

Using Moviemaker to create audio-visual teaching and learning resources.



1. Opening Moviemaker

In school: Moviemaker can be located under
Start_StlvoNetwork_Everyone_Multimedia_Moviemaker

At Home: On your home computer Moviemaker should be located under Programs from the Start Bar.

2. Importing Media for use in your movie (adding photographs and video)

(i) To do this go to **File** and then **Import into Collections**. Navigate to the location of the video / images that you want to import (i.e. where on your computer the files are located) – select and click import. You should be able to bulk import – for example a set of photographs could all go in at once by selecting all (by holding down .ctrl and click on each one required) and then clicking import.

Once you have imported your photos / videos, thumbnail images of each will appear on the screen.

(ii) It is now time to start putting your movie together on the Story Board at the bottom. You can change the view between Storyboard and Timeline by using the view tool bar. Storyboard is best for inputting and ordering your images / video whereas timeline is more useful for when you then want to add text, sound etc.

(iii) Simply drag the images / video clips etc. onto the story board in the order you would like them to appear in the video.

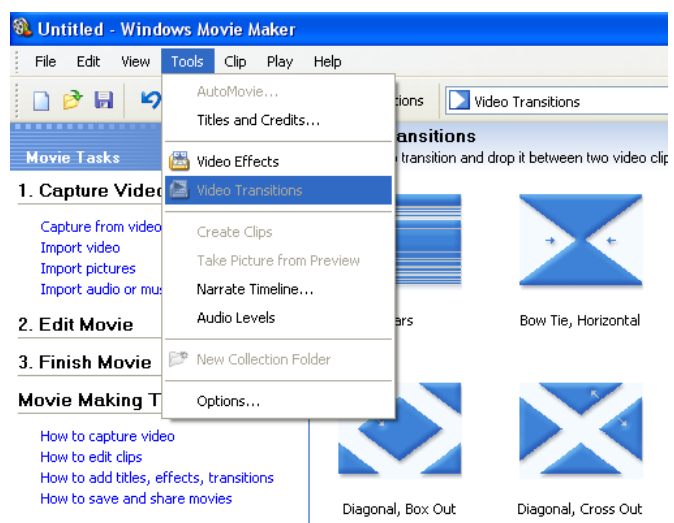
3. Adding transitions between your images / video clips

(i) You can add transitions to your movie between the different slides – to do this go to **Tools** and select **Video Transitions**.

(ii) The selection of possible transitions will appear in the main collections window. To preview what a transition looks like – click on it – then click play on the preview window.

(iii) To add a transition between two clips – simply drag the transition down on to the story board at the point required.

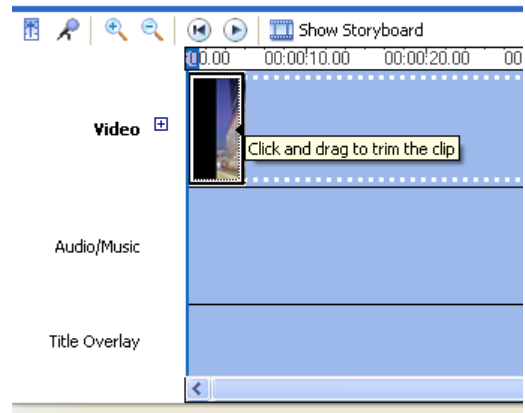
TIP: like with powerpoint don't overdo the use of different transition types in any one movie – they can be really effective but if over used it spoils it!



4. Changing timings of clips

IMPORTANT: To alter the timings of how long an image is shown for you will need to be in the **Timeline** rather than **Storyboard view** (you can toggle between these on the screen – just above the bottom view there is a button that will either say **Show Timeline** or **Show Storyboard** depending on which mode is already being used).

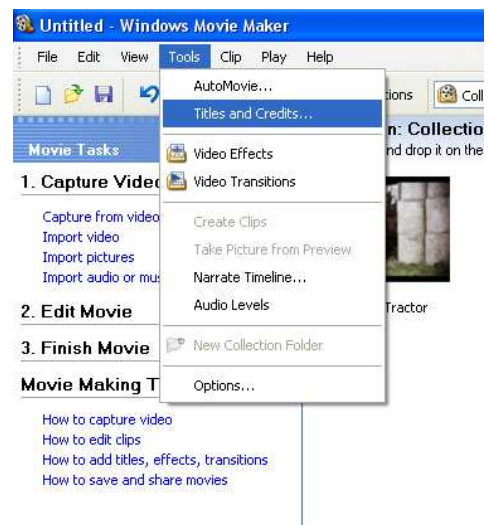
You then simply select the image and hover over the edge of it with your mouse – you can then click and drag to either increase or decrease the amount of time it will show for!



