

## Using Windows Live Movie Maker: a Basic Guide

There are three main steps when using Moviemaker to make your project:

1. Transfer files and sound/video footage to the PC
2. Editing the project
3. Saving the project in the correct format

Before you begin, create a folder for your files and working project on the **Data drive** of the edit suite PC. By saving all the components of your project here, they will be easily found next time you are working on the project.

Now you can begin your project: go to **Start > All programmes > Windows Live Movie Maker**

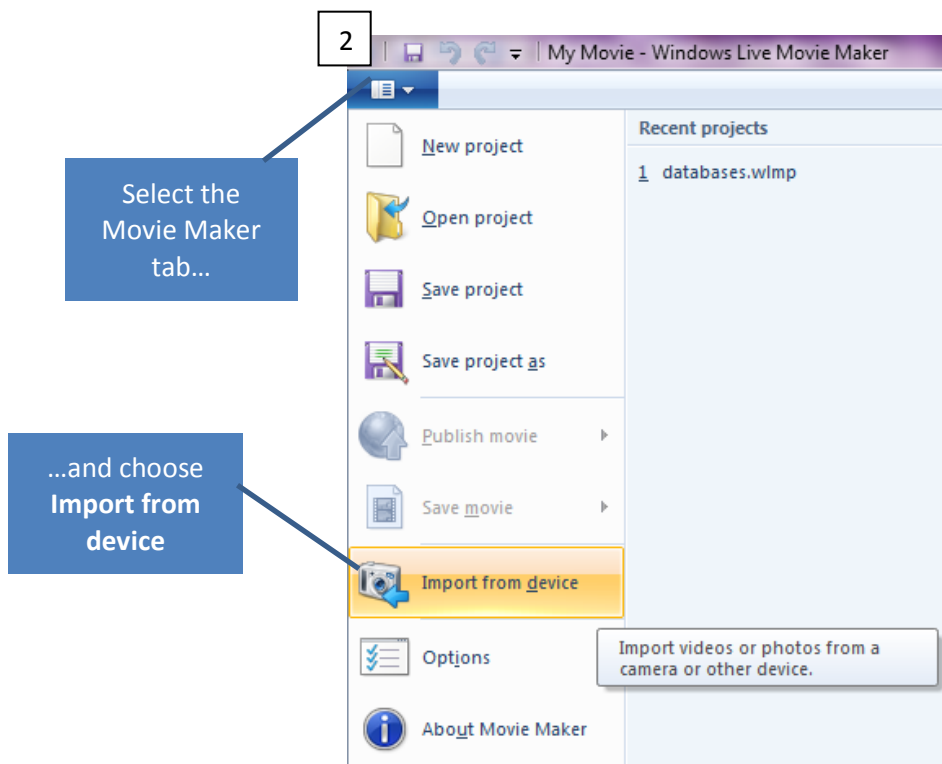


Tip! While you are working on an unfinished project, your file will appear as a **.wlm** file – this will only open in Windows Live Movie Maker

