Make a photo movie with Windows Movie Maker

Making a photo movie with Movie Maker

Create a photo movie with your digital photos; add background music and transitions and you have an entertaining new teaching resource.

Digital photo movies are so easy to create using Microsoft Windows Movie Maker.

Students can use the camera mode on their cell phone, a digital camera or a digital video camera to capture images (moving or still) and import them into Movie Maker.

Your students will love this creative, easy to use and innovative software.

Your photo movie can contain a combination of still photos, video clips, and audio—it's up to you.

You can still share your finished movie by e-mail or by burning it to a CD, but watching it will be a much better experience for your audience.

Making a photo movie is fun and easy and doesn't take much time.

Here's what you'll need:
- Microsoft Windows XP
- Windows Movie Maker 2 or later
  (part of **Windows XP Service Pack 2** upgrade)
  Web site to access this is as follows: http://www.microsoft.com/windowsxp/sp2/
- Digital photos located in your My Pictures folder
- Digital music located in your My Music folder
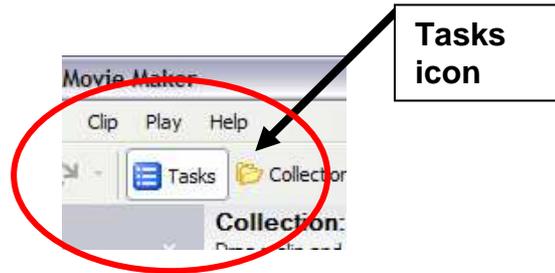
Making your photo movie

Step One : Setting up

1   Click the **Start** button, point to **All Programs**, and then click **Windows Movie Maker**.
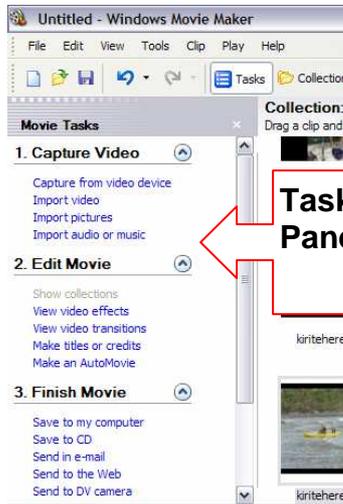
2   Make sure your task bar is turned on. If you do not have the **Tasks panel** as shown to the left, then click on the **Tasks** icon to turn the panel on.

Remember to save often.   Save your project file by clicking **Save Project** on the **File** menu. Your creation is a **Windows Movie Maker Project** at present – Not a movie. Files are not embedded so **DO NOT** delete or move the picture, video or music files until you have saved your project as a movie.

Step Two : Import your pictures and music into Movie Maker

1   In the Movie Tasks pane, under **Capture Video**, click **Import pictures**,

2   Select the photos you want to use from your **My Pictures folder**. If you are using photos from multiple folders, repeat this step until you have imported all of the pictures you plan to use for your movie.

3   Click **Import audio or music**, and select the music file you are going to use from your Music folder.

4   The Contents pane displays the photo and music files that you selected. (This example includes only still photos and music-no video-but you can easily include video clips in the picture movie.)

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Remember to save often. Save your project file by clicking **Save Project** on the **File** menu.

Step Three : Using the storyboard

1   The area at the bottom of the Windows Movie Maker window is the storyboard, where you arrange your photos.

2   Click and drag a photo to the first box in the storyboard. Continue to add photos to the storyboard in the order you would like them to appear in your movie.
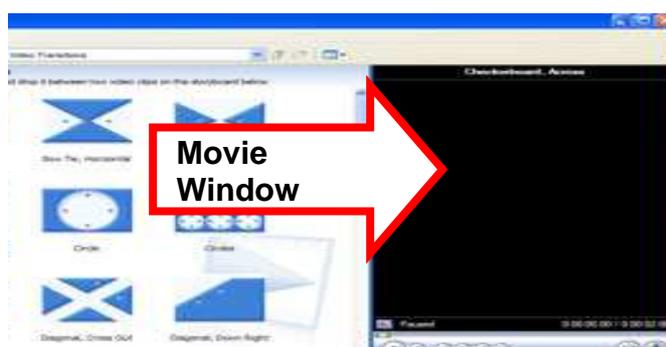

3   If you want to **move a photo** within the storyboard, **click the photo, and drag it** to a new position.

   Save Again …..

