



1. Start *Movie Maker*. (Look in: *Start, Programs, Accessories.*)
2. Some important terminology:
 - a. **Project.** The *Movie Maker* save-file—the “script” of your movie. This tiny file merely holds the arrangements, timing, transitions, special effects, etc. to assemble all the resources for a movie.
 - b. **Collections.** Links to video clips, audio/music recordings, and photos or artwork. If it’s not in a *Collection*, it can’t be added to a movie project.
 - c. **Movie.** The final result of your work that can be watched on your computer, sent via email, saved to a CD or web server, and so forth. You will choose the format, quality level, etc.

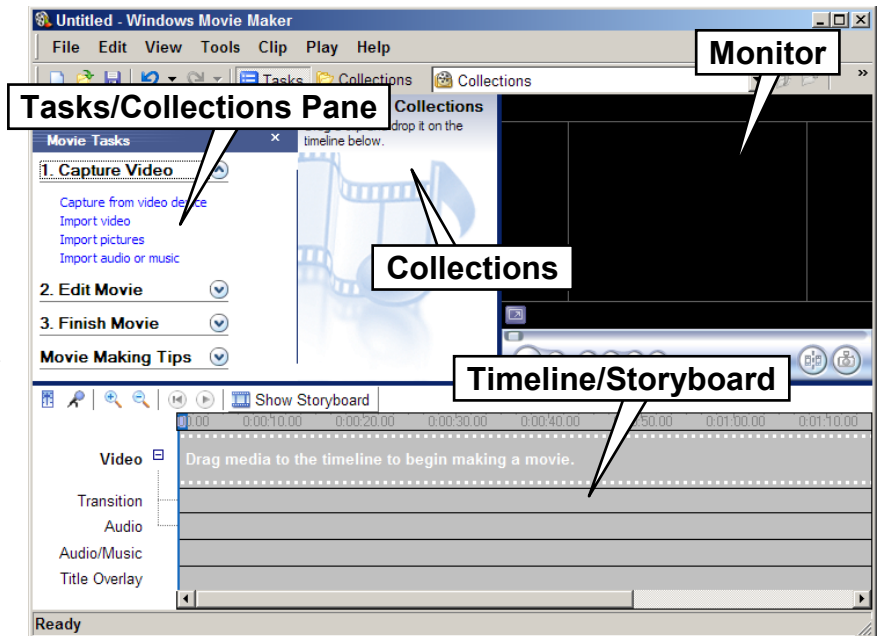


Figure 1. The *Movie Maker* window.

So, *Movie Maker* is the tool to assemble and tweak your resources to yield the finished, polished work that we call a “movie.” **A very important fact to remember: *Movie Maker* uses links** to point to the “collection” of resources—that is, the drive, folder, and filename for each. So, if the resource files are moved, deleted or renamed, your *Movie Maker* project can’t find them. That would mean you would not be able to tweak the project and remake the movie file.

Let’s create a polished, short movie using photos, video clips, and music.



3. You need to first identify your *Collection* of resources (photos, video clips, music, etc):
 - a. Click the *Tasks* button, and choose *Import pictures* in the *Tasks* pane, browse to select the desired photos, and click *Import*. Repeat as necessary.
 - b. Similarly, import music or other sounds, and videos (other movies you’ll use).
 - c. If desired, organize your collected items, into *Collection* folders.
4. The lower portion of the window displays either a *Timeline* or a *Storyboard*. Click “Show Storyboard” (if necessary). To start a movie project, drag items from your *Collections* onto the storyboard, in the desired order. (See Figure 2.)
5. Click “Show Timeline” to see a time-coded view of your project. (See Figure 3.) Click the *Play* button  to preview your project.
6. In the *Tasks/Collections Pane*, select *Video Effects*. Drag the desired effect onto the video. The blue star  indicates an effect is applied. (See Figure 3.) Try dragging more than one effect. Right-click the video clip to order/add/remove *Video Effects*.



Figure 2. Storyboard view

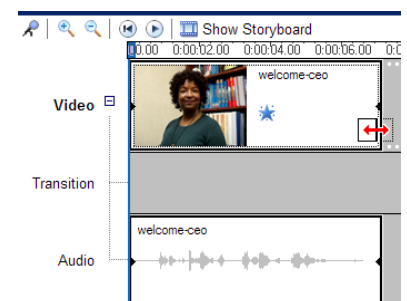


Figure 3. Timeline view

7. When a clip is selected (a dark border around it), you can adjust it many ways. Position the mouse at the end or beginning of the clip, note the new cursor (see Figure 3), and drag the red cursor to “crop” the beginning or ending of the clip.

8. Right-click the audio line that accompanies a video clip, and toggle on/off the *Fade In*, and/or *Fade Out* features. Choose *Volume* to adjust the loudness of the audio, as depicted on the audio line. (See Figure 4.)

