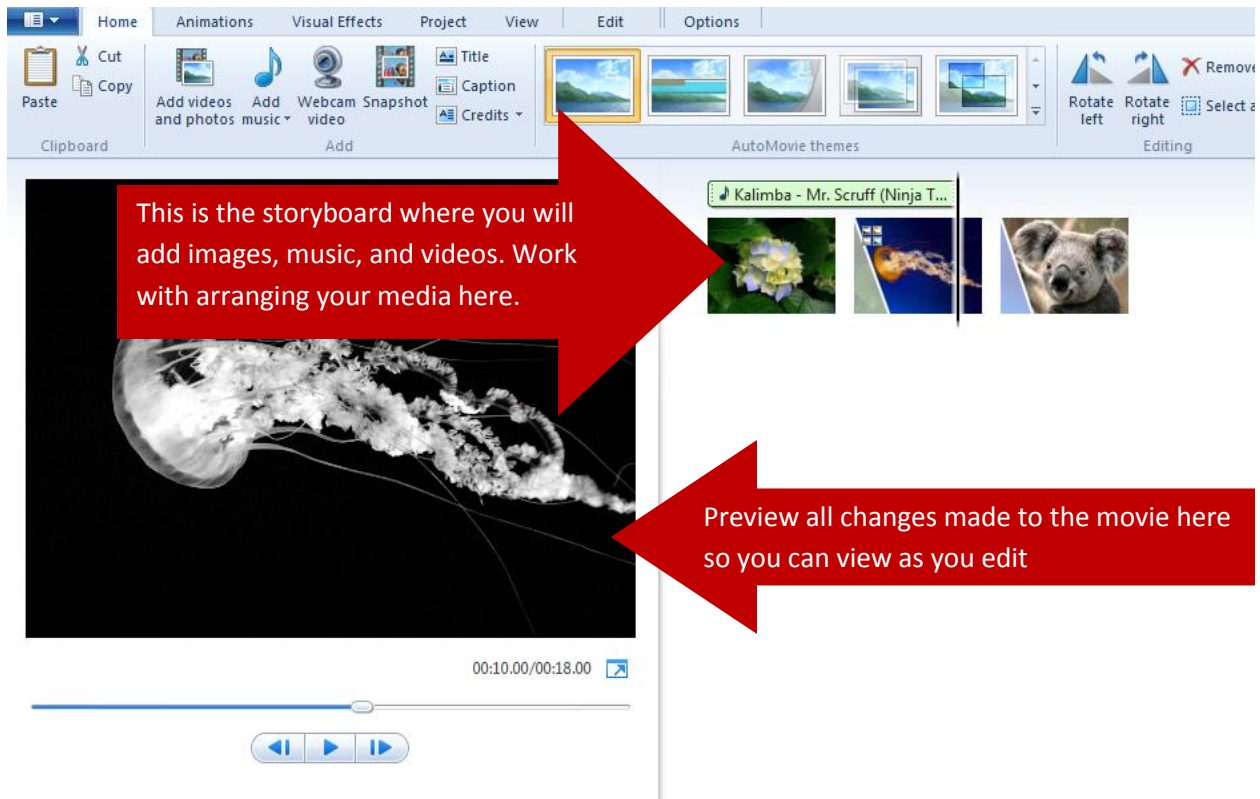
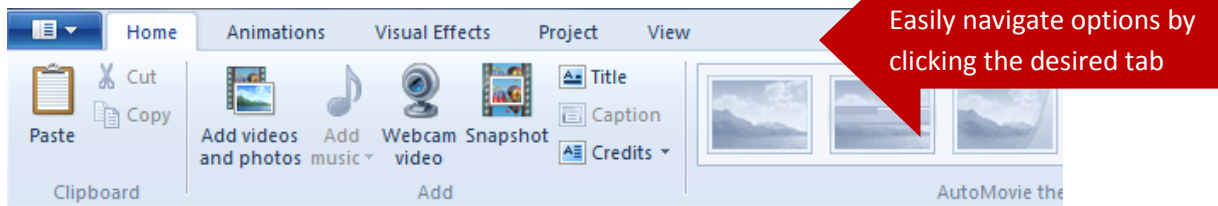


