

Windows Movie Maker 2 (aka MM2) Tutorial

Introduction

This tutorial is designed as a basic introduction and guide to Microsoft's digital video editing program, Windows Movie Maker 2 (MM2) and will provide students and teachers help for completing projects in MM2.

Prior to beginning a project, students should create a folder on the desktop of the computer they will use during the entire project. This folder will contain all resources being used (i.e. pictures, video, and audio files). Once this project is finished the entire folder can be 'burned' to a CD.

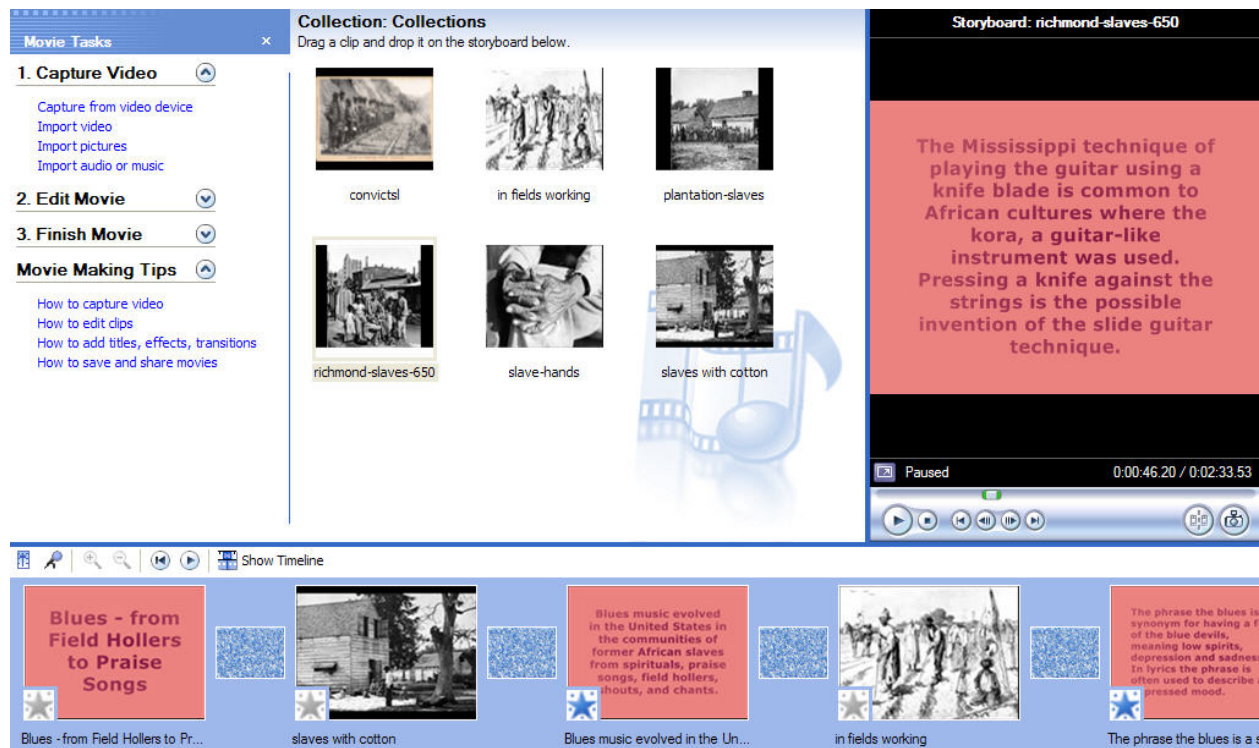
Overview

The process of creating a movie or a slide-show in MM2 consists of importing media such as video, pictures, audio, or music into the program and then manipulating these elements to create a "movie."

The media is imported into a collections pane and then dragged into either a storyboard or timeline window and edited. From the monitor window, you can see the changes or additions made to the project through the playback feature. Viewing changes as you make them allows you to save the project in stages. Once all changes are complete, the project can be saved to the computer or burned onto a CD.