Step Four : Editing the movie

1   In the Movie Tasks pane, under **Edit Movie**, click **View video transitions**.


Movie Window

When you **2 x click** on the transition, a preview will play in the movie window

2   Once you have decided on a transition, **click and drag the transition** into the storyboard, placing the transition between your photos.

3   If you wish to have the same transition for several photos, hold your **shift key** down and select the transition boxes between the photos. Once all the transition boxes have been selected, **right mouse click** the transition style you wish to use. Then select **Add to storyboard (Ctrl + D)**

Transition box
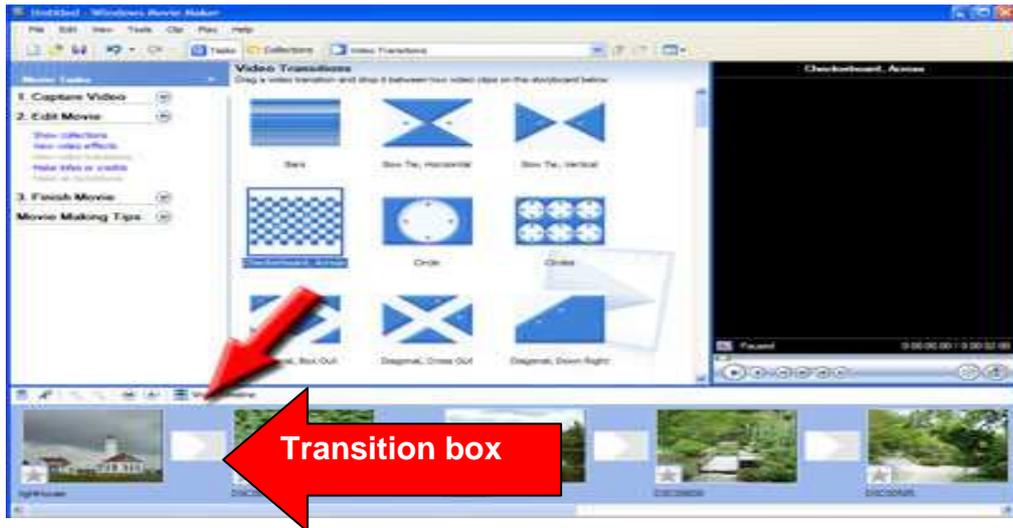
Step Five : Making titles

1   In the Movie Tasks pane, under **Edit Movie**, click **Make titles or credits** to add a title to your movie

2   Next click **Add title at the beginning of the movie**. Type your title, and then click **Done, add title to movie**.
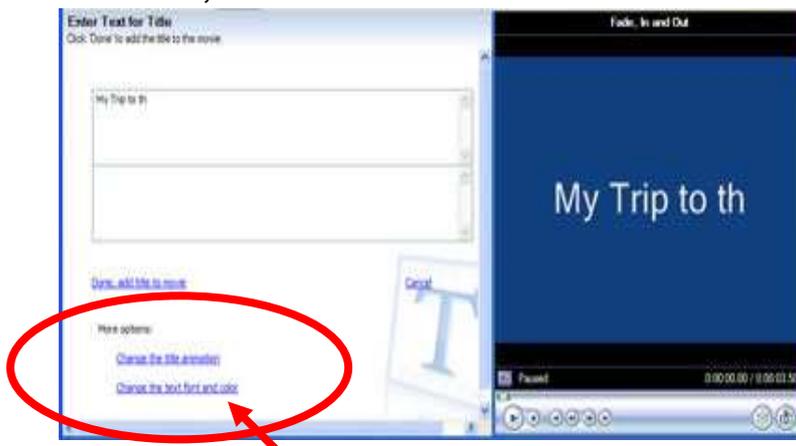

3   The title you created appears in the first position of the storyboard. Remember to add a transition between your title and the first photo.