Windows Movie Maker: An Introduction

The Movie Maker Interface



Using the Toolbar

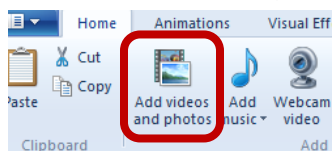


Working with Photos, Video, and Music

Adding Photos

To add photos to your project,

1. Under the **Home** tab, in the **Add** box, select **Add videos and photos**.



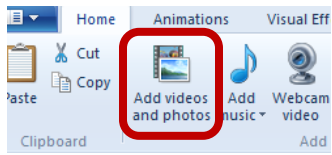
2. Browse through the photos in your documents and select the ones you wish to add to the storyboard. Hold the **Ctrl** key to select multiple photos at once.
3. Your added photos will appear on your storyboard. To rearrange the photos, click on the photo, then **drag and drop** the photo in the desired space.



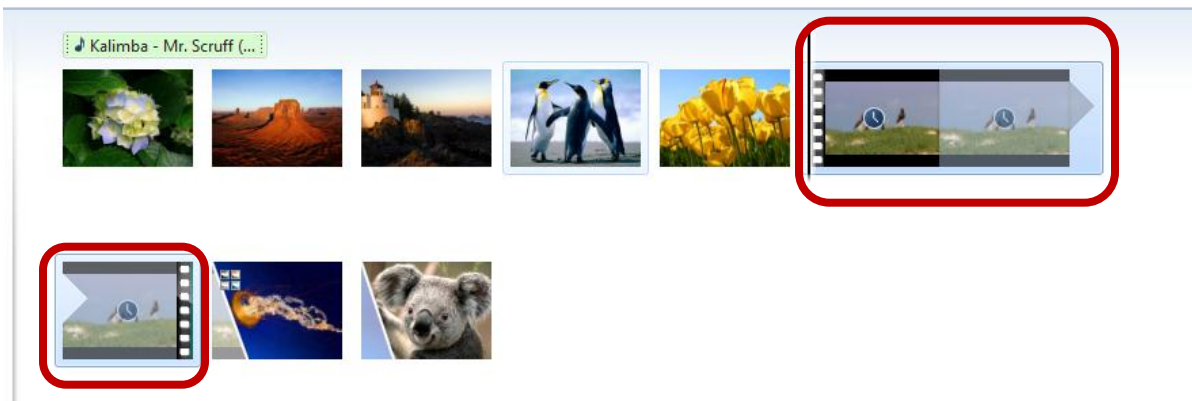
Adding Video

To add video,

1. Under the **Home** tab, in the **Add** box, select **Add videos and photos**.



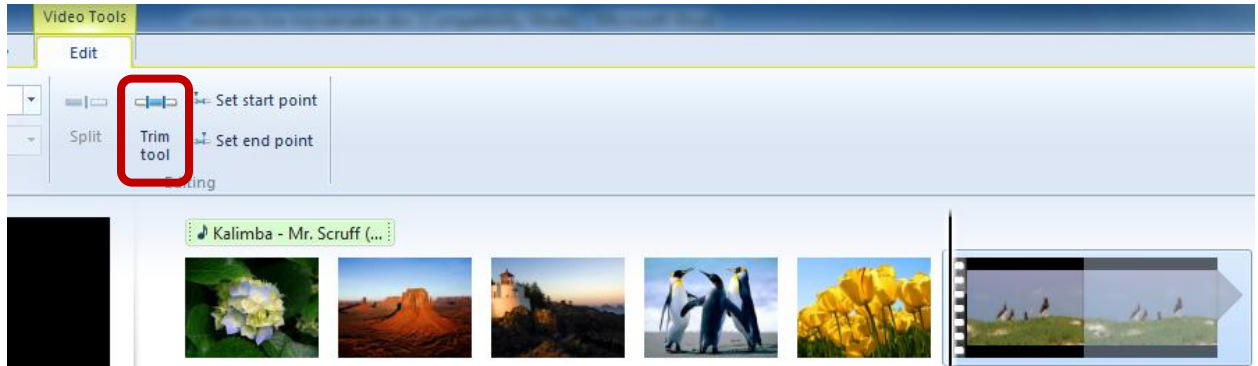
2. Find the video you wish to add in your documents. The video will then appear on the storyboard among other media you have already added.



