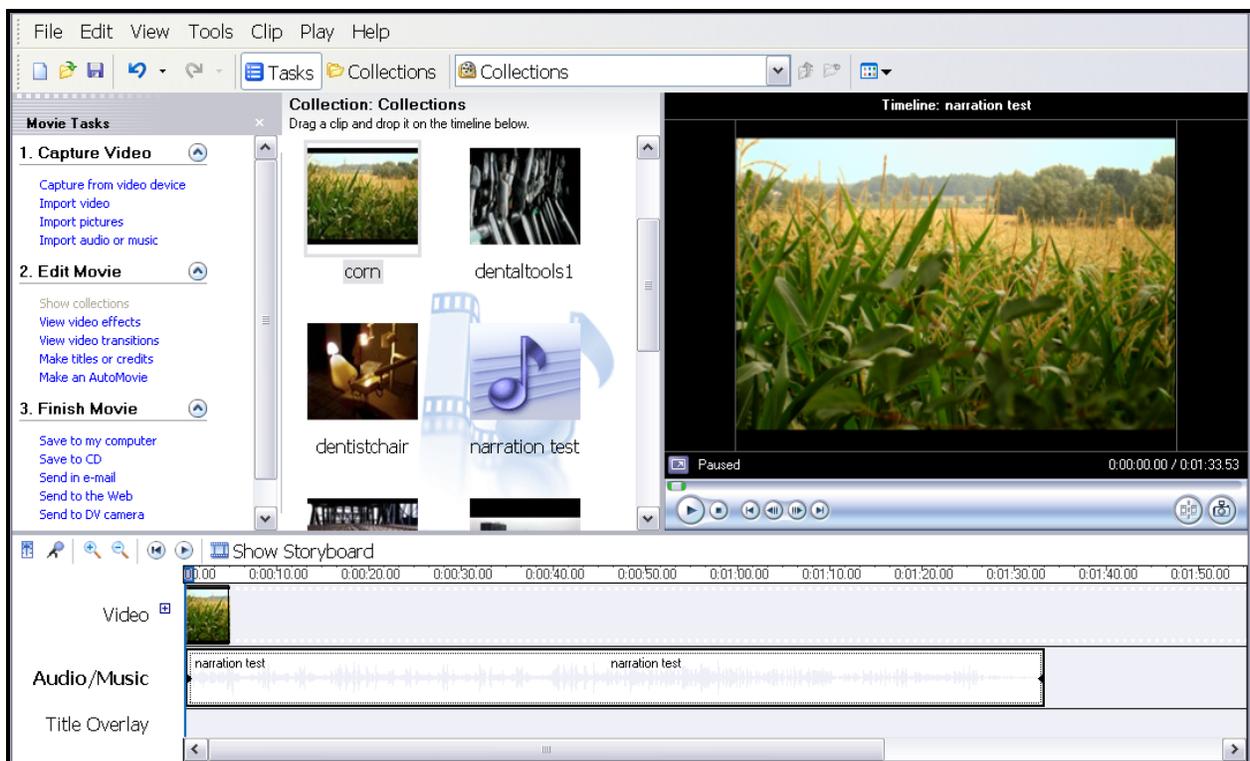# Movie Maker Tutorial

Getting Started

If you have a PC with Windows, Movie Maker comes standard; just click **Start > Programs > Accessories > Windows Movie Maker**. The interface consists of the **Movie Tasks** menu at the left, your **Collection** clipboard in the middle, the preview screen at right (you can adjust the size of the screen for easier previewing), and the **Story board** or **Timeline** at the bottom. Most of the finer editing functions must be completed in **Timeline** mode. Visit the Windows Movie Maker tutorial links below for a more detailed overview of the basic editing functions.

This document explains the steps you will follow using Movie Maker, along with additional software such as the Audacity audio editor and file converters like the Switch Sound File Converter and Prism Video Converter, to create and publish a video project. In this tutorial, you will learn how to:

- import video clips, photos, and sound files into Movie Maker
- add these media to a Movie Maker project and edit them
- add effects, transitions, titles, and credits
- add narration and music
- save and publish your video

Importing Media

You can import video, photos, and audio tracks to use in your movie. Select the media type under **1. Capture Video** and select one or more files to create a collection that allows you to keep your source material handy. When you edit in Movie Maker, the source files aren't altered. For more specific instructions, see http://tinyurl.com/importstuff.