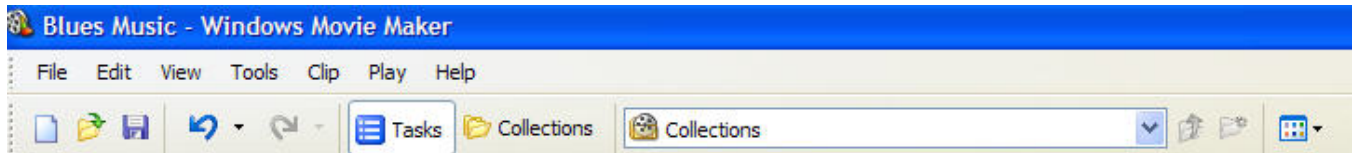
Interface

Below is an image of the Windows Movie Maker interface with a project in progress—showing the Movie Tasks, Collection, Storyboard, and Timeline windows.



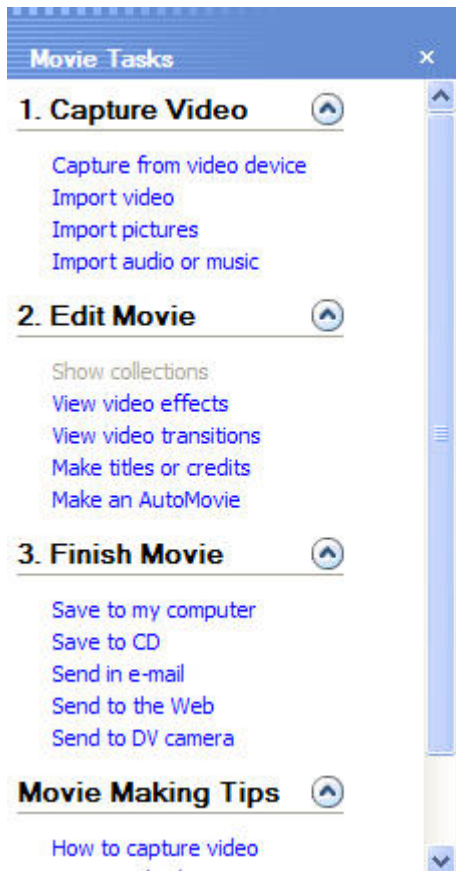
❖ Main Menu Header Dropdowns

On the main menu header are six dropdown menus for *File*, *Edit*, *View*, *Tools*, *Clip*, and *Play*. In MM2, access to most program functions can be reached through more than one location.



❖ Movie Tasks Pane

First, the Movie Tasks pane provides an access point for capturing video, editing your movies and saving your movie as well as movie making tips. The links here are easy to follow, going from top to bottom; the basic outline of the movie making process follows from start to finish.



❖ Collections Pane

The Collections pane provides a thumbnail view of videos, pictures, and music that have been imported into MM2 for the movie project. From the Collections pane clips can be selected and dragged into either the storyboard or timeline to create a movie.

Collection: Collections

Drag a clip and drop it on the storyboard below.



convictsl



in fields working



plantation-slaves



richmond-slaves-650



slave-hands



slaves with cotton



❖ Monitor Window

In the Monitor window the movie in progress can be tested or previewed. Use the function buttons at the bottom to play, stop, forward, or rewind the movie or manually use the slider.