### Part one: transferring your files

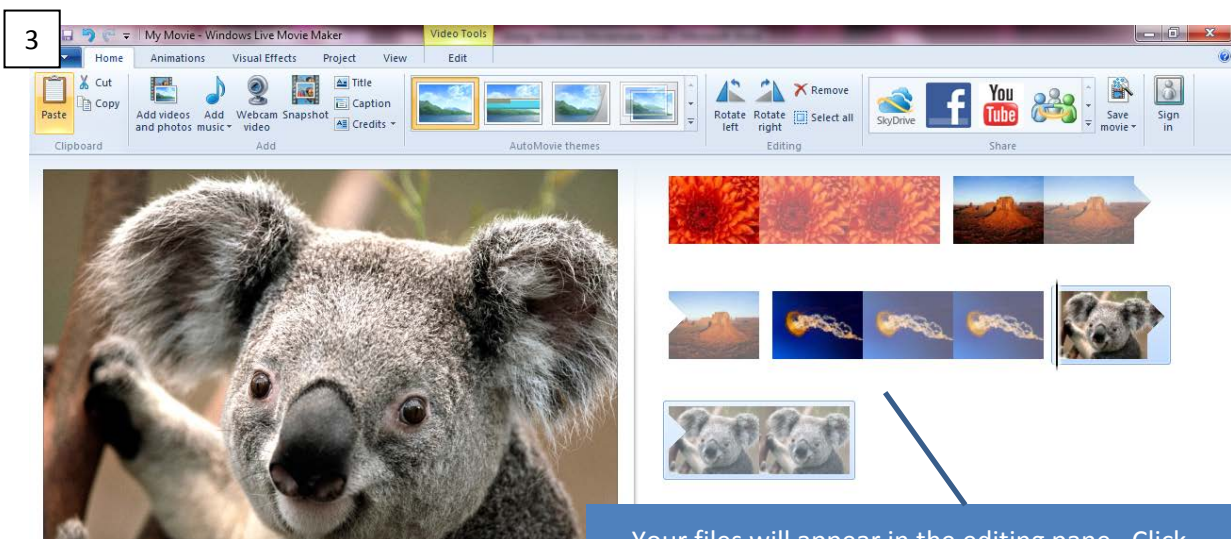
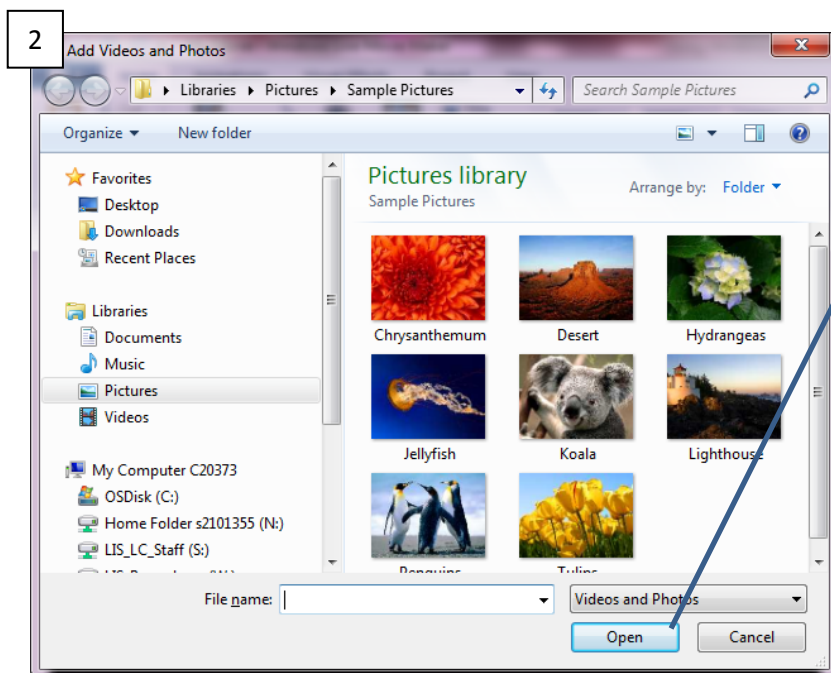
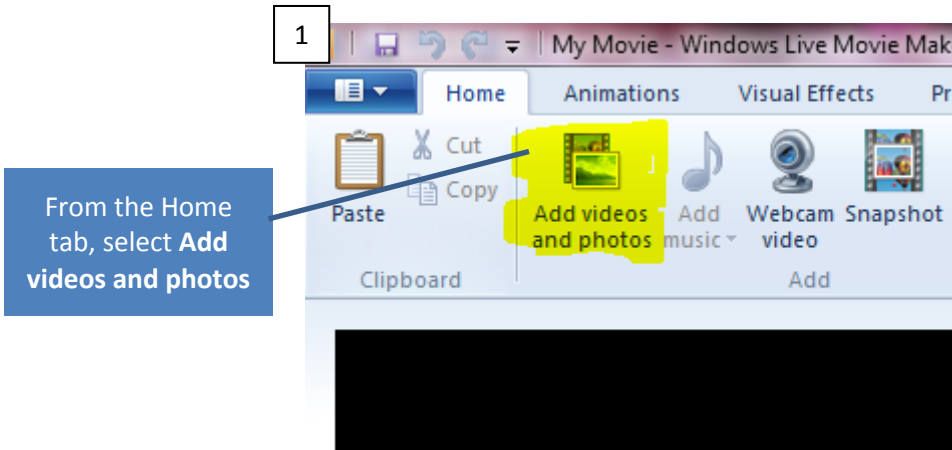
#### Transferring a recording on a camcorder