Adding Source Material to Your Movie

Once you have your video clips, photos, and audio files loaded, drag material from the collection pane into the story board or timeline to add it to your project. You can drag and drop clips and pictures to rearrange them.

Editing and Organizing Clips

You can trim parts of your video clips or split sections to delete or re-order the clips. For more specific instructions on working with clips, see http://tinyurl.com/clipstuff.
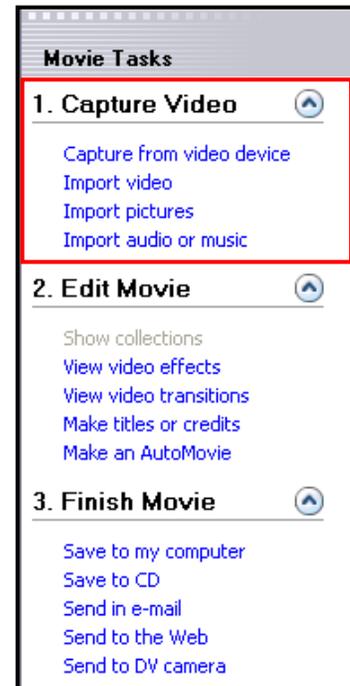*Note: You can zoom in on the timeline for more precise editing.*

To trim a clip:

1. If you are in the storyboard view, click **View > Timeline**.

2. On the timeline, click the clip that you want to trim.

3. Use the playback controls under the preview monitor to find the point where you want to trim the clip and perform the following steps:

   a. When the playback indicator is at the point where you want the selected video or audio clip to start playing back, click **Clip**, and then click **Set Start Trim Point.**

   b. When the playback indicator is at the point where you want the selected video or audio clip to stop playing back, click **Clip**, and then click **Set End Trim Point**.

To split a clip:

1. In the **Contents** pane or on the storyboard/timeline, click the video or audio clip that you want to split.

2. Under the preview monitor, click the **Play** button.

3. When the clip reaches a point near the place you want to split the clip, click the **Pause** button. You can also drag the playback indicator on the timeline bar to the desired split.

4. Under the preview monitor, use the playback controls to find the point where you want to split the clip.

5. Under the preview monitor, click the **Split** button.

Adding Movie Elements

After you have ordered and edited your clips, you can add effects, transitions, and text to complete the visual elements of your video project. All of these elements can be added using the **2. Edit Movie** menu.
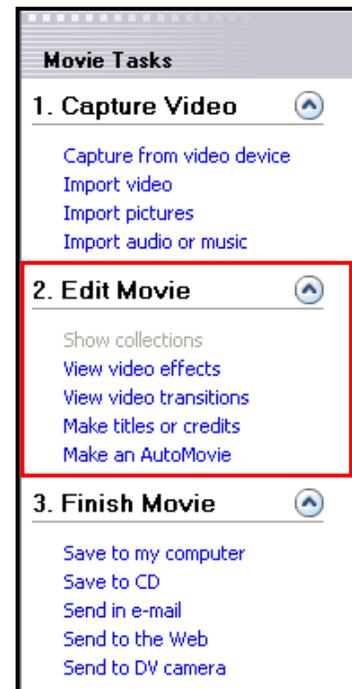
Adding Video Effects

You can add a variety of effects to change the appearance or speed of video clips. For example, you can make your video black and white, age it, speed it up or put it in slow motion. Select **View video effects** to see your options. To add an effect, drag it onto the timeline bar where you want it to begin. You can add multiple effects to the same clip. If you don't like an effect, right-click the **star** icon in the lower-left corner of the clip, and click **Delete Effects**. For more detailed instructions on effects, see http://tinyurl.com/vidtrans.

