


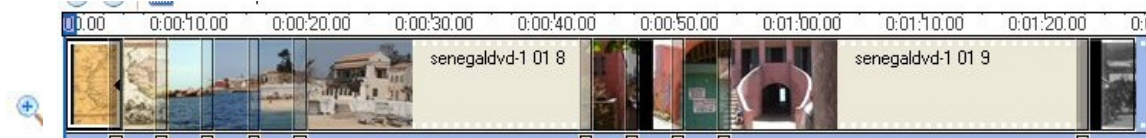
Movie Maker 2

Trimming Video Clips and Capturing Still Images from Video

Now let's deal with the two video clips. Quite often when you capture video, you will have more than you really want. You may start the capture several seconds ahead of time and continue beyond the point you really need. So, we need some way to "trim" our clip so that we use only the part that we want. There are three different ways to trim clips. We'll show you all of them.

First, switch to timeline view. Before we begin, let's take a look at a couple of tools in this view that will make editing easier for you. The first one is the zoom tool, located in the upper left-hand

corner of the timeline window: . By clicking on the + tool, you can expand the view of each slide. By clicking on the – tool, you can make each slide smaller. Adjust the zoom level to the one that is a comfortable viewing size for you.



The other tool that is essential is the current time indicator. This is a blue line with a blue box on top:



Notice that the current time indicator will display the current frame in the monitor window. You can begin playing your movie from any point, not just the beginning, by moving (click on the box at the top and drag) the indicator to any point along the timeline. This can be a tremendous time-saver as you are editing.



View of current time indicator frame in monitor

Trim Method One: Click and Drag

The beginning of this video is a little shaky. Let's cut out the first part up to the following frame:



Select the first video clip in the time line, "senegaldvd1 01 8," by clicking on it. In the timeline view, place your cursor at the start of the video clip until you see a two-headed red arrow. Watch your progress in the monitor as you click and drag the arrow to the right until you see the frame shown here in the monitor. Release the mouse button. Now move the timerhead back to the slide preceding the video, and press play on the monitor. You will see your video begin at this point rather than the jumpy stuff that used to be at the beginning.

There is also a lot of extraneous junk at the end of this clip that we don't really need. Let's repeat the process for the end of the clip.

In the timeline view, place your cursor at the end of the video until you see a two-headed red arrow. Click and drag the arrow to the left until you see the frame shown here in the preview pane. Release the mouse button. Now move the timerhead back to the slide preceding the video, and press play on the monitor. The only part of the video you will see is the part you have selected; the beginning and the end "junk" are gone.



Practice your trimming skills on the second video clip. Trim out extraneous junk from the beginning and the end of the clip.

Trim Method Two: Set Start and End Points

Our second video clip also contains some extraneous junk that we can get rid of, so let's use the second method to trim this clip. Instead of using click and drag, we will manually set the point at which we want the clip to begin playing and the point at which we want it to end. Use the frames below as your guide for the start and end points:

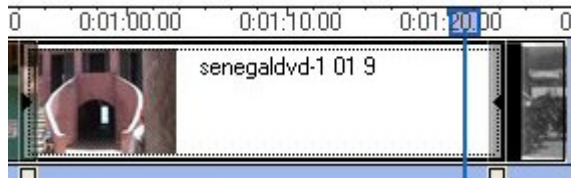


Start point (about 0:00:55:07)



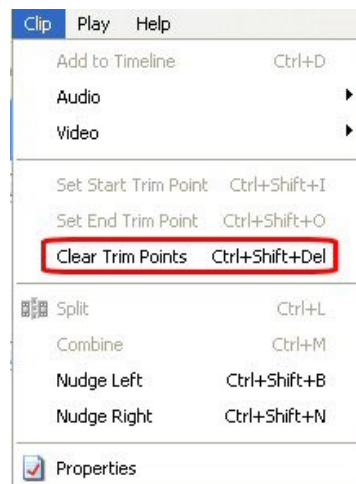
End point (about 0:01:20:00)

1. In the **Timeline** view, click on the second video clip (senegaldvd-1 01 9) to select it.
2. In the **Monitor** window, drag the scroll bar slowly and watch as the video progresses.
3. Stop at the point where you want to trim the clip (see first image above).
4. On the **Clip** menu, click **Set Start Trim Point**.
5. Continue to drag the current time indicator until you reach the frame shown above as the end point.