1. First, switch on the camcorder and place your mini DV tape into it



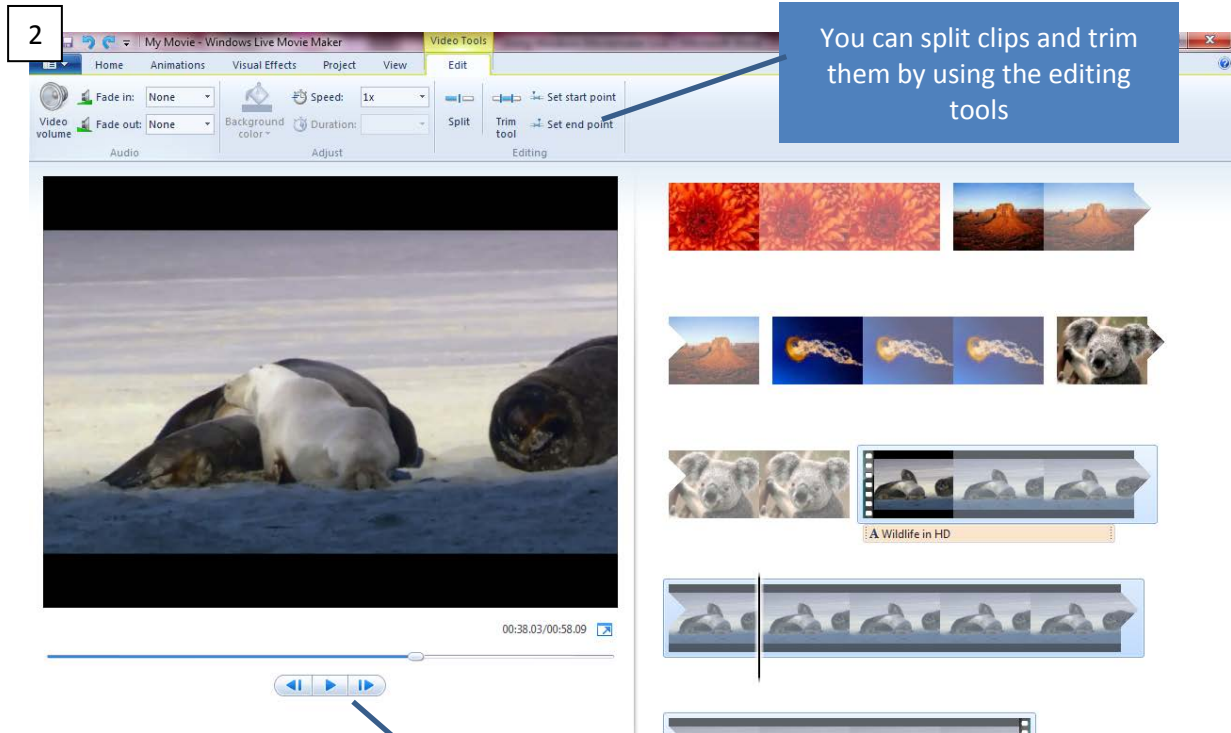
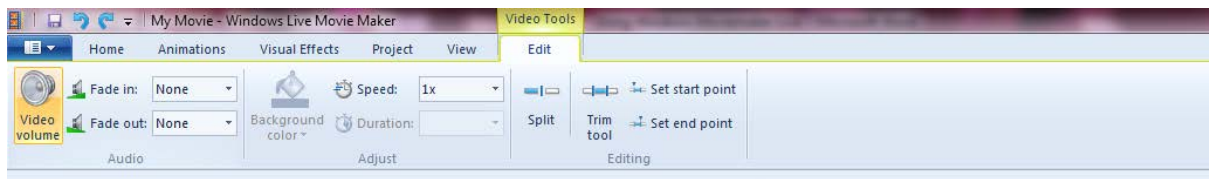
3. A new window will appear, which allows you to control the camcorder's playback functions. You can either import the whole tape, or specific part