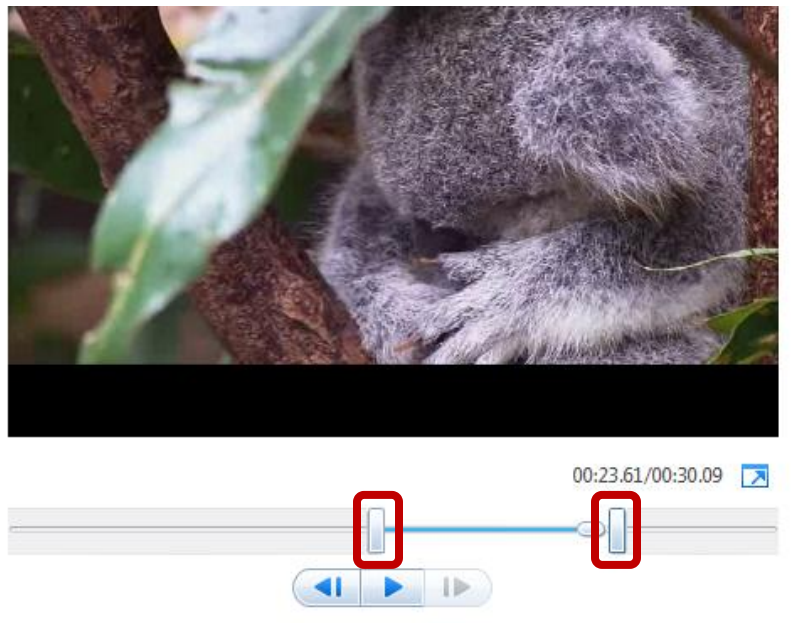
Editing Video

To edit the video,

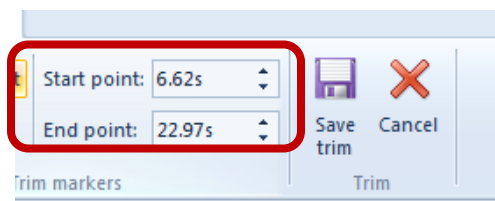
1. Click on one of the panes for the movie, and on the toolbar, under the **Edit** tab, click **Trim tool**.



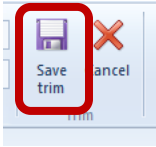
2. Click and drag the **left end bar** to set the **Start point**, and click and drag the **right end bar** to set the **End point**.



3. If you already know the exact timing for the start and end points for the clip of the video, simply enter them in the toolbar in **Start point and End point**.



4. When you have completed trimming the video, click **Save trim**.



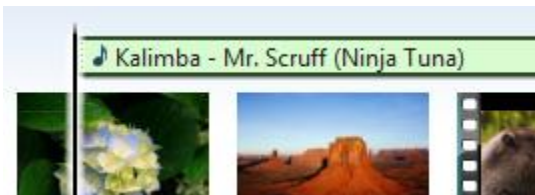
5. To move the location of the video within the project, move as you would a picture. Simply click the **image pane of the video**, then **drag and drop** to the desired location.



Adding Music

To add music,

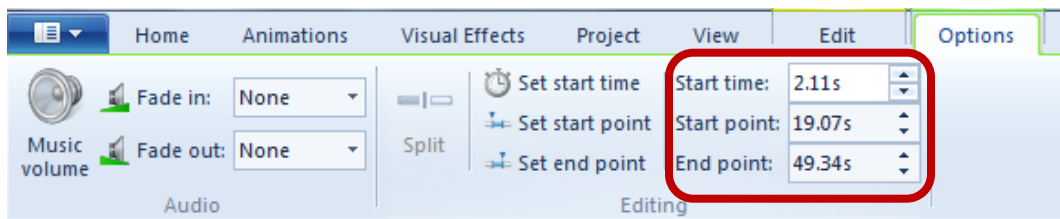
1. Under the **Home tab**, select **Add Music**. Choose whether you would simply like to add music and then choose the start time later, or enter music at the exact current point (the location of the moveable black bar).
2. In your music library, choose the music piece you wish to add and click **Open**. The music sample will then appear above your images and videos.