4. Adding text to your video

You can choose to add text or credits to your movie. This is added as an overlay to your photographs / video and therefore once created you can move it

- i) To add text go to **Tools** and then **Titles and Credits**
- ii) You will then be given the choice of where to put your text – as a slide of its own, or actually to show on top of an image or video clip.
- iii) Once you have typed in your text, using the More Options section you can choose the text animation and text type and colour.



4. Adding video effects to your images / video clips

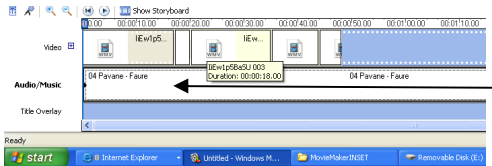
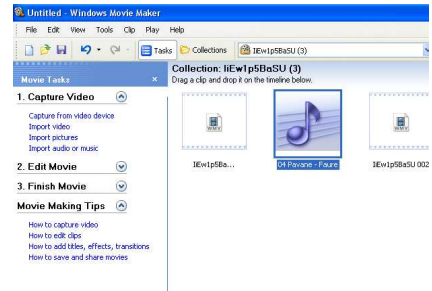
It is possible to add a number of effects to your images and video clips, for example turn them into black and white or create an authentic looking 'old video' using an ageing effect! The choice is yours!

- (i) To look at the video effects that are available – go to **Tools** and select **Video Effects** – to preview them – simply click on the effect you want to look at and press play in the preview window.
- (ii) To add to your video – drag the desired effect over the particular slide or video clip that you wish to add it to!



5. Add Music to your Movie

To add Music, choose the music file that you want to use and import it into your collection like you did with the images and video clips (i.e. File_Import into Collections and browse for the location of your music file.). The music files will need to be in a .wma format for importing into Moviemaker (you can convert .mp3 or other files very easily into a .wma format by using zamzar (online file conversion tool) www.zamzar.co.uk .

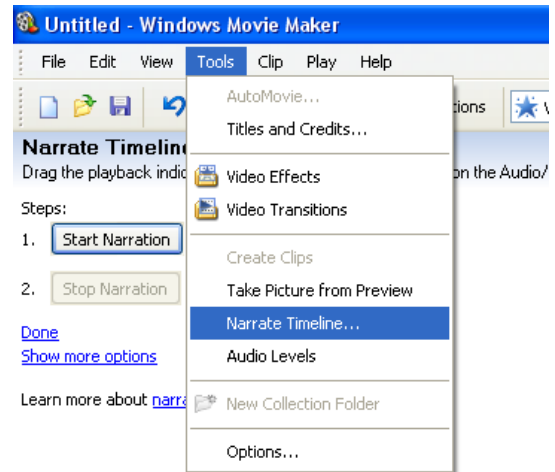


Once you have imported your music file you must make sure that you are in the Timeline (and not storyboard) view. You then simply drag the music track onto the audio/music track of the timeline in the desired position. You can drag your music track to change the position it begins and you can also trim the end by selecting the track, hovering over the end until the red arrows appear – then click and drag to trim accordingly. You can add several pieces of music to one movie if it is a long movie.

Don't forget to trim music to fit the images/video before you make the movie – if not you will be left with a long period of time when the screen is blank with the music track playing.

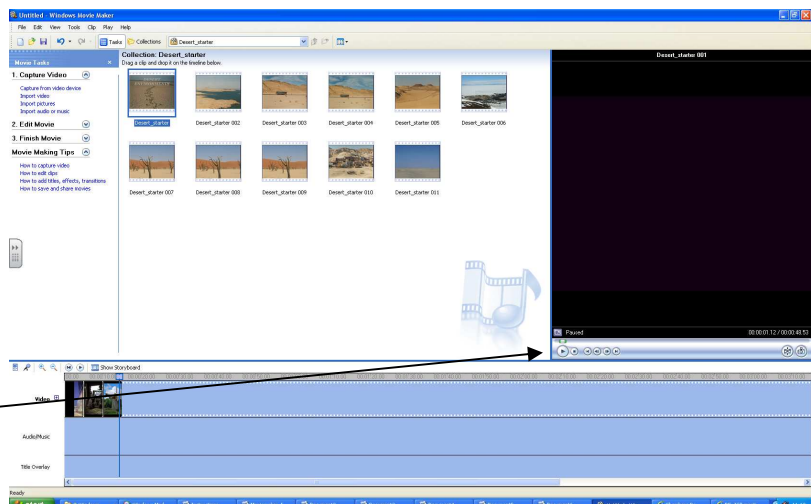
6. Narrating your Video

Depending on what your video is for and what audio is most appropriate it is possible for you to narrate your slideshow. For this **you will need a microphone attached to your PC**. Once you are satisfied that the slides / video etc. will play long enough for your narration, go to **Tools** and select **Narrate Timeline**



7. Previewing your movie

*Before you save and make your movie you will want to preview your movie to help identify any changes or additions you want to make. To do this simply press **play** on the **movie screen** to the right of the page. If the movie screen is not displayed, click on **Play** menu from the tool bar and select **Play Clip***



8. FINISHING AND SAVING YOUR MOVIE!

IMPORTANT – YOU MUST FOLLOW BOTH OF THE FOLLOWING STEPS OR YOU WILL BE VERY DISAPPOINTED WHEN YOUR MOVIE WONT WORK!!