## Adding files from the PC



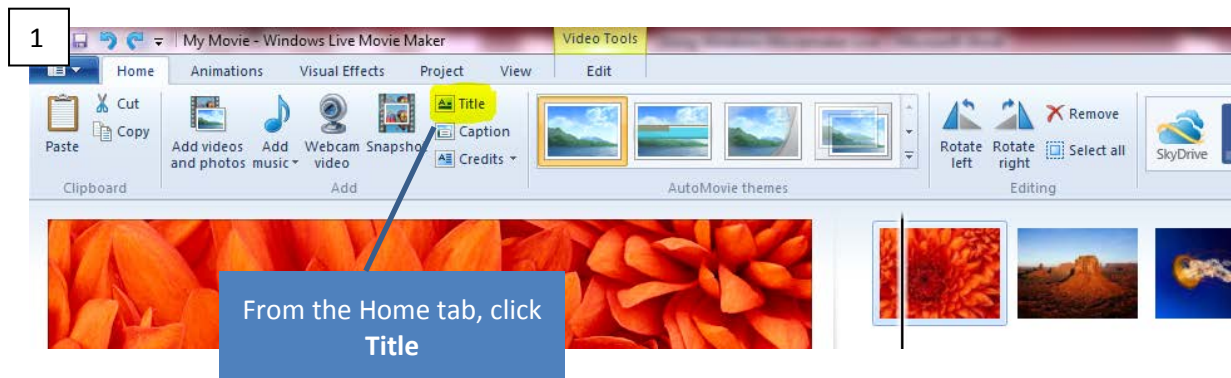
## Part two: editing your project

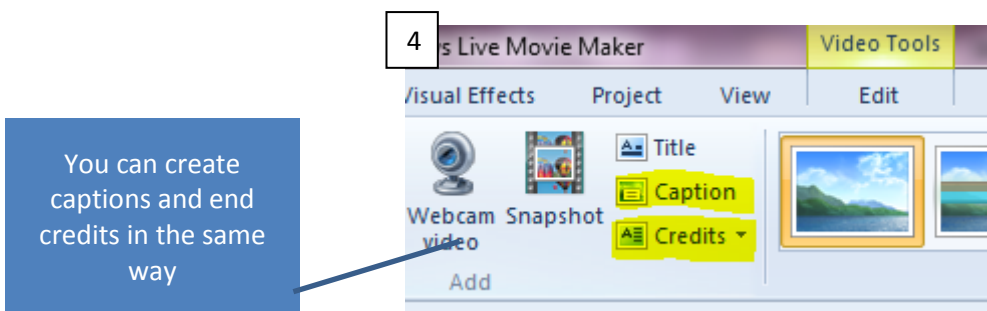
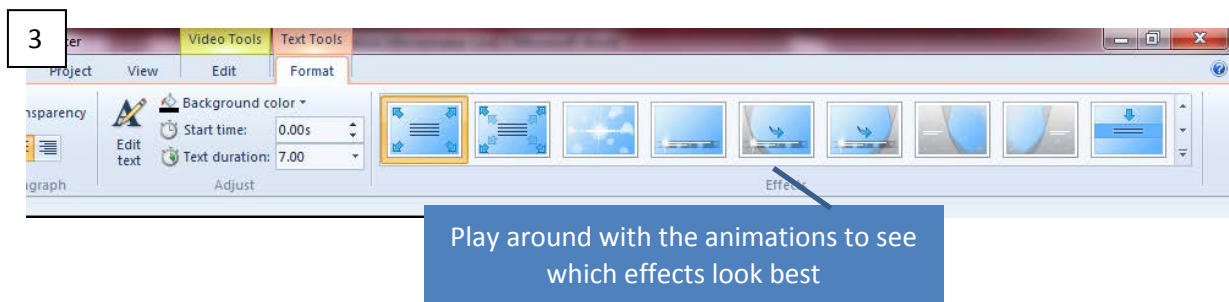
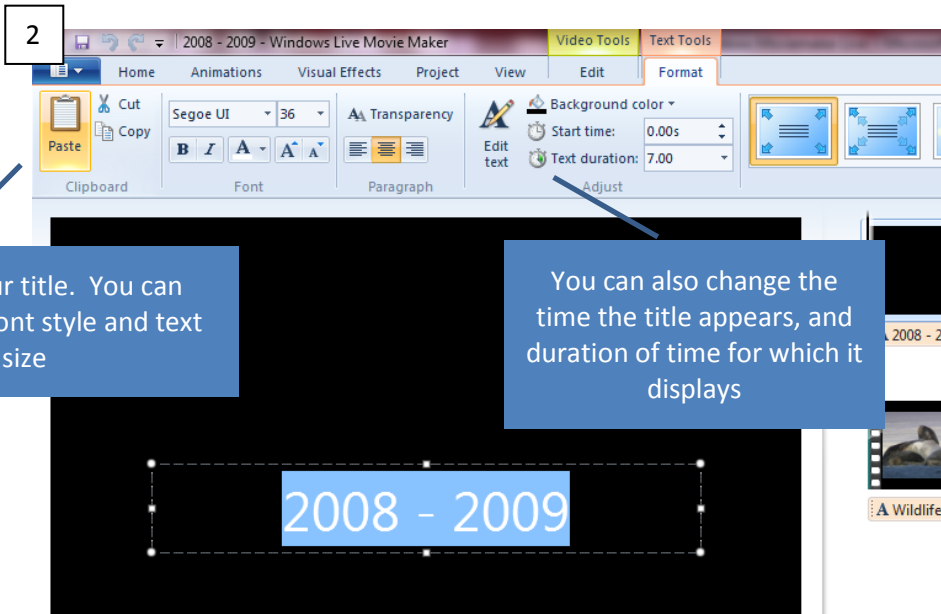
1. When you click on any point in your clips, the video editing toolbar will appear:



### Adding a title

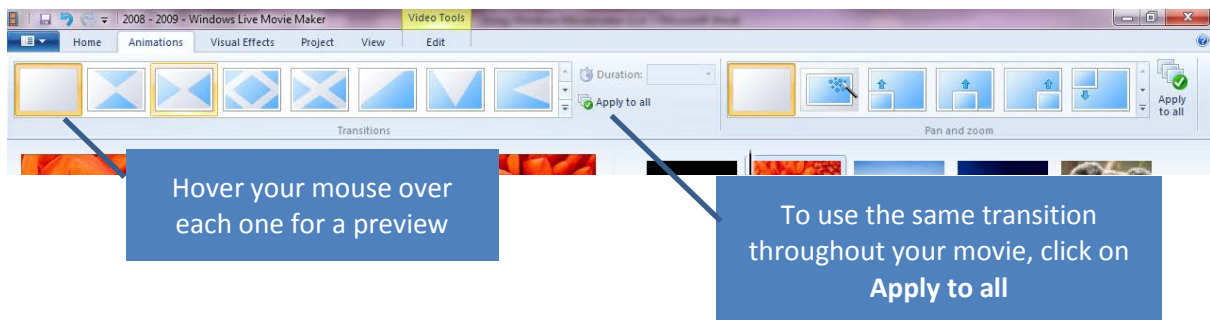
You can add a title to the beginning of your movie:





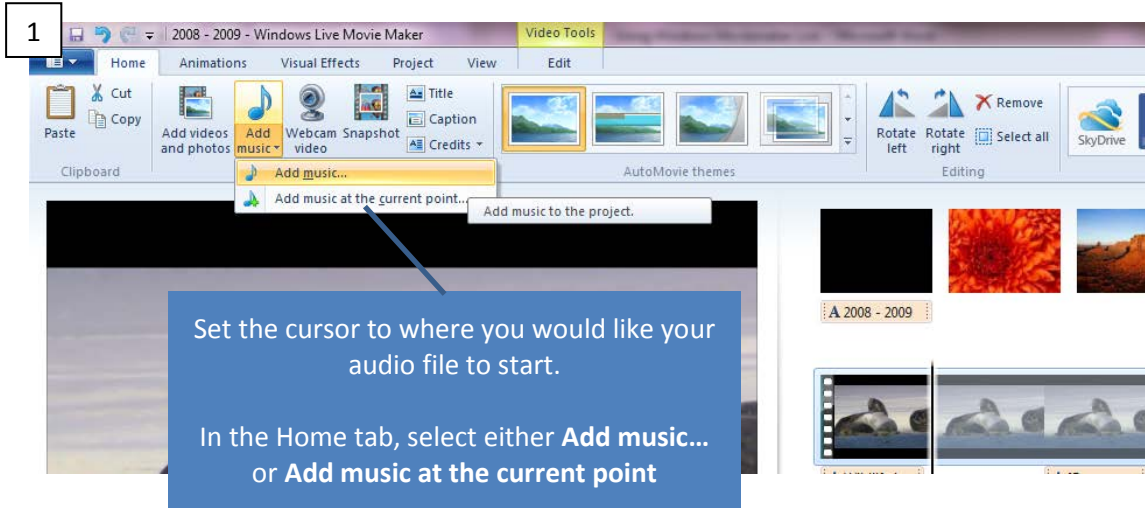
## Using transitions and animation effects

To make the transitions between slides smoother