

# Windows Movie Maker 2

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## 1. Introduction

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

Note: Have students create a folder on the desktop of the computer they will be using for the purpose of storing all of their pictures, video, audio/music, etc. for easy access. Once the project is finished the entire folder can be saved to a CD.

## 2. 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 same elements to create a "movie."

The MM2 program is designed to provide visual access and management of imported elements (video, pictures, audio, or music) into a collections pane. Elements from this area can be dragged into either a storyboard or timeline window and then edited.

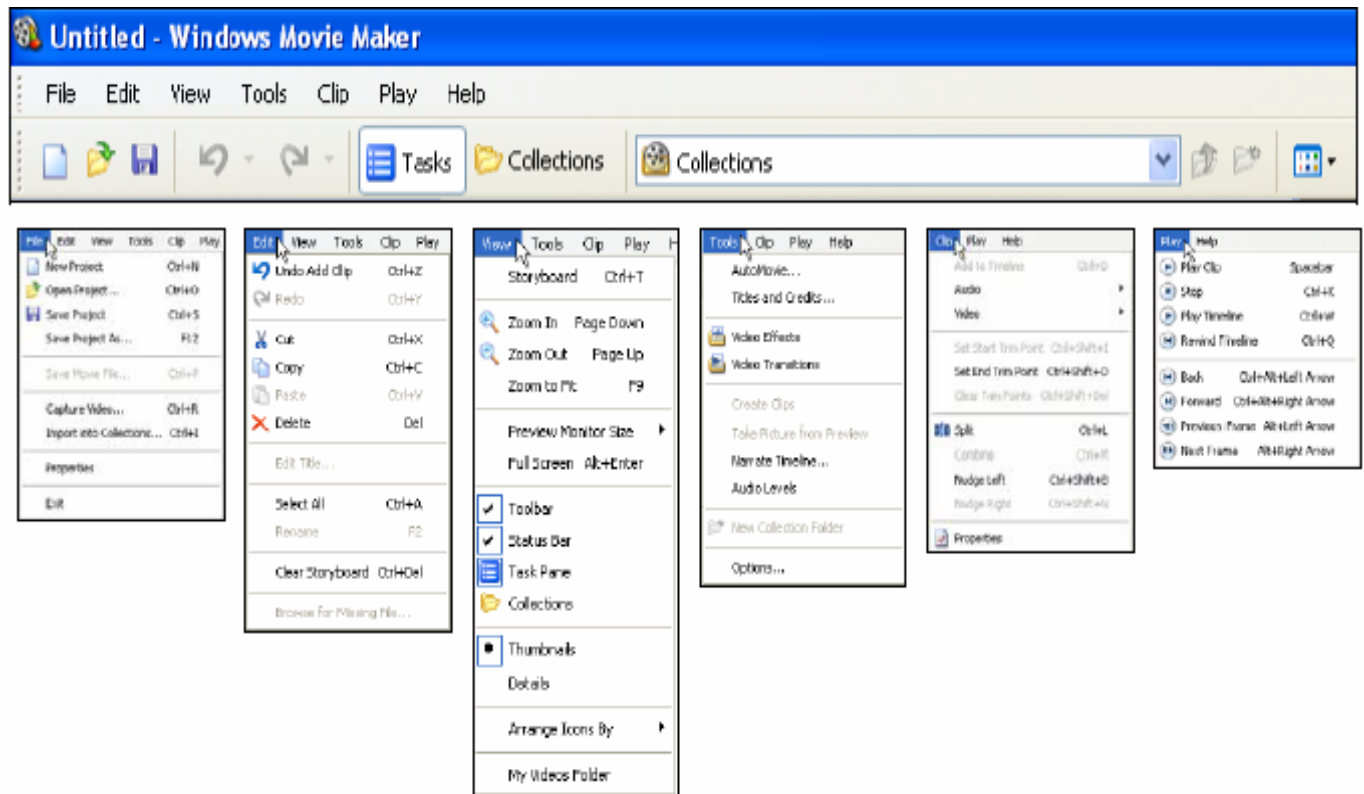
From the monitor window, you can see the changes or additions made to the project through the playback feature. Viewing changes as you make them allows you to save the project in stages. Once all of the changes are acceptable, the project can be saved to the computer, to a CD, etc.

Below is an image of the Windows Movie Maker interface—components of this interface are detailed in the following sections.



## 3. Interface

Below are graphics of the main menu header as well as 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.