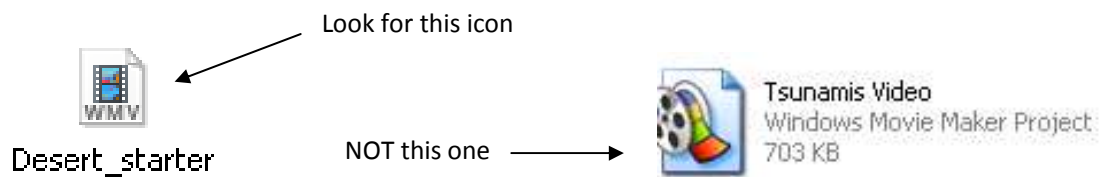
7. Saving your Movie and preparing it for Playback

It is ESSENTIAL that you carry out BOTH of these stages otherwise you may not be able to use your clip in the classroom.

- i) **Save Project File** – Go to **File** and then **Save Project As** this simply saves all the individual components of your movie and the order / timings you have used as well as any text added. This will enable you to come back to your movie and make changes. **Please note:** to edit / make changes you will have to use the original computer you used to make it in order to be able to use the sources files from their original location.

- ii) **Save Movie File** – in order for you to be able to play your movie in the classroom moviemaker needs to package all the individual components (images, video, text etc.) together and therefore you have to go to **File** and then **Save Movie File** and follow the instructions.

IMPORTANT – when making a movie at home and bringing it into school it is the .wmv file that you need to bring in – NOT the project file.



Windows Movie Maker Forum – an excellent help forum filled with ideas for using Windows Movie Maker <http://www.windowsmoviemakers.net/Forums/>

POSSIBLE SOURCES OF AUDIO-VISUAL MEDIA

As well as your own photos, video and music files, there are lots of sources of audio-visual media available online:

Copyright Issues when using photos, music and video which are not your own!

Please make sure that you bear in mind copyright issues when making audio-visual resources – and make sure you are not breaking copyright laws – particularly if you are sharing resources with students on line. There are many photographs, music etc. which are shared under creative commons licenses which enables them to be used in creation of resources as long as the owner of the copyright is credited (e.g. in a credit list at the end).

Please also bear in mind any child protection issues!

Photographs:

- Google Images <http://www.google.com/imghp>
- Free Photo Reference Archive <http://www.morguefile.com/archive/>
- Free photographs and graphics for education <http://edupic.net/>
- Pics4Learning <http://www.pics4learning.com/>
- Flickr Creative Commons <http://www.flickr.com/creativecommons/>
- FreeFoto.com <http://www.freefoto.com/index.jsp>
- Free Digital Photographs <http://www.freedigitalphotos.net/>
- Stock.xchnng <http://www.sxc.hu/> (free high quality images)
- Free Images <http://www.freeimages.co.uk/>
- Free Stock Photography <http://www.adigitaldreamer.com/gallery/index.php>
- Photogen <http://www.photogen.com/>
- Free Range Stock <http://www.freerangestock.com/>

(most just require credit to owner of photograph (could include credits list at end!) – see the terms and conditions on individual sites for more details)

Video:

- Creative Archive license Group <http://www.bfi.org.uk/creativearchive/>
- YouTube www.youtube.com

Some video clips – such as those in YouTube can be downloaded using zamzar (www.zamzar.com) into a format which can then be used in video editing software.

Music / Soundtracks / Spoken Word

- Wav Central <http://www.wavcentral.com/> (Movie and TV themes)
- Find Sounds <http://www.findsounds.com/> (search engine for sounds on the internet)
- Partners in Rhyme – Free Sound Effects <http://www.partnersinrhyme.com/pir/PIRsfx.shtml>
- Free Royalty Free Music Loops http://www.partnersinrhyme.com/pir/free_music_loops.shtml
- Free Music Archive <http://freemusicarchive.org/>
- Jamendo – Free and legal music downloads <http://www.jamendo.com/en/>
- Free Sound (sounds not songs) – all available under creative commons licence to share <http://www.freesound.org/>
- Podsafe Audio <http://www.podsafeaudio.com/>

- Sound Board – includes variety of sound clips / theme tunes - including audio of famous speeches etc. <http://www.soundboard.com/>
- History Speeches Archive <http://www.history.com/video.do?name=speeches>
- Poetry mp3's <http://poetry.about.com/library/weekly/aa032001a.htm>
- Free Poetry / Audio books <http://www.audiobooktreasury.com/free-audio-books/poetry1.htm>