to watch, use the tools in the animations tab.

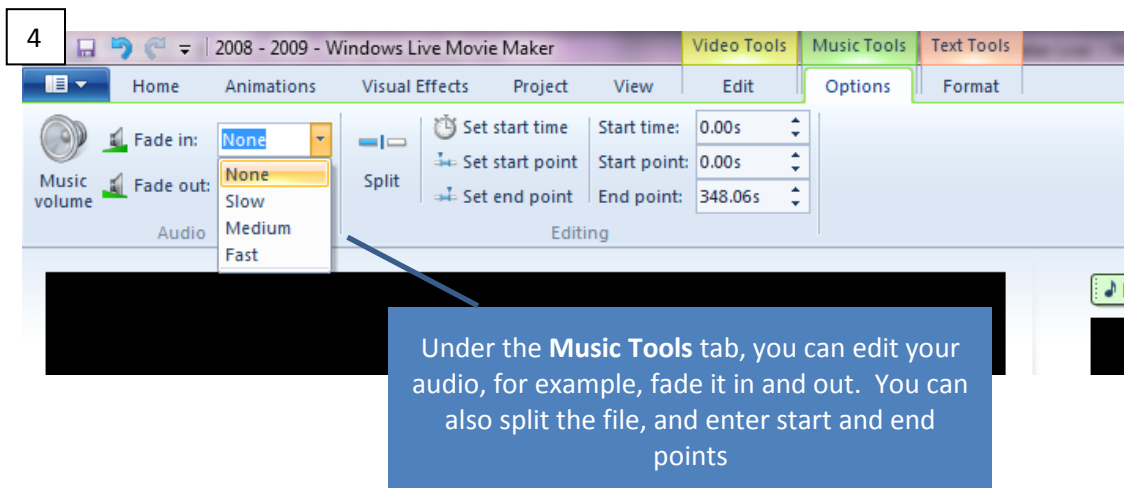
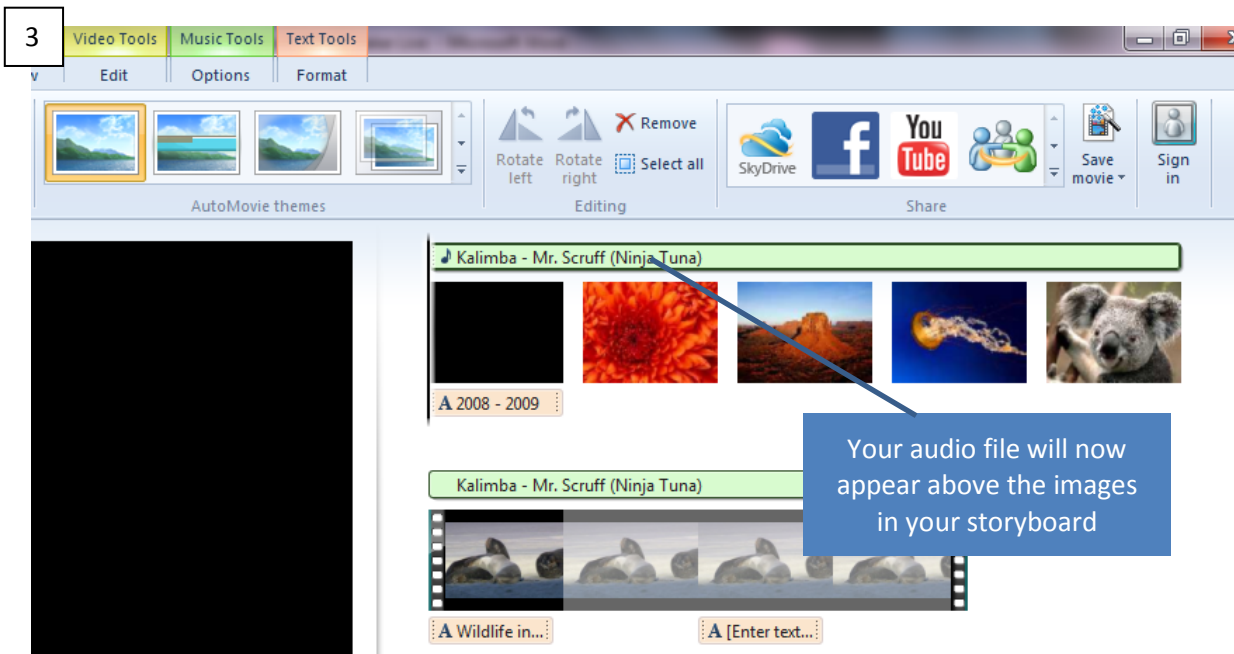