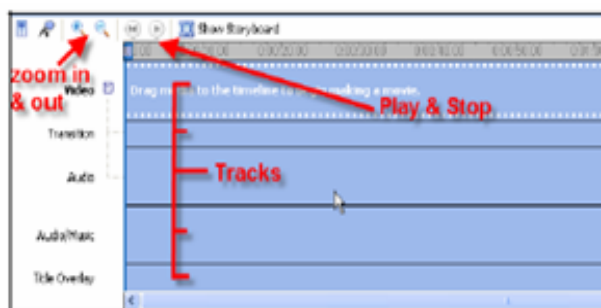


### Timeline/Storyboard

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.”



Timeline



Storyboard

## Movie Tasks, Collections, and Monitor

Below is a graphic of MM2's interface including the Movie Tasks pane, the Collection pane, and Monitor window.



First, the Movie Tasks pane provides an access point to capture video, edit your movie, and save your movie, as well as providing movie making tips. The links in the pane are easy to follow, from top to bottom, the basic outline of the movie making process from start to finish.

Next, the Collections pane provides a thumbnail view of videos, pictures, and even music that have been imported into MM2 for use on your movie project. From the Collections pane you select and drag clips into the storyboard or timeline to create a movie.

Last, in the Monitor window you can test or preview your movie. From the function buttons at the bottom of the window you can play, stop, forward, or rewind your movie or manually use the slider.

## 4. Import

To begin building your movie or slideshow project you must first import your video, picture, audio or music files into MM2. To do so, follow the steps below:

### To Import Video, Pictures, Audio or Music

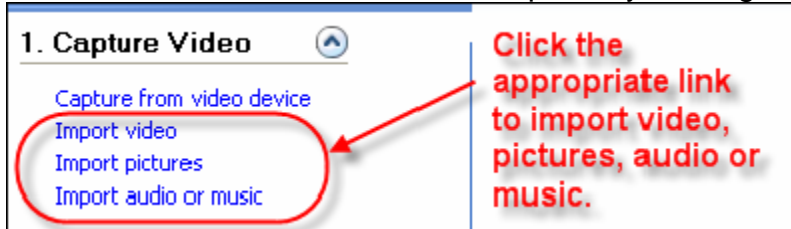
**Step 1:** From the *Movie Tasks* pane, under *Capture Video*, select the appropriate link to import video, photographs, audio or music into MM2.

Note: To import several pictures at one time, click on the first picture, hold down the shift key, select the last picture in the folder, and then click on import pictures. You can import several pictures at once into the collections pane.

Note: MM2 will allow you to import the following file formats:

- Audio files: .aif, .aifc, .aiff, .asf, .au, .mp2, .mp3, .mpa, .snd, .wav and .wma
- Picture files: .bmp, .dib, .emf, .gif, .jfif, .jpe, .jpeg, .jpg, .png, .tif, .tiff, and .wmf
- Video files: .asf, .avi, .m1v, .mp2, .mp2v, .mpe, .mpeg, .mpg, .mpv2, .wm, and .wmv

**Step 2:** You are now ready to begin the creation of your project. Import your pictures, video, and music into the collections pane by clicking on the appropriate link.



## 5. Edit

Once you have imported video, music, or photographs into your collections, these items can be dragged from the Collections pane into either the storyboard or timeline to begin the creation of your project. Items can be adjusted or moved anywhere in the timeline or storyboard. After you have positioned these elements where you want them you can use MM2's edit functions to create your project.

### Effects

**Step 1:** From the *Movie Tasks* pane, under *Edit Movie*, select *View video effects*.

**Step 2:** Choose the desired effect, select and drag into the storyboard or timeline over the desired clips. On individual clips in the timeline you can also right click on a specific clip and add or remove effects.

**Step 3:** After inserting an effect, sample the change in the preview monitor to determine if the effect works in the way you desire.

### Trim

The *Trim* function serves as a manual length editing tool. In the timeline window, you can manipulate the length (duration) of images, videos, audio or music. Trim works to primarily reduce the length of videos, audio or music, but for images, trim can also be used to extend or increase duration.

**Step 1:** Toggle to the Timeline window.

**Step 2:** Select the image, video, audio or music clip that you desire to manipulate.

**Step 3:** 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 picture, video, etc. will give you additional time for audio/music files.