Adding Transitions between Video Clips

To smooth transitions between photos and/or video clips, you can insert fades and transitions by dragging the selection line to the insertion spot, clicking **View video transitions,** and dragging the desired transition to the timeline. There are many dynamic options, but I'm a fan of simple fades and wipes. For more specific instructions on adding transitions, see http://tinyurl.com/vidtrans.
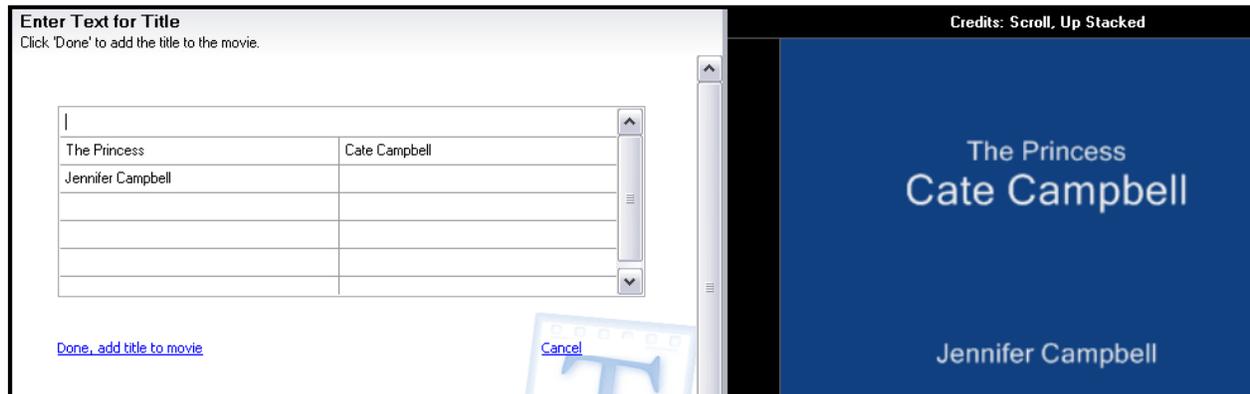
Adding Titles and Subtitles

You have several options for adding text to your movie. You can create title screens to go before the film and between clips, and you can add titles and subtitles that run over pictures or clips. Just drag the selection line or select a clip and click **Make titles or credits**. Type in the text you want to add, then you can adjust the screen color, text appearance, and animation. A preview will appear in the video monitor. For more information about adding titles, see http://tinyurl.com/vidtitles.

Adding Credits

You can also select **Credits at the end** to add cast information or cite sources. Type headings and names or citations into the title table; the editing tools for font, color etc. are the same as those in the titles dialogue box. You can adjust the appearance of items depending on how you enter them into the credits table. For example, you can enter a role on the left and an actor on the right to highlight the name, or type all of the text on the left for a single-sized entry.
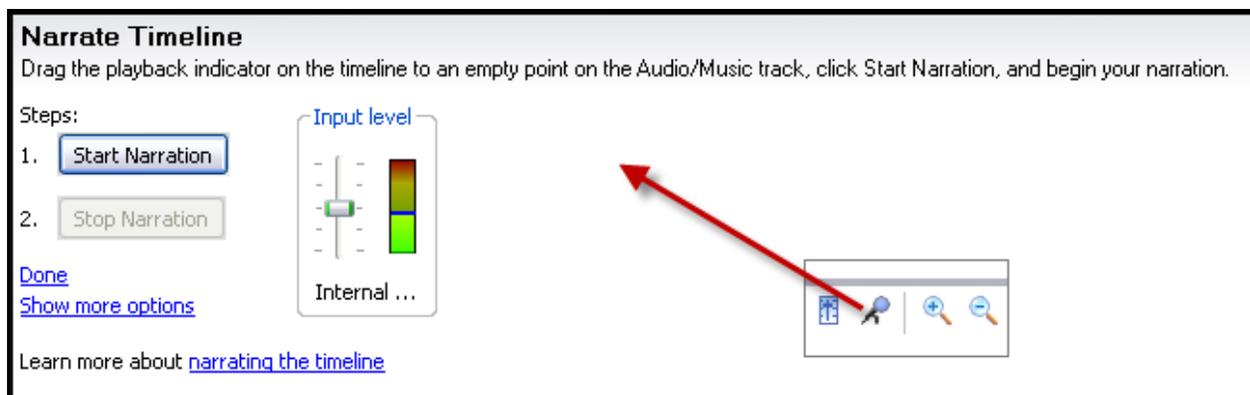

Adding Audio

After the video elements of your movie are in place, you can manipulate existing audio from your video clips and add narration and/or background music.

Adding Narration to Your Movie

If you want to explain what is happening in a photo or clip, or provide any other verbal information, you can add an original narration track by clicking on the microphone in the timeline toolbar to open the **Narrate Timeline** interface. Use the **Start Narration** and **Stop Narration** buttons to add your narrative. For more specific instructions on adding narration, see http://tinyurl.com/vidnarrate.

Adding Background Music to Your Movie

You import audio files to the collection page just like pictures or videos clips. Click **Import audio or music**, and select any .wma or .mp3 file stored on your machine. Next, drag the sound file to the **Audio/Music** bar below the video clip. You can adjust the audio volume and have the music fade in or out by right clicking on your audio clip in the timeline and selecting the appropriate option.