You can change the font style, size, colour, and animation for titles using these options
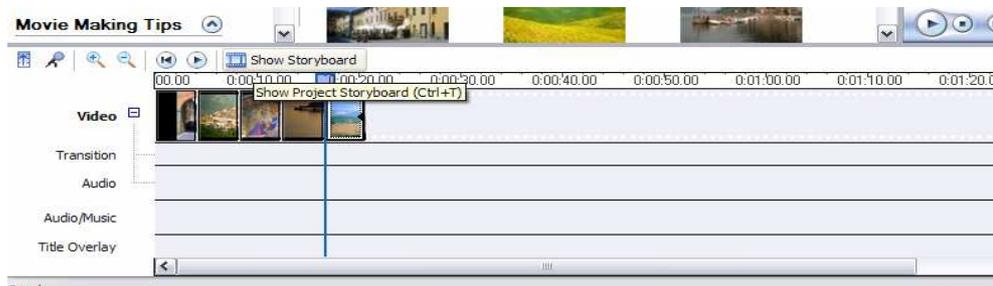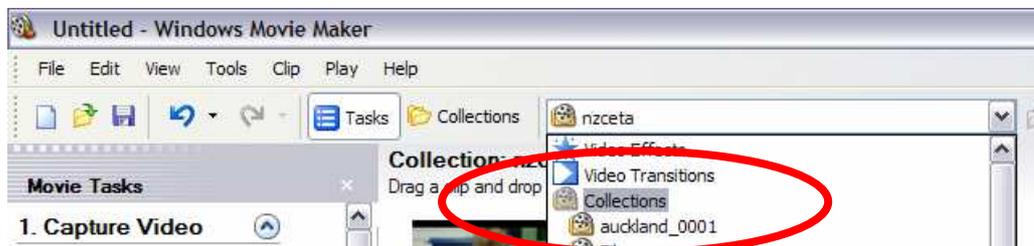
Step Six : Adding sound

1   In the toolbar located above the storyboard, click **Show Timeline** to change the view of your workspace to a timeline.
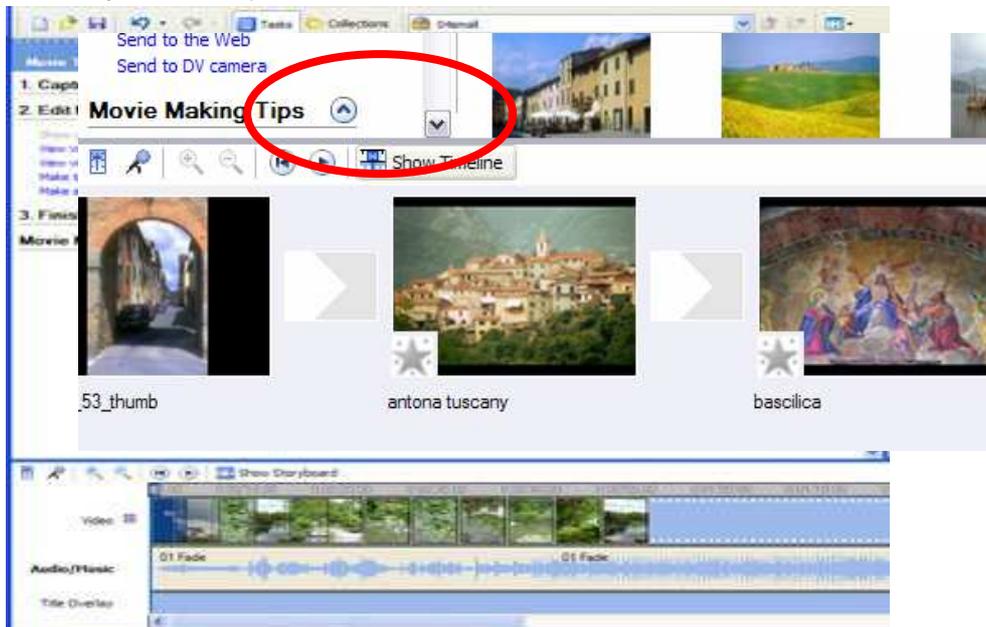
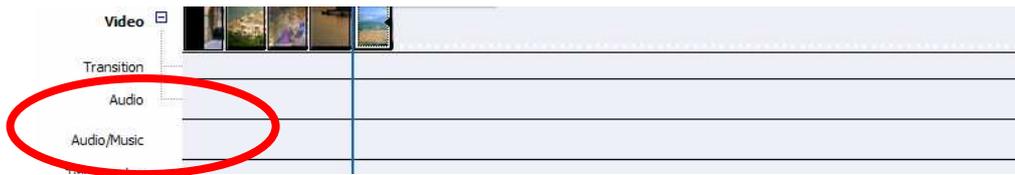2   Your storyboard will change to a timeline as shown below:

3   On the Movie Maker toolbar, click the **Location** drop-down box, and then click **Collections**.

4   Now, click and drag your music file from the Contents pane to the **Audio/Music** track in the timeline. Be sure the music file is positioned all the way to the left end of the **Audio/Music track**

5   With the music file in position, you can adjust the music to end where your pictures end and add a fade-out effect to the music.
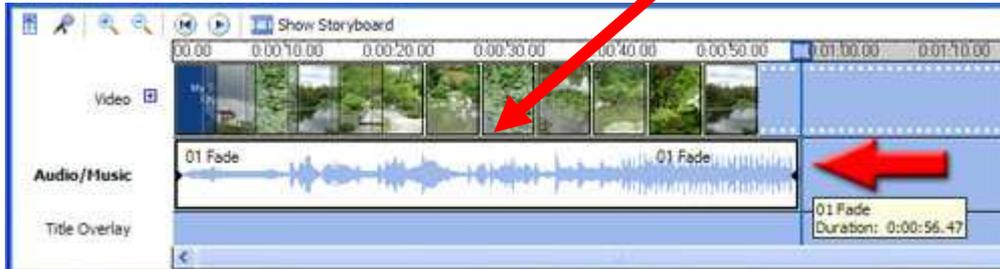
6   Click the end of your music file, and drag it to align with the end of your last photo.

7   Now, right-click the music file, and click **Fade Out**.

Step Seven : Adding the credits to the end

1   The final step to creating your movie is adding the credits to the end. (just like a real movie).

    Credits are created in the same way as titles, except they are added to the end of the timeline.

2   In the Movie Tasks pane, under **Edit Movie**, click **Make titles or credits** to add a credit to your movie, and then click **Add credits at the end of the movie**.

3   Type your credits, and then click **Done, add credits to movie**.

4   The credits you created will appear in the last position of the storyboard.

5   Before you save your movie, you can preview it by using the controls in the preview monitor.
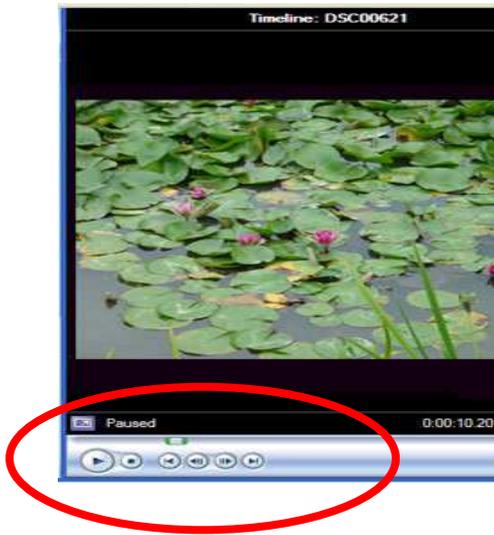
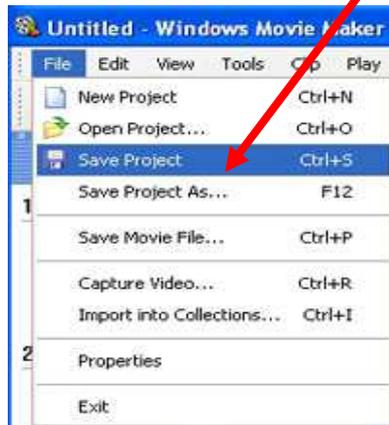6   Once you're satisfied with your movie, save your project again. A very important point to remember here is that at the moment your movie is still just a project and not a real movie.