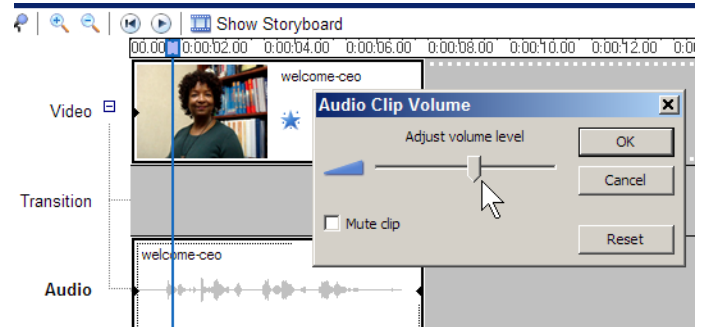




Figure 4. Adjust volume of audio track

9. The current time position is indicated by the vertical blue line. (See Figure 4.) Click the top of the timeline and drag it, to position the current time position. The monitor shows the video frame at that point. Click a magnifying glass button   to zoom in/out of the timeline for finer control.

10. When the time position is within a clip, you can use the *Clip* menu to *Split* the clip, and more precisely *Trim* (i.e., crop) the clip at that time position. With these tools you can trim unwanted pieces from the ends or the middle, apply a new video effect within the clip, and so forth.

11. You can insert photos, too. Before doing that, you can adjust the default durations for these items. In the *Tools* menu, choose *Options*, and click the *Advanced* tab. For this project, reduce the *Picture duration* to 2 seconds, and the *Transition duration* to 0.75 seconds. (*Picture > total Transitions*)

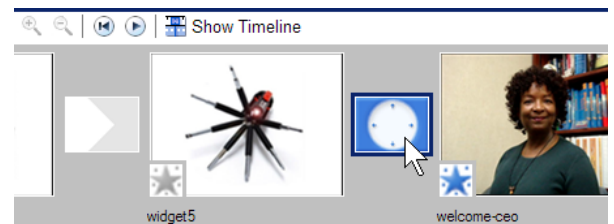


Figure 5. Photos dropped before the video, and a transition effect dropped between them

12. Easiest method to add photos: From the *Collections*, select and drag photos to the *Storyboard*. For our project, drop them **before** the movie.

13. Click the necessary links to view the available *Video Transitions* in the *Collections* pane. Select and drag a transition between each *storyboard* item.

14. Switch back to the *Timeline* view. Notice a) the sequence of the several photos; b) the *Transitions* between items that you added in the previous step, and c) the resulting overlap of photo times caused by the transitions. (See Figure 6.) As before, *Transition durations* can be adjusted with the mouse. But be careful: always zoom in!

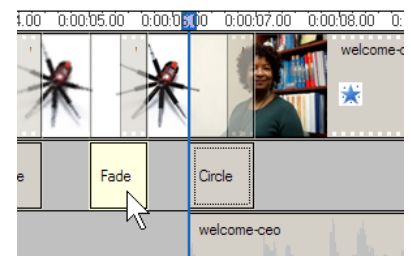



Figure 6. Clips, transitions, and durations shown on Timeline

15. Back in the *Storyboard* view, it's easy to change the order of items in the project, insert new items, delete items, and so forth. *Video Effects* and *Transitions* can be easily applied or removed. Use right-click *Video Effects* to adjust *Effects'* order, add, or remove effects. Note: some effects only apply to the start of the item, some only to the end, and some to the entire clip. Some *Effects* can be combined, e.g., *Ease In + Ease In*.

16. To convey titles, credits, and so forth, you can use a “photo” or another movie. Or, with *Movie Maker*, you can insert simple animated text screens. Let’s add text at the end of our project.
 - a. In the menu, choose *Tools, Titles and Credits...* (or in the Tasks pane, under *Edit movie*, click “Make titles and credits”).
 - b. Click “Add credits at the end movie.” Enter in some text (as much as you like) in the top and bottom boxes. See a preview in the *Monitor* pane.
 - c. Customize the appearance with the “More options” choices, especially the font and background colors. See a preview in the Monitor window. Experiment and select one of the animation styles. Some are designed for one line; others for two.
 - d. When satisfied, click “Done, add title to movie.” You’ll probably want to add a *Transition*.
17. Fine adjustments to the timing of video transitions are possible in the *Timeline* view.
 - a. Use the zoom button  before attempting fine adjustments with these techniques.
 - b. Hover the mouse cursor over each item to see its name and duration. Right-click and select *Properties* for even more info.
 - c. Carefully drag an item to change its starting time, and hence, the start of the transition. A “graph” (see the dark blue graph in Figure 7) depicts the duration of opening transition, the duration of the image display, and the duration of the ending transition. It takes practice to make these adjustments! “*Undo*” can be a real friend!

