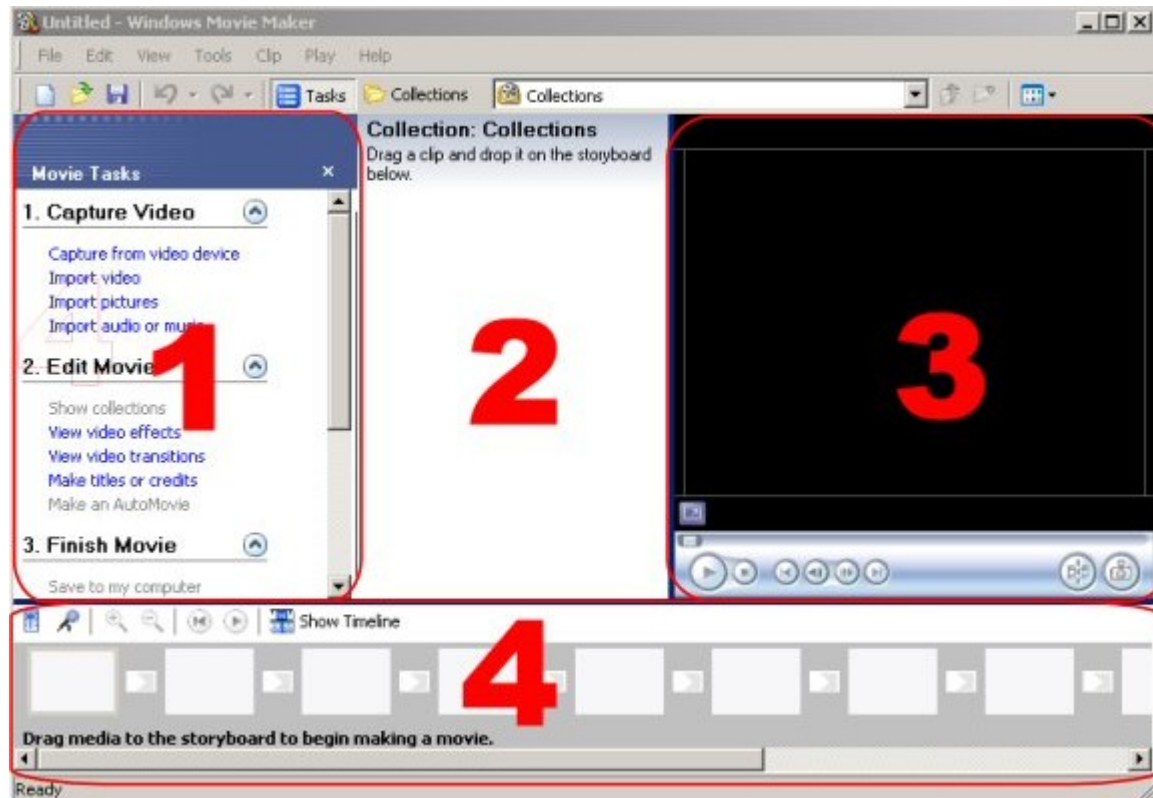


MOVIE MAKER 2

ACQUIRING YOUR SOURCE FILES

Interface

When Movie Maker 2 opens up, you are presented with the following screen:

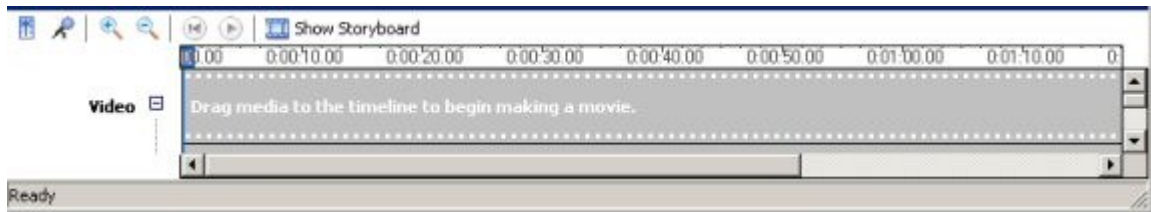


Area 1 is the Task Pane. Follow each step indicated on the task pane to construct your movie. The first task is to capture or import video, import pictures and import audio (if wanted). We will proceed to this step in a moment.

The second area is called the collections pane. It is within this window that thumbnails of each of your source files will appear.

The third area is the monitor where you can preview each step of the production process.

The fourth area is the Storyboard pane. You will drag and drop your media into the large squares on the storyboard. Transitions will go in the small squares in between. This window can also be changed to a different view, the timeline view. If you click on "Show Timeline," this is how this window will appear:



Collections

We will begin by setting up a "Collection" into which we will import all the source files for our project. Collections help to keep media for each project separated. Click on the button that says "Collections":



When the collections pane opens on the left, highlight the word "collections":



Then click on the "new" folder icon to the right of the drop down collections box to create a new collection folder.