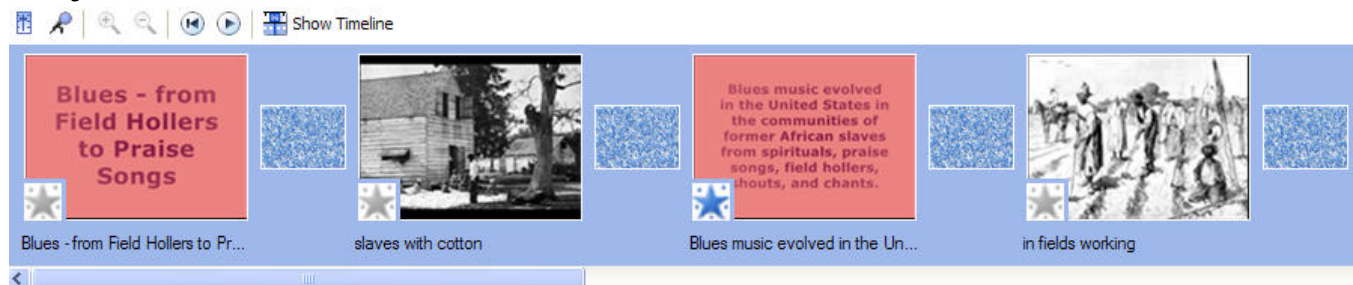
❖ Timeline/Storyboard

In MM2, the storyboard and timeline windows are used to place elements from the collections into a layout which can be viewed one frame at a time.

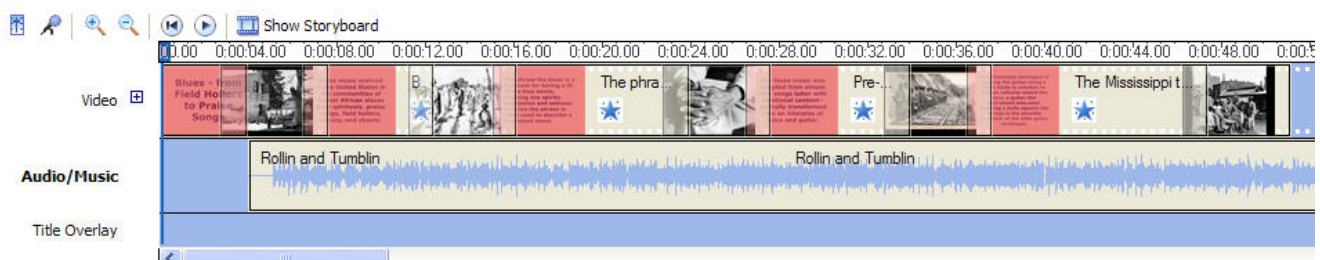
By selecting the plus (+) or minus (-) magnifying glass at the upper left of the timeline window, a project can be viewed from its extended length in minute increments or narrowly focused down to tenths of a second. The project can be played by clicking on play/stop buttons. To narrate a timeline, click on the microphone icon and to adjust volume, click on the volume control. To toggle between views, click "**Show Storyboard**" or "**Show Timeline**."



Storyboard View



Timeline View



Importing Resources

- ❖ To begin to create a movie, media resources should all be gathered first. Pictures, audio, music, and video files should be downloaded or brought into a folder on the desktop of the computer being used.
- ❖ From the *File* menu item, choose a *New Project*. Click on the Collections button on the toolbar, right click and click on new collection. Name it with the title of your project.
- ❖ Click on *Tasks* and from the *Movie Tasks* pane, under *Capture Video*; import all the media files (video, audio, pictures) by browsing to their location in the folder on the desktop.



To import several pictures at the same time, hold down the shift key, select the first and then the last picture file in the folder, and then click on import pictures. Several pictures will import at once into the collections pane.

MM2 will allow you to import the following formats:

Audio: .aif, .aifc, .aiff, .asf, .au, .mp2, .mp3, .mpa, .snd, .wav, and .lwma

Picture: .bmp, .dib, .emf, .gif, .jfif, .ljpeg, .jpeg, .jpg, .png, .tif, .tiff, and .wmf

Video: .asf, .avi, .m1v, .mp2, .mp2v, .mpe, .mpeg, .mpg, mpv2, .wm, and .wmv

After importing all resources into the collections pane, begin the creation of the project.

