

INTRODUCTION

Windows MovieMaker allows you to assemble a personalized movie from a wide variety of file types and sources. This movie may then be saved in a number of formats for distribution.

Before editing your movie in MovieMaker your project needs to be planned, the video needs to be shot, photos need to be taken, and music c has to be rated or collected from various sources.

Collect all the files you wish to include in your movie into one file folder on your computer. If using lots of resources put the files into sub-folders to help keep your resources organized. MovieMaker performs nondestructive editing so your original files are protected and not altered as you create your movie. The MovieMaker project file holds all the information needed to create the final movie and performs the non-destructive editing on the source files. The

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SAVING AND EXPORTING

Finalize your project and make it into a Movie by deciding how it will be distributed. When Saving your project MovieMaker will be using all of the Audio Clips, Video Clips, Animations, Effects and Titles.

Movies may be shared directly by:

- Uploading them to a web server
- Attaching to an E-mail
- Saving to your computer's Hard Drive
- Burning to a CD or DVD
- or saving back to a video camera

Creating the movie

- Select *Save Movie File* from the Tasks pane or *File > Save movie file*
- Make a choice for the type of video format

Saving to a hard drive

This is the most efficient way to save and manipulate your movie files. This is the default setting. However this is also the most memory intensive method so be aware of file size. The default file save location is *My Videos* (which is in *My Documents*)

Saving back to a DV camera

- When the save movie wizard opens, select *DV camera* Make sure your DV camera is attached, turned on and has a new tape
- Follow the steps as presented by the MovieMaker wizard

TITLES, SHARING, AND EXPORTING



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FLORIDA CENTER FOR INSTRUCTIONAL TECHNOLOGY



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