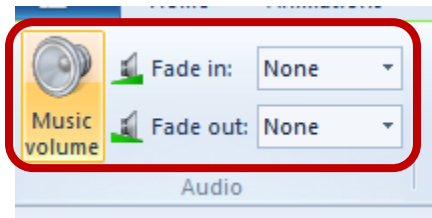
Editing Music

To edit music,

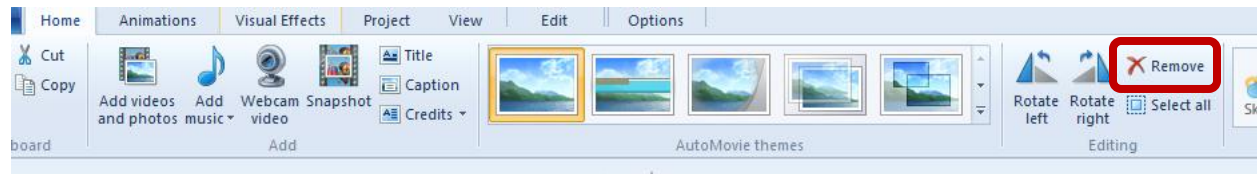
1. **Click** the music sample, and then on the toolbar, click **Options**.



2. The easiest way to set a start time and end time for music in Windows Live Movie Maker is to manually enter the time values. The **Start time** is the time into the movie the music actually begins playing. The **Start point** is the time into the selected music clip the music begins playing (example 30 seconds into a song). The **End point** is the time you wish the music to stop playing (this time is also the time into the selected music clip, NOT the time into the movie).
3. Additionally under the **Options** tab, specify the **Music Volume**, if you would like the music to **Fade in/out**, and the speed at which it will fade.



Note: If you wish to ever remove a music clip, movie clip, or picture/image within your movie, click the media item you wish to remove on the storyboard, and then click **Remove under the **Home** tab in the editing pane.*



Working with Animations

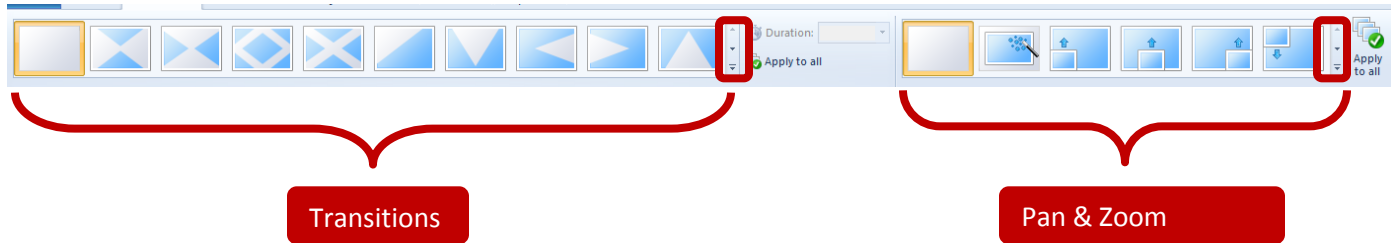
Adding Animations

Animations can be added to movies to add special effects to transitions between images and videos. There are transitions which add exciting and eye-catching effects and pan and zoom options which slowly zoom in/out when an image or video is on the screen. To add animations,

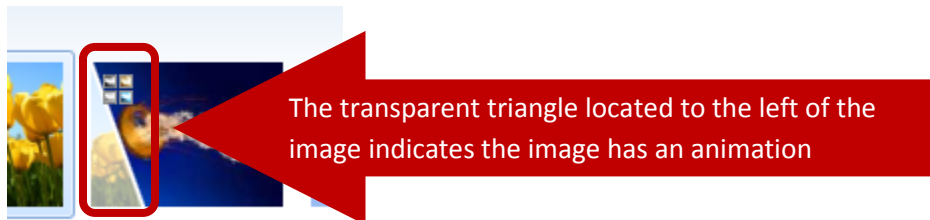
1. **Click the image or video pane you wish to add the animation to.** This is the most important step, because this is how Movie Maker will know where to add the animation. You **cannot** simply drag and drop an animation to the desired pane you wish.
2. After clicking the pane, it should be **highlighted**.