You can also adjust the balance between your video clips' sound and added audio by clicking on the volume slider at the far left of the timeline controls. For more specific instructions on adding background music, see http://tinyurl.com/vidmusic.
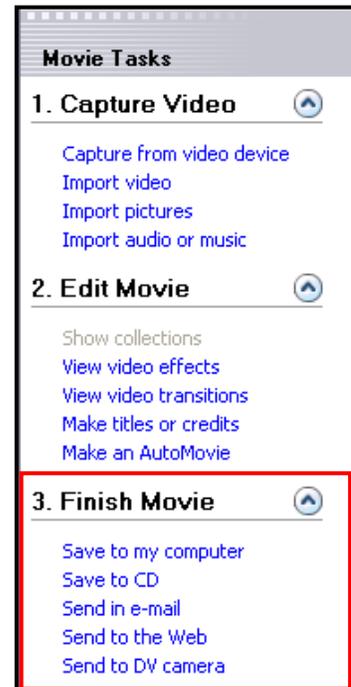

Combining Narration and Music

It isn't possible to add a music track *and* narration within Movie Maker. You can, however, merge the two in Audacity and re-import the new audio track. Audacity can be downloaded for free at http://audacity.sourceforge.net (see the Audacity Tutorial for a full overview of this audio editing software). You will also need the free Switch Sound File Converter, which is available at http://www.nch.com.au/switch .

1. Complete a timeline narration as described above. Name it clearly; by default, it will be saved in a **Narrations** folder under **My Videos** in **My Documents**.

2. Use the Switch Sound File Converter application to convert the narration file from .wma format to .mp3 format. Click **Add Files** and select the .wma file, then choose the destination folder and output type before clicking **Convert**.

3. Import the converted narration .mp3 file into a new, clearly titled Audacity project.

4. Next, import your music .mp3 or .wav file and make any needed adjustments to align the two tracks as desired.

5. Select **File > Export as WAV**, and save the combined audio track.

6. Return to your Movie Maker window, select **Import audio or music**, and add the new .wav file to your collection. Then, drag it to the **Audio/Music** bar.

Finishing Your Movie

You should, of course, save your Movie Maker project often. Once you have completed your work, however, you must finish the project by saving it as a usable video file. For more specific instructions on finishing your movie, see http://tinyurl.com/vidpub.

Under **3. Finish Movie**, select **Save to my computer**, enter your movie title and destination folder and click the **Next** button. The default movie setting selection is **Best quality for playback on my computer**. However, for some situations, you might need a different file type or you might want more control over quality and compression, depending on how you plan to share the final movie. To select a different movie setting, click the **Show more choices…** option, select the **Other settings** button, and choose a file type from the drop down menu. Click the **Next** button and your file will be converted into a Windows Media Video file (.wmv).

Converting and Uploading Your Video

If you want to share your video with others using a different computer platform or burn it to a DVD that will be compatible with all players, you might need to convert the video file type.

You can download free converters like NCH's Prism Video Converter (available at http://www.nchsoftware.com/prism/index.html), which supports a wide range of formats and is quite easy to use. Launch the Prism Video Converter and click **Add Files**. Browse to find your .wmv file, select the appropriate destination folder and output format, and then click **Convert**.

Uploading to YouTube

First, you will need to create a YouTube Account. Next, click the **Upload** link in the top right corner of any YouTube page and follow the instructions. YouTube recommends the following file specifications:

- **Video Resolution Recommended:** 1280 x 720 (16x9 HD) and 640 x 480 (4:3 SD)
  There is no required minimum resolution – in general the higher resolution the better and HD resolution is preferred. For older content, lower resolution is unavoidable.

- **Bit-rate:** Because bit-rate is highly dependent on codec there is no recommended or minimum value. Videos should be optimized for resolution, aspect ratio and frame rate.

- **Frame Rate:** The frame rate of the original video should be maintained without re-sampling. Pulldown and other frame rate re-sampling techniques are discouraged.

- **Codec:** H.264, MPEG-2 or MPEG-4 preferred (YouTube does accept .wmv files, though).

When you select the movie setting for finishing your project, your film's specifications appear in the **Setting details** box in the lower left corner of the **Save Movie Wizard**.

That's It – You're a Movie Star!