8   In the Movie Tasks pane under **Finish Movie**, click **Save to my computer** to start the **Save Movie Wizard**. (I save to my computer first, and then test the movie to make sure it is ok. If I am happy with it I then save to CD).

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9   Type a name for your movie file.

10   By default, Movie Maker saves the movie file to the **My Videos** folder; click **Browse** and change the location to you're a suitable folder. Then, click **Next**.
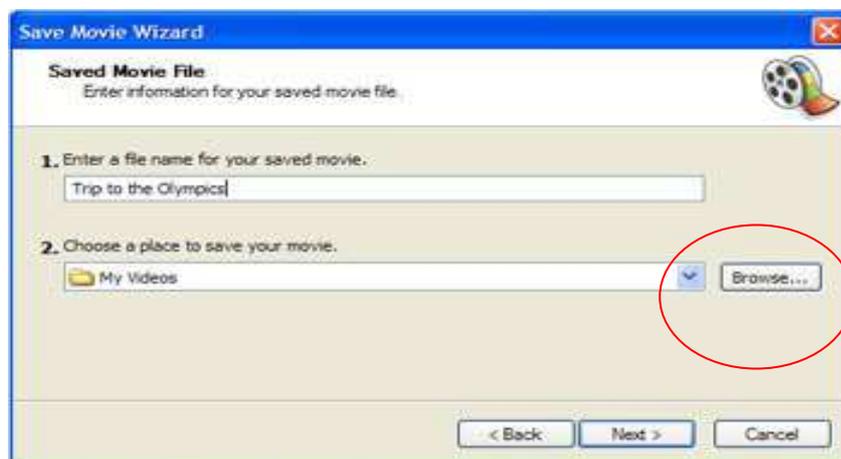
11   On the **Movie Setting** page, **Best quality for playback on my computer (recommended)** is selected by default. For distributing your movie on CD, this setting is ideal.

Create   9

12   To review and change settings for the way your movie will be created, click **Show more choices**. For example, if you *plan 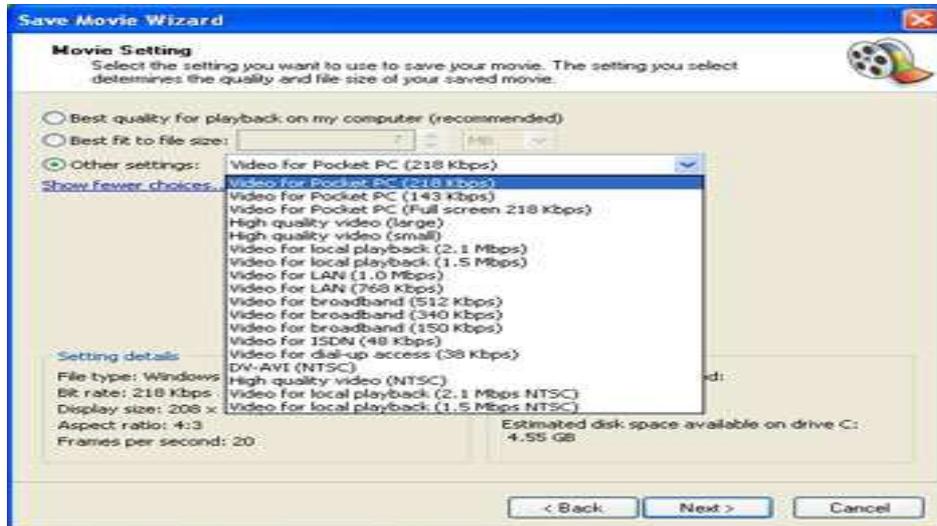to send your movie by e-mail*, you can choose **Video for broadband**, **Video for ISDN**, or **Video for dial-up access** to best match the Internet access speed of those you are sending the movie to.