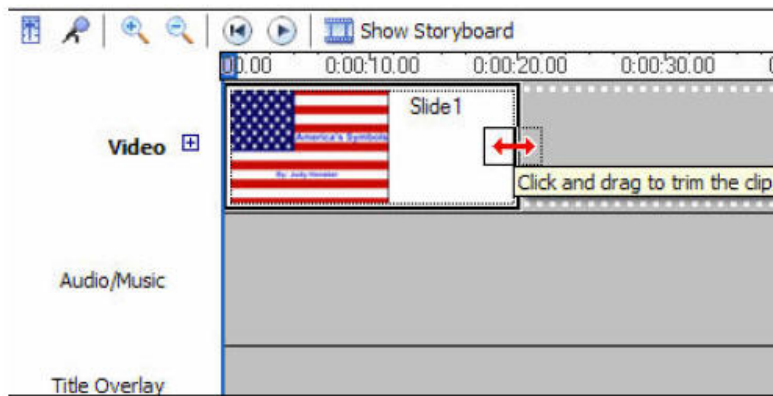
- ❖ Drag the imported media files into your storyboard to begin the creation of your project. Items can be adjusted or moved anywhere in the storyboard or timeline. After all the items have been positioned where they are wanted, editing can begin to fine tune the project.

Editing

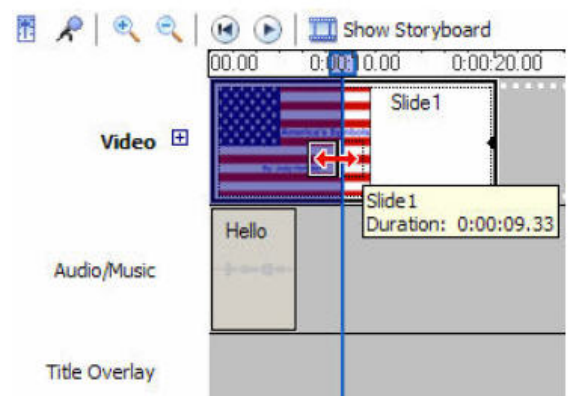
- ❖ Effects: From the *Movie Tasks* pane, under *Edit Movie*, select *View video effects*. Choose the desired effect, select and drag into the storyboard or timeline over the clips which the effect is connected with. A right click on a specific clip will also add or remove the effects. After inserting an effect, sample the change in the preview monitor window to determine if the effect works as desired.
- ❖ Trim: The *Trim* function serves as a manual length editing tool. In the timeline window, manipulate the length (duration) of images, videos, audio or music clips. Trim works to reduce the duration of video and audio clips, but for images it can also be used to extend or increase duration.
 - Toggle to the Timeline window
 - Select the image, video, audio or music clip that you desire to change
 - Place the arrowhead over the right end of the clip and a double red arrowhead will appear. You can click and drag to trim the clip. Extending the clip will give you additional time for audio/music files.

- After adding or recording an audio file, drag the blue line until the audio file has the same ending point as the clip it accompanies.