To insert a transition follow these steps:

**Step 1:** From the *Movie Tasks* pane, under *Edit Movie*, select *View video transitions*.

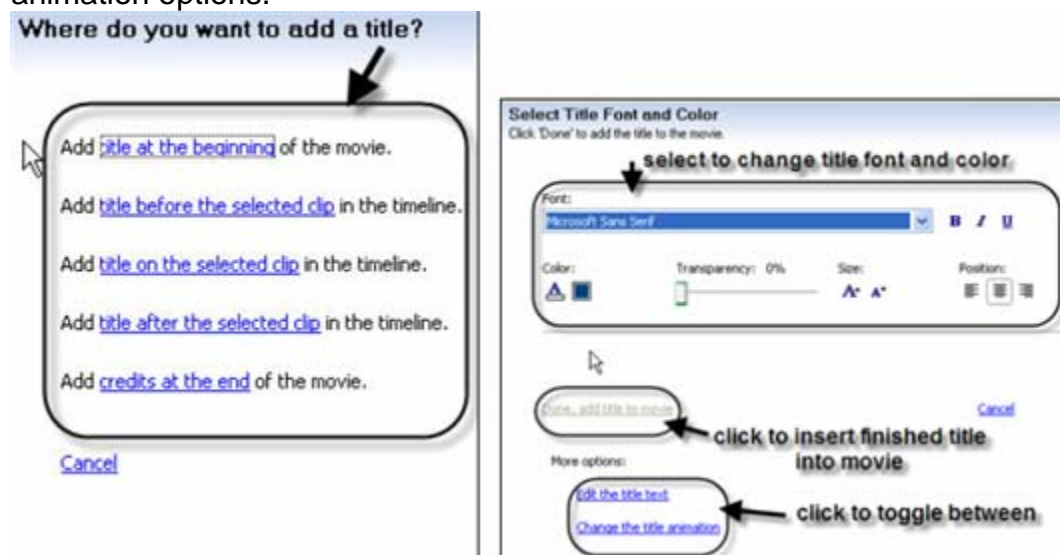
**Step 2:** Choose the desired transition, select and drag into storyboard between desired clips

**Step 3:** After inserting transition, preview the change in the Monitor to determine if it looks the way you desire.

**Step 4:** To change a transition you can either *Undo* the action, right click on the transition in the Storyboard and select *delete*, or simply drag a new transition over the old transition.

## Titles & credits

To add titles or credits to your movie or slide show MM2 provides a number of font and animation options.



To add text, perform the following steps:

**Step 1:** From the *Movie Tasks* pane, under *Edit Movie*, select *Make titles or credits*.

**Step 2:** Determine where you want to add a title and select that option

**Step 3:** In the text box which appears, enter your desired text.

**Step 4:** 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

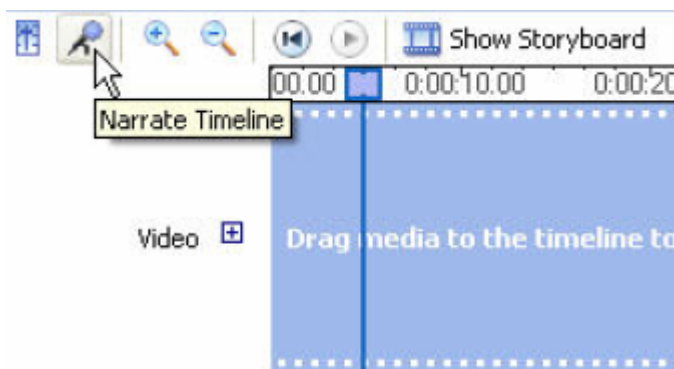
**Step 5:** As text additions are made, a sample of the changes can be seen in the Monitor. When completed, select *Done, add title to movie* and the text will be added to the timeline.

## Narration

To add an additional element to your movie or slide show, MM2 provides for recording and inserting audio into the timeline. This process of narration can be accomplished by:

**Step 1:** Microphones are built into most computers (laptops). External microphones can be used. Note: The microphone should be inserted into the pink microphone plug on the CPU.

**Step 2:** To narrate, either select the *Tools* menu and then *Narrate Timeline* or select the microphone icon at the top left of the timeline.



**Step 3:** From the *Narrate Timeline* window, select *Start Narration* and the program will begin recording. To stop the process simply select *Stop Narration*.



Note: The green bar on the input level should go up and down when you speak if the microphone is operating correctly. If the green bar does not move when you speak, you may need to use an external microphone.

**Step 4:** Once stopped, you will be directed to save your narration. Give your narration a specific name, so you can remember which narration goes with which video, and select *save*.

**Step 5:** On the *Narrate Timeline* window, select *Done* and the audio will be automatically inserted into the Audio/Music track on the timeline. As with video, title, and photograph elements, your created narration can also be moved or edited within the timeline.

**Step 6:** Click *Play* on the Monitor and sample your narration.

## 6. Save

Once you have completed your project, select desktop and save to the folder you created on the desktop, or save to CD, etc.

**Step 1:** From the *Movie Tasks* pane, under *Finish Movie*, select *Save to my computer*

**Step 2:** In the *Save Movie File* window, under 1., enter a name for your completed movie, and under 2., select the destination that the file will be saved. selecting different file options, the file size will change accordingly.

**Note:** Some DVD burning software will not support the WMV file format. If that is the case, you will need to save your project as an AVI file.