Tip! Make sure you save your project regularly!

## Adding music and sound files



2. Navigate to where you have saved your audio file(s), and click Open





Tip! To zoom in and out of your working project, go to the View tab:

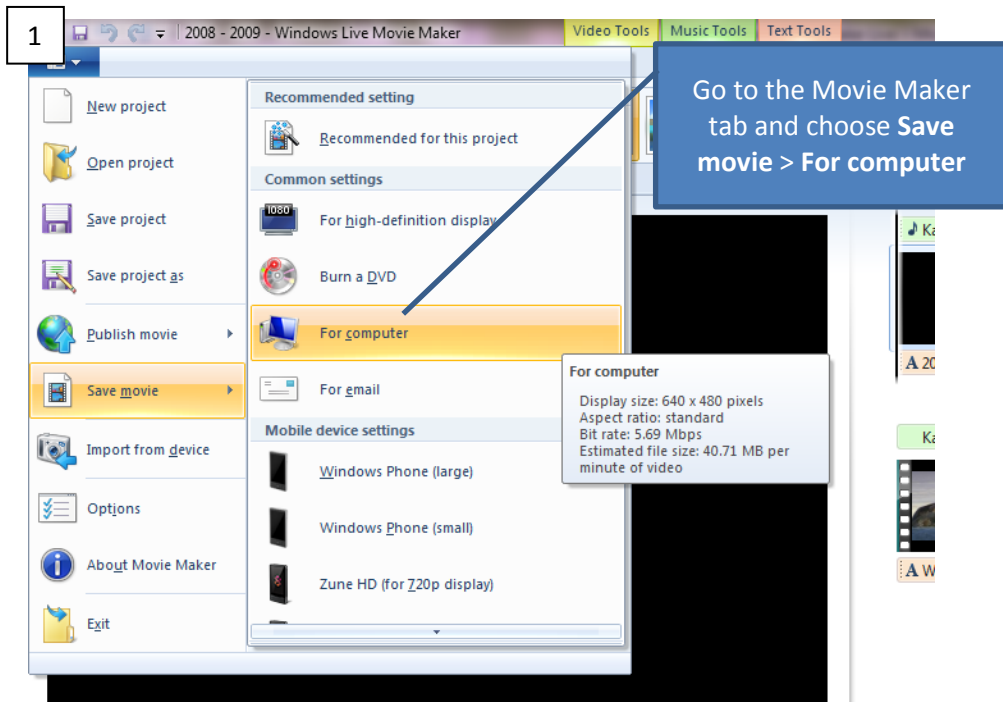


...this will enable you to make detailed adjustments more easily

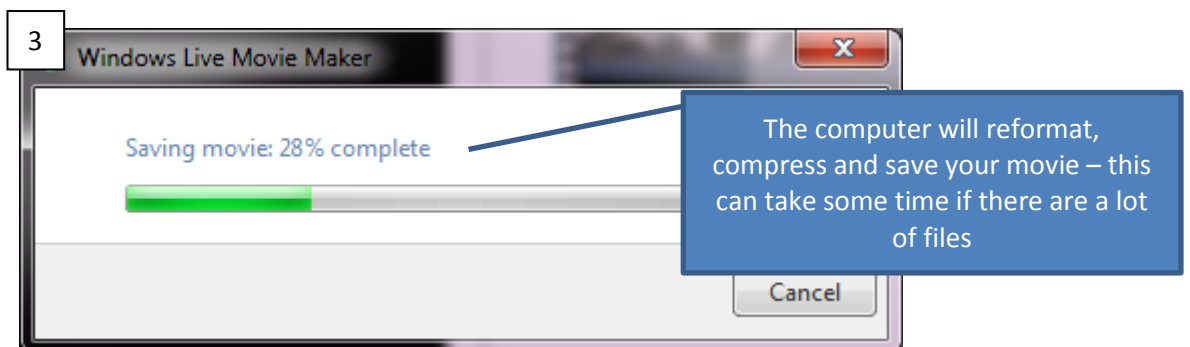
## Part three: Saving your movie

Although (hopefully) you have been saving your project regularly as you go, you will need to save the finished movie in a suitable format.

If you are required to hand your movie in on a USB stick, use the 'For computer' option:



2. Navigate to your folder on the Data drive, and click Save



Your movie will now be saved as a .wmv file, which can be played in Windows Media Player

## Useful Information

### Windows Live Movie Maker tutorial

Microsoft have a Youtube channel where you can find lots of useful information, including a tutorial on getting started with Windows Live Movie Maker: <http://youtu.be/3ZZij3NNyVg>

### Copyright

You can find huge numbers of media files on the web, but you need to be careful about copyright issues when you are using them in your work. Just as the copyright for printed text in books belongs to the author, so copyright of the vast majority of works on the internet belongs to the person(s) who created them.

There are, however, schemes that exist which allow the creators to specify the terms under which their work can be used, for example for non-commercial use. Creative Commons is a well-known example of one of these schemes.

Visit <http://creativecommons.org/about> for more details.

You can also learn more about copyright issues and the web from the JISC Digital Media tutorial: <http://www.vtstutorials.ac.uk/tutorial/video/>

### Searching for media files on the web

There are many websites where you can find image, sound and video files. Two particularly useful ones which help narrow your search down to files you might be able to reuse are:

- Creative Commons search engine: <http://search.creativecommons.org/>
- Wikimedia Commons: [http://commons.wikimedia.org/wiki/Main\\_Page](http://commons.wikimedia.org/wiki/Main_Page)

For a longer list of useful sources go to: <http://www.jiscdigitalmedia.ac.uk/finding>

It is always worth having a close look at the usage license for each file, as some are more restrictive than others.

### Referencing

All the sources you use in your project must be referenced in the correct way. Sometimes this is easier said than done, and for help you might like to refer to the referencing guides on the library web pages:

<http://insight.glos.ac.uk/departments/lis/resources/Pages/referencing.aspx>

If you're still unsure, you can contact your subject librarian – you can find their contact details here:

<http://insight.glos.ac.uk/departments/lis/subjects/librarians/Pages/default.aspx>

Or you can use the Ask the Library chat service to talk online with a member of library staff:

<http://insight.glos.ac.uk/departments/lis/Pages/Ask.aspx>