Extend

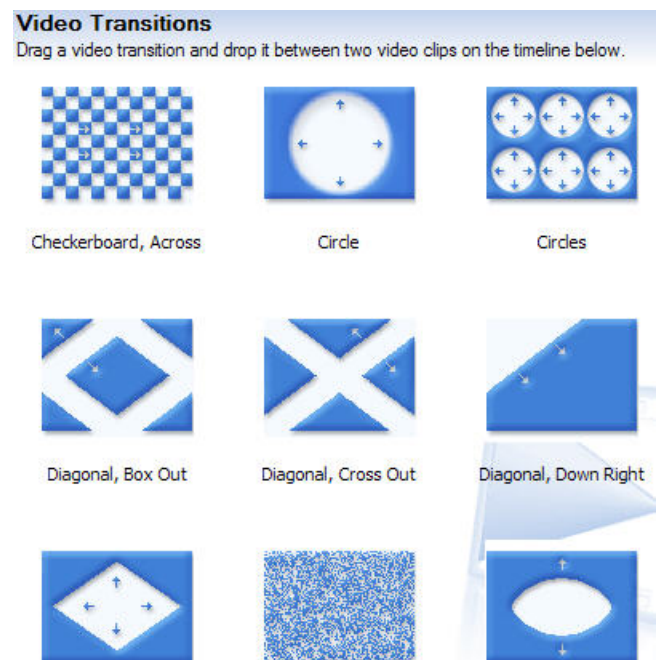


Shorten



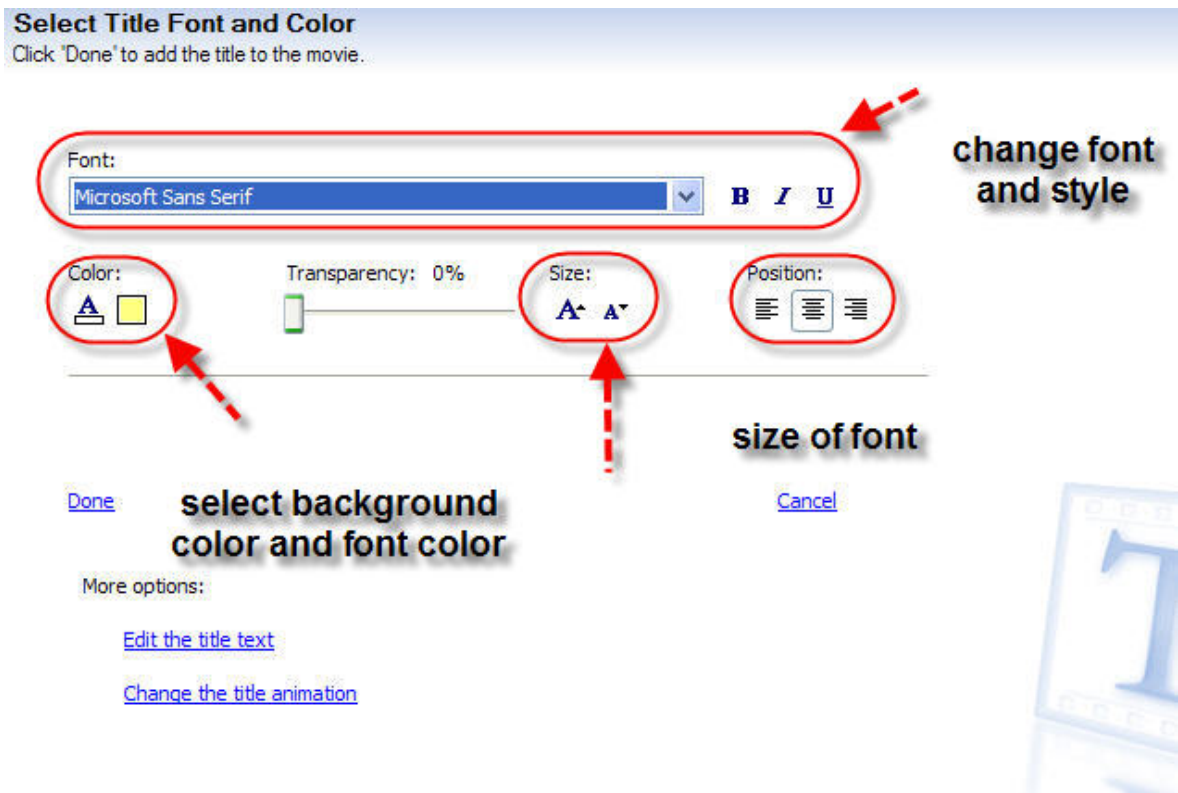
- ❖ **Transitions:** MM2 offers sixty different video transitions. When applied, transitions provide a unique way to smooth the viewing of each new clip in the project.

- From the *Movie Tasks* pane, under *Edit Movie*, select *View video transitions*.
- Choose the desired transition, select and drag into storyboard between desired clips.
- After inserting transition, preview the change in the Monitor to determine if it looks the desired way.
- A transition can be changed by either selecting *Undo* right click on the transition in the Storyboard and select *delete*, or simply drag a new transition over the old transition.