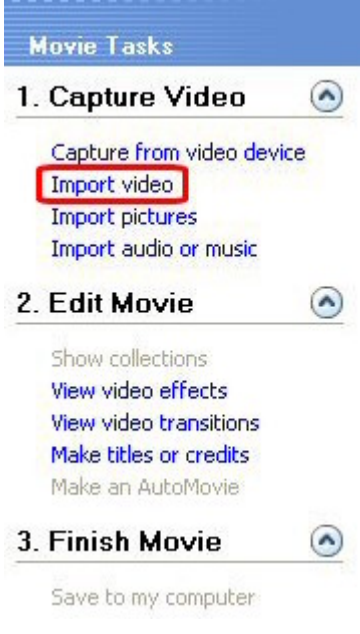
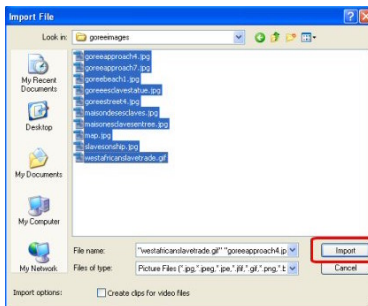




When you do, a new folder will appear under "Collections." Name the folder "goree," and hit "Enter." It is into this folder that we will put all our media. Notice that the name of the collection ("goree") now appears in the Collections window: Close the collection window by clicking on the X in the blue box. Re-establish the Task Pane by clicking on the "Tasks" button in the toolbar so that your workspace now looks as it did when your first opened up Movie Maker.



Import Media

Okay, now we're ready to import our media into the "goree" collection.

1	2	3
 <p>1. Capture Video</p> <ul style="list-style-type: none"> Capture from video device Import video Import pictures Import audio or music <p>2. Edit Movie</p> <ul style="list-style-type: none"> Show collections View video effects View video transitions Make titles or credits Make an AutoMovie <p>3. Finish Movie</p> <ul style="list-style-type: none"> Save to my computer 	 <p>1. Capture Video</p> <ul style="list-style-type: none"> Capture from video device Import video Import pictures Import audio or music <p>2. Edit Movie</p> <ul style="list-style-type: none"> Show collections View video effects View video transitions Make titles or credits Make an AutoMovie <p>3. Finish Movie</p> <ul style="list-style-type: none"> Save to my computer 	 <p>1. Capture Video</p> <ul style="list-style-type: none"> Capture from video device Import video Import pictures Import audio or music <p>2. Edit Movie</p> <ul style="list-style-type: none"> Show collections View video effects View video transitions Make titles or credits Make an AutoMovie <p>3. Finish Movie</p> <ul style="list-style-type: none"> Save to my computer
<p>In the task pane on the left, select, "Import Pictures." A dialogue box will open up, navigate to your "goreeimages" folder on your CD, select the first filename (left click to select), then hold down the SHIFT key and select the last filename. All the images in the folder should now be selected.</p>	<p>Now let's import a music track. In the Task Pane, click on "Import audio or music," navigate to your "goree" folder and import the .mp3 file (KeurMoussaKora.mp3).</p>	<p>This brings us to the one annoying feature of Movie Maker. We are going to import two video clips to use in our movie. Click on "Import Video," navigate to your "goreeimages" folder and import both clips (senegalDVD1 01-8 and senegalDVD1 01-9). Notice that Movie Maker brings in each clip as a new and separate collection instead of dumping them into your goree collection. I would prefer to have them dumped directly into the original collection, but Movie Maker thinks otherwise. Just keep in mind that for this project you will be dipping into three collections: goree (images and music), senegal..8 (first video clip) and senegal...9 (second video clip).</p>
		
<p>Click "Import" and your images will now appear in the Collections pane. You should now have ten images in the goree collection pane</p>	<p>When you look in the Collections Window, you will see a music icon that looks like this:</p>  <p>You should now have ten images and a music icon in your Collections window.</p>	

Your collection pane should look like this:



Now, we've gathered our materials (still images, video clips, audio clip) and we're ready to go to work. But first ...

It's time to save our project. In the toolbar at the top, click on "File," then "Save Project." Name your project **goree** then save it to the goree folder you created for this project on your desktop. Notice that by default, Movie Maker will try to save your project into the "My Videos" folder of My Documents. Don't fall for that. Select your own goree folder each and every time. Notice also that the project file extension is .mswmm. This is your project file, NOT your actual movie file. You can return to edit this file at any time. You cannot edit a completed movie file (which will have the extension .wmv).