13   When you've made your selection, click **Next**. Movie Maker begins to save your final movie file. When Movie Maker is done, click **Finish**, and you're ready to share your movie with others.

14   You can make multiple versions of your photo movie by repeating this process and choosing a different setting for each version (one for e-mail, another for CD, and so on) before you close your project file.

15   Be sure to save each movie with a unique file name that you can easily identify later.

        Well Done "*Oh budding movie maker*"
        You never know – you might have a future with Peter Jackson

Part Two : Capturing Video and Creating Clips

- To make it easier for you to manage and edit video clips, Windows Movie Maker 2 for Windows XP divides the video you import to your PC into discrete segments.

- Clips are automatically created if you have selected the **Create clips for video files** check box when you import a video file into Windows Movie Maker 2.

- If the check box is not selected, the video is imported as a single continuous clip, rather than a series of shorter clips.

- You can use Movie Maker's clip detection feature later to divide a video file into smaller, more manageable clips.

Clips are created in a number of different ways, depending on the video file and video source:

Video from a digital video camera

If you capture video from a digital video (DV) camera that is connected to an IEEE 1394 port, clips are created based on the time stamp inserted in the video by the DV camera.

- If there is no time stamp, a new clip is generated whenever there is a significant change in one frame of the video compared to frame that follows.

- If you import a DV-AVI file that is time stamped, the file is separated into clips according to the time stamp information.

Capturing video from an analog video camera or Web camera

If you capture video from an analog camera or Web camera, a clip is created when there is a significant frame change.

- This method is used for both live and recorded content from an analog source.

- The length of clips is also based in part on the duration of the entire video file: Longer video files will have clips that are generally longer in duration than those created when clip detection is used on a shorter video file.

Windows Media files

- If you import a Windows Media file with an .asf or .wmv file name extension that includes file markers, a clip is created for each marker.   If there are no markers, or only one marker, clips are generated based on significant frame changes.
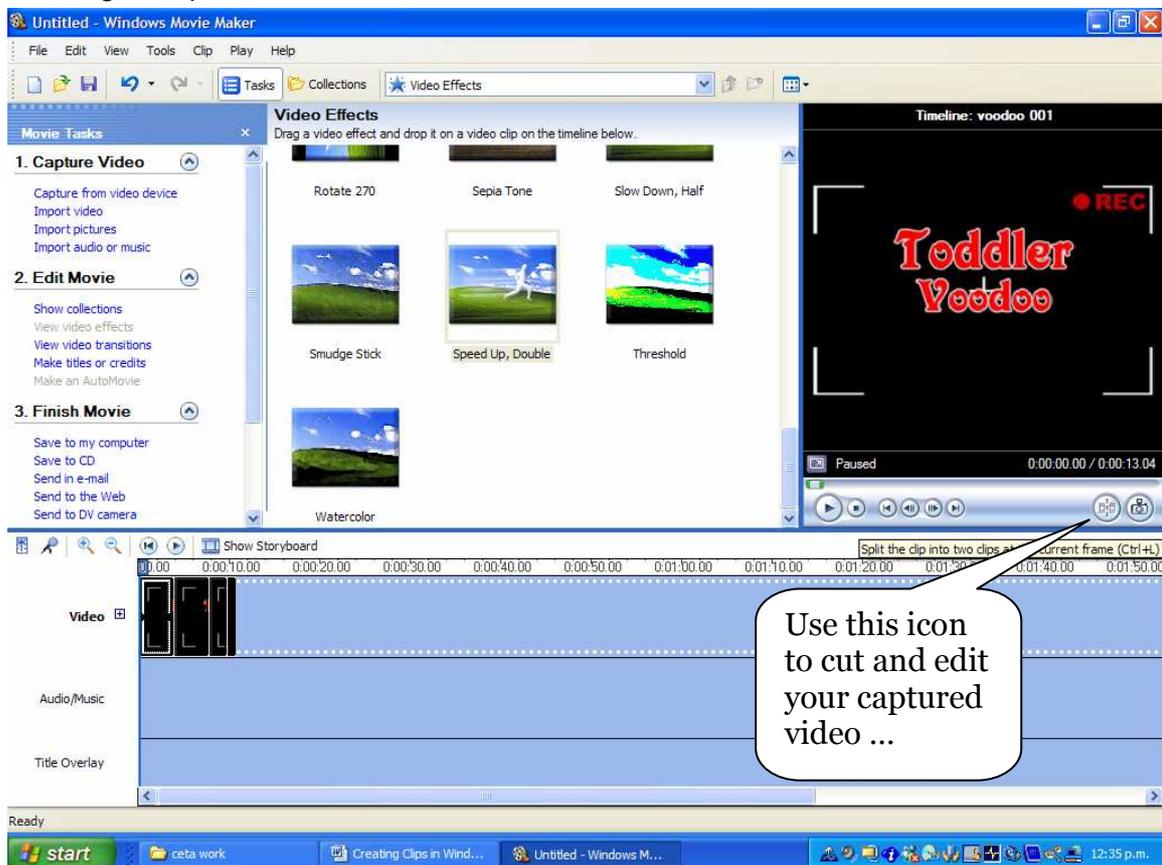
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- The time it takes to detect clips in a video file increases as the length of the video file increases.