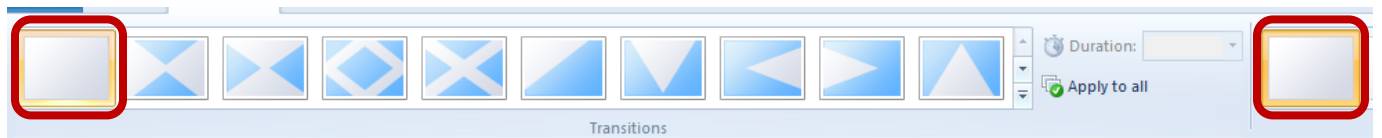
3. Under the **Animations** tab, scroll the mouse over the various transitions and pan and zoom options to get a preview of how the animation will look. When you find an animation you like, **click the animation** to apply it to the image/video. Use the **arrows** to the right of the options to scroll up and down to view more animations.



4. To indicate if an image or video has an animation, a transparent triangle will appear on the pane.



Note: To get rid of an animation, **click to highlight the pane of the image/video, and then click the **blank option** at the beginning of the Transitions and Pan and Zoom options.*



Adding Visual Effects

Adding Visual Effects

Visual effects can be added to movies to add special effects to the actual images and videos. Users can change colors, add ripple effects, and add other visually stimulating effects to specific images and/or videos. To add visual effects,

1. **Click the image or video pane to which you wish to add the effect.** This is the most important step, because this is how Movie Maker will know where to add the effect. You **cannot** simply drag and drop an animation to the desired pane you wish.

2. After clicking the pane, it should be **highlighted**.



3. Scroll the mouse over the various effect options to get a preview of how the effect will look. When you find an effect you like, **click the effect** to apply it to the image/video. Use the **arrows** to the right of the options to scroll up and down to view more effects.



4. When an image or video has an effect applied, it will be designated by a group of icons in the upper left corner as shown below.



Note: To get rid of an effect, **click to highlight the pane of the image/video, and then click the **blank option at the beginning of the Effects options.***

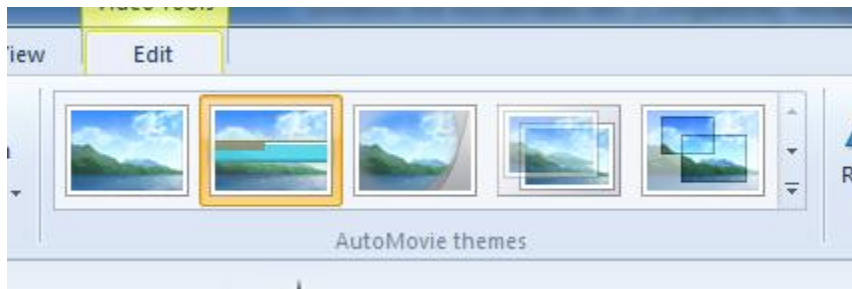


The Final Touches

Auto Movie Themes

Auto Movie Themes are a great shortcut if you want Movie Maker to take your media and create a video for you complete with transitions, introduction slides, etc. To use an Auto Movie Theme,

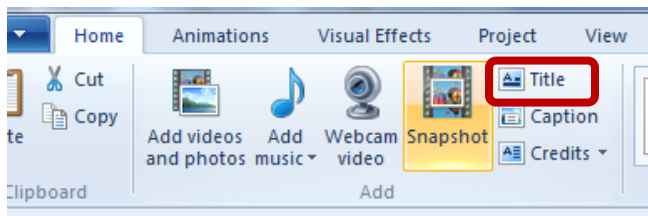
1. Under the **Home tab**, in the center of the toolbar is the **AutoMovie themes** option. Browse through the various options, and roll your mouse over each to view a preview. When you found one you like, simply **click** the option.



