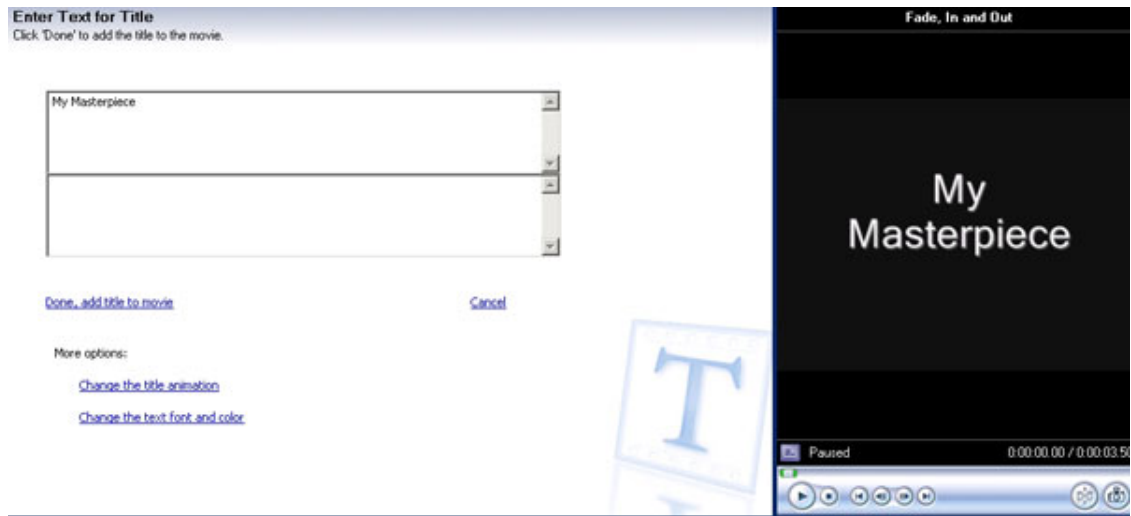
Add [title before the selected clip](#) in the timeline.

Add [title on the selected clip](#) in the timeline.

Add [title after the selected clip](#) in the timeline.

Add [credits at the end](#) of the movie.

[Cancel](#)



Using Windows MovieMaker pt.2

During the second part of this tutorial, you will edit the duration of your images, narrate the timeline, import music and render your movie to a playable format.


Edit the clip duration

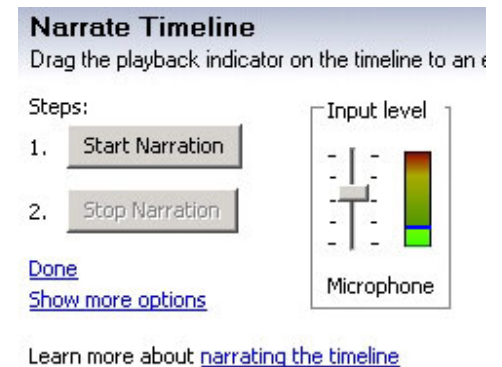
1. Begin in Timeline view
2. To trim a clip, select the clip on the timeline you need to edit.
3. Hold your mouse over the right edge of the clip. The mouse pointer will become a red double-headed arrow.
4. Click and drag the edge of the clip to the desired duration, using the timeline scale and the pop-up window as a guide.



Narrating the Timeline

Once you have your images and titles in place, and have the effects and transitions applied to your images, you can begin to record the narration for your movie.

1. Before you begin narrating, make sure your microphone is connected to your computer. It is preferable to have a headset as well, to hear yourself as you narrate. You will also want to narrate in a location where there is very little background noise.
2. At the bottom left of the Moviemaker workspace, click on the microphone graphic. 
3. This will open the Narrate Timeline workspace.
4. Speak into the microphone to set your audio levels, making sure the input level does not "go into the red." (If you are getting an audio signal, click on *Show more options* and make sure the Audio input source is set to microphone)
5. When you are ready to begin, click on **Start Narration**. Moviemaker will begin to record your narration.
6. When you want to stop your recording, click **Stop Narration**. Moviemaker will prompt you to name and save your audio file. Make sure you save it to your project folder!
7. **Important note:** If your narration is longer than the movie itself, Moviemaker will automatically stop recording your narration when the images on your timeline end. To avoid this, add a throwaway image to the end of your movie and extend its duration to cover any additional narration time you may need.
8. **When you are done recording your narration, click Done.** This should return you to the Moviemaker workspace.
9. If your narration file doesn't automatically appear in the Collections window, you can import by clicking on *Import audio or music* under the **Capture Video** menu.
10. To add the audio to your movie, click and drag the audio file in the Collections to the audio track on the Timeline (you need to be in Timeline view to do this).
11. You can move the audio file along the audio track by clicking and dragging it to the position where you want the audio to begin.
12. You can also trim the beginning and end of your audio clips, as well as split the clips. To do this, select the audio clip on the timeline and then go to the **Clip** menu.
13. To fade in or fade out your audio clip, or to change the volume setting of the clip, right click on the audio clip you want to edit.



Rendering your movie

When your movie is complete, you must render it. Rendering is a process that takes your images, effects, transitions, audio, etc. and converts them into a playable file format. You are going to save your movie so it can be viewed using Windows Media Player.

1. Click on *Save to my computer* under the **Finish Movie** menu.
2. Enter a name for your movie file, and make sure you are saving it to your project folder. Click Next.
3. Select *Best quality for playback on my computer*. At the bottom of this dialog box, you can see how big the file will be and how much room there is on your computer. To begin rendering, click Next.
4. Be patient—it may take a few minutes to complete the rendering process.
5. When rendering is complete, click Finish.
6. Find the Media player file (.wmv) in your project folder.
7. Play the file to make sure it rendered successfully and that the audio can be heard.

Adding music

1. To add music, you must import your rendered movie file (.wmv) back into Moviemaker. It will import into Collections into several consecutively numbered clips.
2. Drag the clips *in order* onto the timeline. Replay it in the player window to ensure you did this correctly.
3. Using *Import audio or music* under the **Capture Video** menu, import the music file you want to use (mp3, wav, or wma format).
4. Once the audio file is in Collections, drag the file to the available audio/music track of your timeline.
5. Play the movie with the music, adjusting the volume of the music if you need to, or editing the length of the music clip if it plays too long.
6. When you are done, re-render the movie, giving it different name than the first.

Congratulations! You are done!