- If you click **Cancel** while clip detection is occurring, the process stops at that point in the video file. The clips that have been detected are segmented out.

- The final clip includes all of the video in the file that remained when clip detection was cancelled. You can resume clip detection for this part of the file at any time.

Editing Video Footage

Once you have captured you video your next step is to drag and drop the clips onto the storyboard.

You can edit, cut and add effects (e.g. speed up or slow down) to the footage using the range of options and icons mentioned earlier.

Use this icon to cut and edit your captured video ...

Cutting video footage

Play the video footage, when you get to a point where you would like to cut a piece out, click on the **split clip** icon shown above.

Created by Melinda Stevenson   12

Using shortcut keys

Various types of keyboard shortcuts are available in Windows Movie Maker. By using keyboard shortcuts, you can quickly accomplish many common tasks. Use the TAB key to navigate in dialog boxes.

Press the TAB key to move forward throughout a dialog box; press SHIFT+TAB to move backwards. The following table provides an overview of the tasks you can complete using shortcut keys.

Task	Keyboard shortcut	Task	Keyboard shortcut
Create a new project	CTRL+N	Full screen	ALT+ENTER
Open a project	CTRL+O	Return from full screen	ESC
Save a project	CTRL+S	Help topics	F1
Save project as	F12	Next pane	F6 or TAB
Import source file	CTRL+I	Previous pane	SHIFT+F6 or SHIFT+TAB
Record source material	CTRL+R	First clip	HOME
Save a movie	CTRL+M	Last clip	END
Cut	CTRL+X	Play/Pause	SPACEBAR
Copy	CTRL+C	Stop playback	PERIOD
Paste	CTRL+V	Previous frame	ALT+LEFT ARROW
Delete	DELETE	Next frame	ALT+RIGHT ARROW
Select all	CTRL+A	Previous clip	CTRL+ALT+LEFT ARROW
Rename	F2	Next clip	CTRL+ALT+RIGHT ARROW
Zoom in	PAGE DOWN		
Zoom out	PAGE UP		
Set start trim point	CTRL+SHIFT+LEFT ARROW		
Set end trim point	CTRL+SHIFT+RIGHT ARROW		
Clear trim points	CTRL+SHIFT+DELETE		
Split clip	CTRL+SHIFT+S		
Combine clips	CTRL+SHIFT+C		