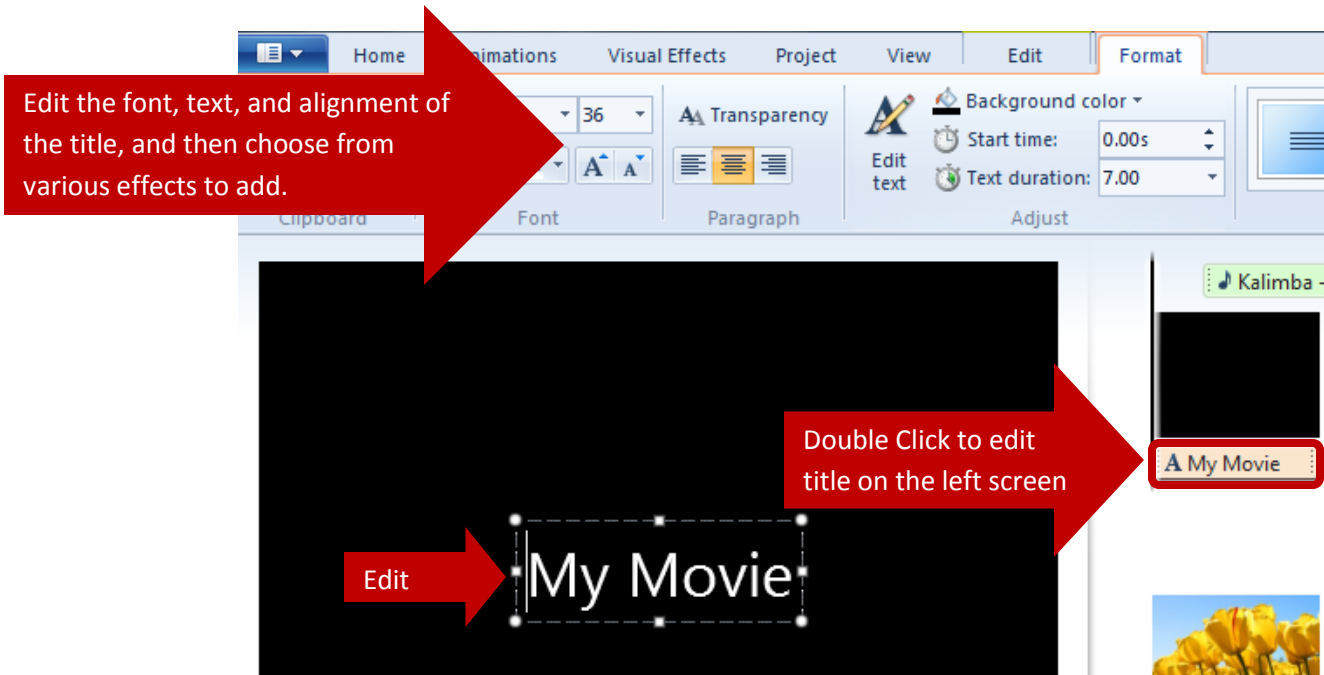
Adding a Title slide

To add a title slide,

1. Under the **Home tab**, click **Title** in the **Add section**.



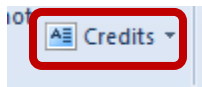
2. After adding a title slide, a **Format tab** will appear. To edit the title, **double click** the current title under the slide on the storyboard, and the text box will appear on the preview.