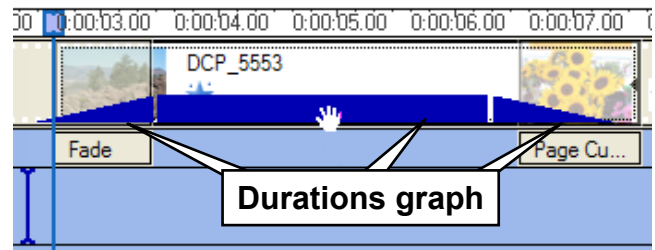


Figure 7. Transition durations depicted

18. A movie can have added audio—usually music, or narration—added only in the *Timeline* view.
 - a. As noted earlier, the audio resource (e.g., *mp3* or *wav* file) must exist in your *Collections*. (Click the *Tasks* button, choose “Import audio or music.”)
 - b. Drag a music item from your *Collection* to the *Audio/Music* timeline and, as with other items, drag the clip left/right, and/or drag the ends to crop. Right-click the music clip to *Fade In*, *Fade Out*, and adjust the volume of the clip.
 - c. Similarly, use *Tools, Narrate Timeline* to record audio from a microphone. You must position the time locator to an unused audio time. The resulting sound file will be saved to disk, added to the *Collections*, and added to the Audio/Music project timeline.
 - d. Use *Tools, Audio Levels* to adjust the balance between the video and music/narration.
19. Finally, you can create a finished, standalone movie file. In the menu *File, Save Movie File...* (or in the *Tasks* pane, under the *Finish Movie* heading), *Movie Maker* presents you with five options. You’ll almost always select “Save to my computer.”
20. The *Save Movie Wizard* leads you through the steps to create a movie.
 - a. First, specify the name and folder for your movie, and click *Next*.
 - b. Usually choose “Best quality for playback on my computer.” Look over the information about this choice, especially the “estimated space required.” (You can click “Show more choices” for several other options for advanced users.)
 - c. When you click the “*Next*” button, the movie creation process begins. It can take several minutes to save even a short movie when you’ve chosen one of the high quality options. When it’s done, click *Finish* and watch your video in Windows Media Player.


21. *Movie Maker* can help you create a new video clip while sitting at your computer. It's called "video capture." It requires a digital video camera attached to your computer. For example, let's replace the ending text with a video of your handwriting the closing credits.
- Click the *Tasks* button and select "Capture from video device."
 - In the *Video Capture Wizard*, select your video device (e.g., web cam) and click *Next*.
 - Type a name for the video to create, and note (or change) the folder to use. Click *Next*.
 - On the *Video Setting* screen, you will usually accept the "Best quality for playback on my computer" and click *Next*. (Or you can select "Other settings" to see many more options.)
 - The next screen shows a preview of the camera image. Check the camera alignment, lighting, and so forth. A friendly "cameraman" makes this a lot easier. Plan your video recording: in this case, your hand penning the text on a blank piece of paper. (See Figure 8, for example.) When ready, click *Start capture*, write the text, and click the *Stop capture* button and/or *Finish*. The video clip will be created, saved (see "c" above), and placed in a new *Collections* folder.
 - Drag and drop the new video from the *Collections* to the *Timeline* or *Storyboard*.
 - Fix it up, as before: trim off (crop) any unwanted portions, and add transitions and effects.
 - In this case, the audio from the video is not needed, right-click the audio portion of the new video clip in the *Timeline* pane, and select *Mute*.
 - Adjust the end of the music track, if needed, to fade out near the end of the entire movie.
22. You can also add your own narration to the movie. This requires a microphone.
- Click the *Narrate Timeline* button  in the *Timeline* pane to open a narration pane.
 - Click the *Timeline* to place the playback indicator at a point where there is no existing audio/music. (Don't worry—you can always move it later.)
 - Click *Start Narration*, speak your narration into the microphone (for example, "This has been a production of NCPN") and then click *Stop Narration*.
 - Supply a name and folder for the recording, and click *Save*. The sound clip will be added to your *Collections* and inserted into the movie project at the time location you specified in Step *b* above.
 - As before, adjust the position, length, volume, fade in, fade out, and so forth for this clip.



Figure 8. Video of handwriting

Reminder: The resulting **movie file** (usually a WMV) is a standalone. In contrast, your *Movie Maker project file* (a MSWMM) holds the instructions to combine many different files. If you want to return later and further tweak those settings, the files listed in the *Collection* for your project **must remain exactly the same**: name, location, length, and so forth.

Final comment: Concerning DVDs, the good news is that you can certainly make a DVD out of your movies. The bad news is that *Movie Maker* is not itself a DVD authoring tool (to manage files and on-screen DVD menus). For that you need a DVD authoring program, for example: *Windows DVD Maker*, included in *Windows Vista (Home Premium and Ultimate)*.

<http://www.windowdvdmaker.com>

For helpful info about *Movie Maker*, a good site is: <http://www.mightycoach.com/articles/mm2/>