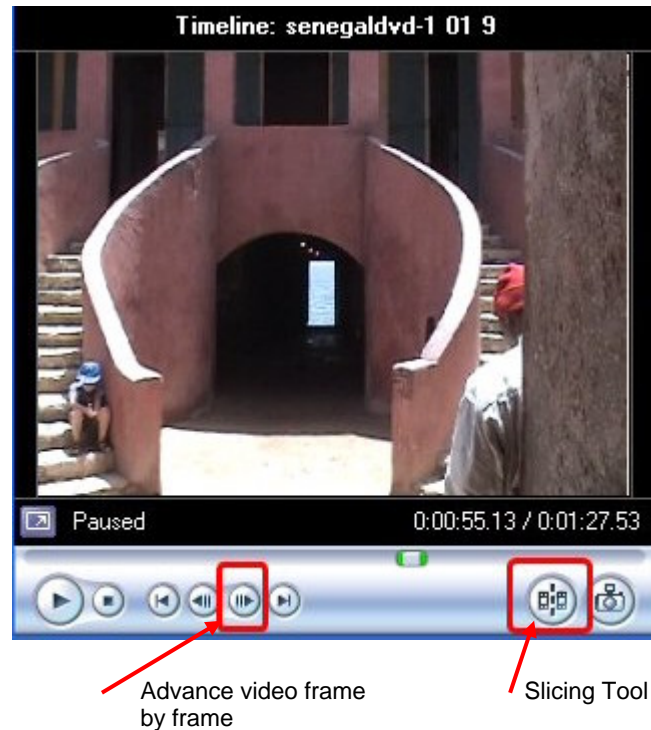
6. On the **Clip** menu, click **Set End Trim Point**. You have just trimmed the beginning and end junk from your clip. When you play it back it will begin and end where you set it to begin and end. One reminder: In editing clips, you are editing the clip that is in your project. Editing this clip will NOT alter the original version of the clip, which will remain intact.

7. Ok, now you have mastered two ways to trim clips. But wait, there's more! Before we move on to the third method, let's clear out the start and end points so we can start over with raw footage with which to practice slicing. If you are ever unhappy with the trims you have made using this method, you can always undo the damage by selecting the clip in the Timeline, and then clicking on **Clip > Clear Trim Points**. Go ahead and do that now.



Trim Method Three: Slicing

We'll use our second video clip (senegaldvd-1 01 9) again to practice the third method of trimming clips: slicing. This time we'll be working in the monitor window with the slicing tool:



1. Place your current time indicator at the very beginning of the video clip. Then advance the clip frame by frame using the frame tool until you get to the frame indicated above.
2. Click the slicing tool to cut the video clip into two pieces.
3. Deselect the clip in the timeline by clicking anywhere in the blue area.
4. Now select (by clicking on it) the slice at the beginning of the clip that you want to get rid of.
5. Press the DELETE key on your keyboard, and that portion of the clip is gone.
6. Repeat the process for the end of the video.
7. Place your time indicator at about 0:01:20:00. Click the slicing tool. Deselect the clip in the timeline by clicking anywhere in the blue area. Then select the last part of the clip that you want to delete (by clicking on it) and hit the DELETE key. Bingo!!

Capturing Stills from Video

While we're here, let's take a look at another nifty feature of Movie Maker. It is possible to capture still images from video that has been imported into Movie Maker. Press the play button on the monitor and when you get to a frame you want to keep as a still, click the camera button in the lower right hand corner. Voilà! You now have a still image from your video:



Camera button

As soon as you click the camera button, the SAVE dialogue box will pop up, asking you to name your file and save it to your folder. By default, it will be saved as a .jpg file.