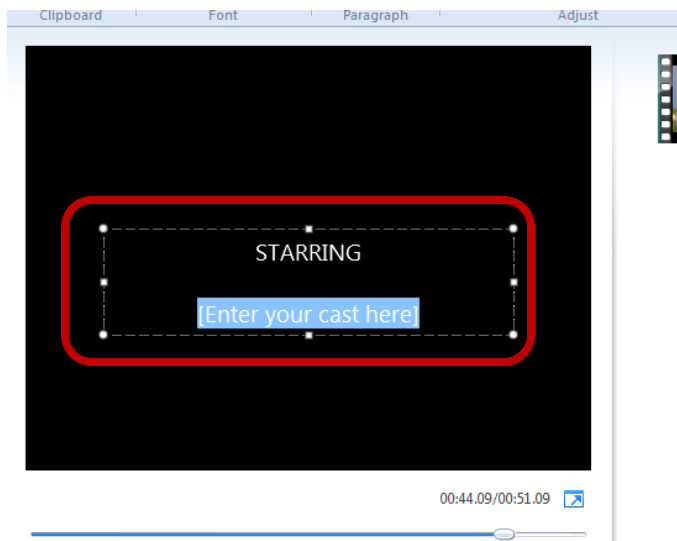
Adding a Credits Slide

To add a credits slide,

1. Click the **down arrow** next to **Credits** on the **Home** tab.



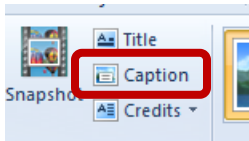
2. Choose the type of credits you would like to add to the end of the movie. The credit slide will appear at the end, and simply **click in the textbox** on the preview screen to the left to enter your text.



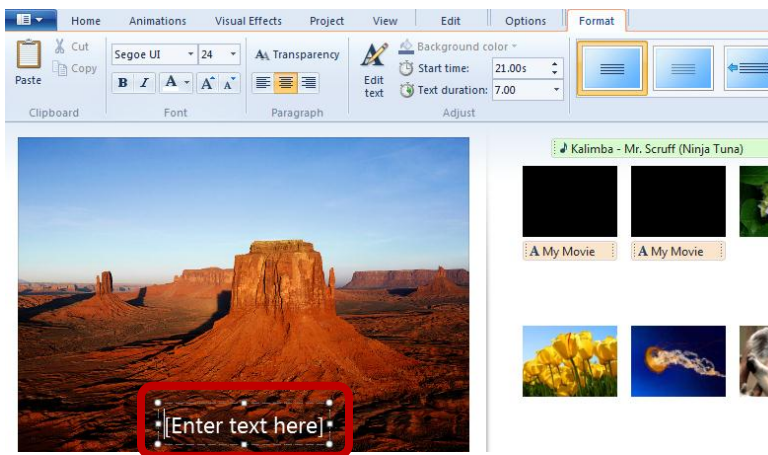
Adding Captions

To add captions to images or videos,

1. **Click and highlight** the pane of the image or video you wish to add a caption to. Under the **Home tab**, click **Caption**.

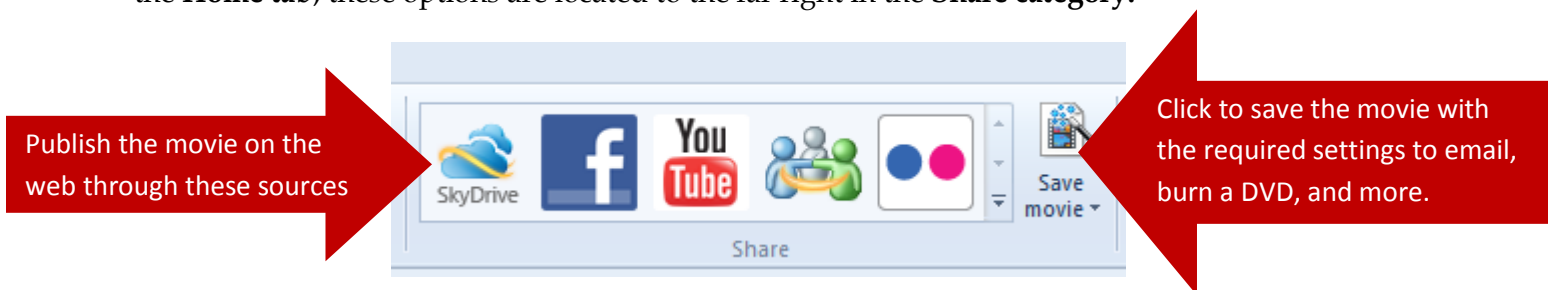


2. On the preview screen to the left, simply **click inside the text box** to enter your caption. Use the formatting features under the **Format tab**.



Sharing the Video

There are several options to save and utilize your movie with Windows Movie Maker. Under the **Home tab**, these options are located to the far right in the **Share category**.



**Note:* Windows Movie Maker supports only the following file types. You can import files with the following file name extensions into Windows Movie Maker to use in your project:

- **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