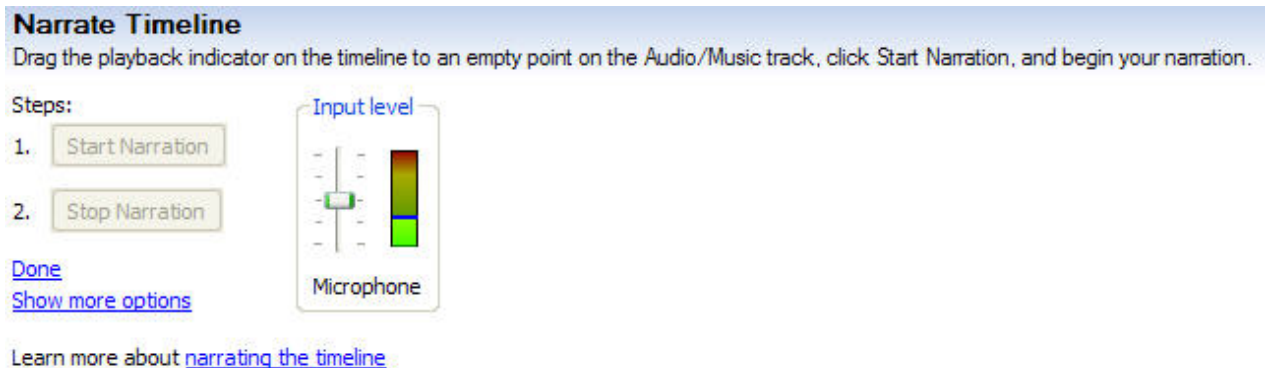


- ❖ **Titles and Credits:** To add titles frames or credits to your movie or slide show MM2 provides a number of font and animation options.
 - To add text to your movie, go to the *Movie Tasks* pane and under *Edit Movie*, select *Make titles or credits*. Determine where you want to add a title and select that option.
 - In the next box that appears, enter your desired text. At the bottom of the text box, MM2 provides options for changing text font style, size, and color. Text animation can also be manipulated through clicking on *Change the title animation* and selecting the desired options.

- As the text additions are made, a sample of the changes can be seen in the Monitor window. When completed, select *Done, add title to movie* and the text will be added to the timeline.



- ❖ **Narration:** To add an additional element to your movie or slide show, MM2 provides for recording and inserting audio into the timeline. **Narration can only be added from the *Narrate Timeline Window*.**
 - Narration can be accomplished by either using the built-in microphones in most computers or external microphone. (Use the pink audio input jack on most CPUs.)
 - To narrate, select the *Tools* menu and *Narrate Timeline* or select the microphone icon at the top left of the timeline.
 - From the *Narrate Timeline* window, select *Start Narration* and the program will begin recording. To stop the process simply select *Stop Narration*.



The green bar on the input level should fluctuate up and down when speaking into the microphone if it is operating correctly. If the green bar is not moving, you may need to use an external microphone.

- Once the narration is stopped, the narration should be saved. Give your narration a specific name which will match the clip or video section it matches and save.
- On the *Narrate Timeline* window, select *Done* and the audio file will be automatically inserted into the Audio/Music track on the timeline. As with all other media resources, the narration can be moved or edited within the timeline.
- Click *Play* on the Monitor to sample the narration file.

Save

Once the project is completed, select desktop and save to the project folder.

- ❖ From the *Movie Tasks* pane, under *Finish Movie*, select *Save to my computer*.
- ❖ In the *Save Movie File* window, under 1., enter a name for your completed movie and under 2., select the destination where the file will be saved. Selecting different file options will change the file size accordingly.
- ❖ Some DVD burning software will not support the WMV file format. If that is a problem, save the project as an AVI file instead.
- ❖ Remember, once the project is saved as a movie, it can no longer be edited.