Using Movie Maker 2 for Digital Storytelling Project

Movie Maker 2 is a free program that comes with Windows XP. It is an updated version of the original Movie Maker program. The program only runs if your operating system is Windows XP.

To make sure that your computer has the updated version:
- Open the program. Start > Programs > Accessories > Movie Maker (if it is not there, you might find it in a folder called Entertainment in the Accessories folder)
- On the toolbar, Help > About Windows Movie Maker
- Check the version on the bottom line, as shown:
- The version needs to be 2.something.

If you do not have the updated version, you'll need to download and install SP2 (Windows Update).

Organization:
Create a folder right on your desktop to keep all files for the project.
- Close all open files so that you can see your desktop.
- Point your mouse to any open space on the desktop and right-click. A pop-up menu will appear.
- Select New > Folder, as shown to the right.
- Name the folder "Digital Storytelling," as shown below.
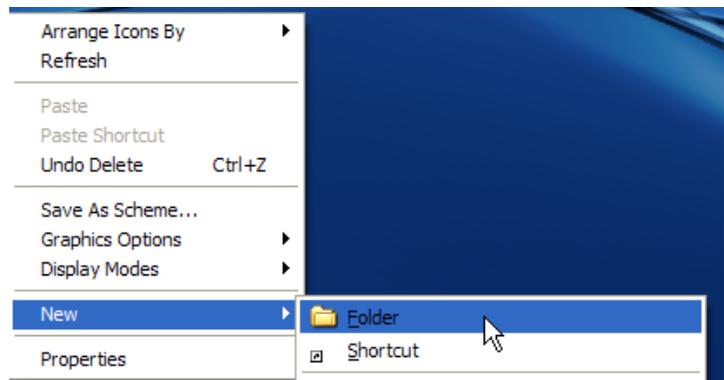
Always work from this location, and save often! Also, you'll need to back up this entire folder to your network space at the end of each work period at school. This way you can easily work

on the project at home if you wish, and you have a backup copy saved at school in case of any unexpected problems.

The planning and writing is most important. Spend enough quality time on this before you do ANYTHING with your computer!

Digitizing Photos
- If you have snapshots (printed photographs), you'll use a scanner to create a digital file to save on your computer. This process is different depending on the make and model of scanner that you have. Follow the directions provided by the manufacturer. Save the photos as jpg files. In class, two scanners will be available and you'll be shown how to use them. Be sure to move your scanned photo files into the folder called "Digital Storytelling" on your desktop.
- If you have used a digital camera to take pictures, you'll need to transfer them to your computer. This process is different depending on the make and model of the digital camera that you have. Follow the directions provided by the manufacturer. Save the photos as jpg files. Be sure to move your digital photo files into the folder called "Digital Storytelling" on your desktop.
- To saving Internet images: Put mouse over image and right-click. Choose "Save picture as" from shortcut menu. Save as a .JPG.

Import Your Digitized Photos into Collections:
Once you have all your photos saved into your "Digital Storytelling" folder, it's time to import them into Movie Maker. Movie Maker does not move or change your original files; it just remembers where they are. It is important that you do not move the "Digital Storytelling" folder on your desktop during the entire project!! If you move or delete your folder, Movie Maker will not be able to find them and your project will be ruined.

Steps to follow when importing:
1. Open Movie Maker (Start > Programs > Accessories > Movie Maker (if it is not there, you might find it in a folder called Entertainment in the Accessories folder)
2. Click on the button to create a new collection folder, as shown below:
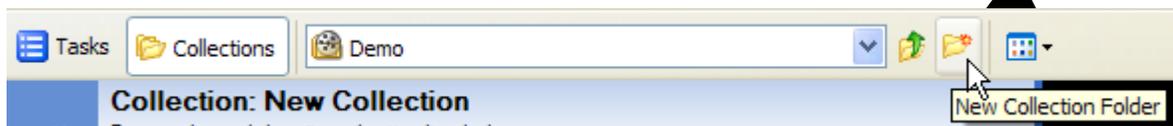
3. Enter a name for the collection as "Digital Storytelling," then hit the "Enter" key on your keyboard.
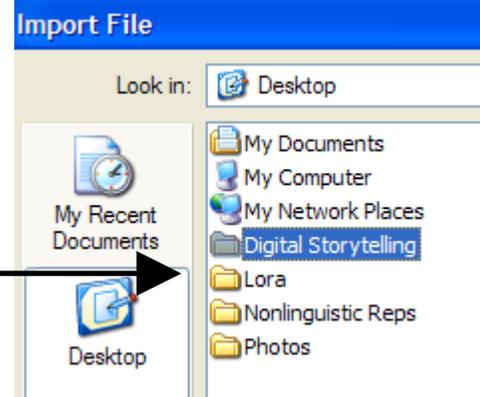4. Click on the "Tasks" button, as shown.
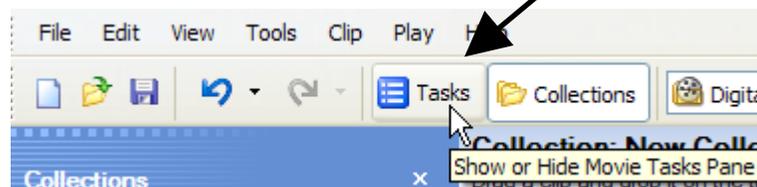
5. Click on "Import pictures" under the Capture Video heading.

1. Capture Video

Capture from video device
Import video
Import pictures
Import audio music

6. Use the drop-down arrow to find the folder called "Digital Storytelling" on your desktop, as shown.

Import File

Look in: Desktop

My Recent Documents

Desktop

My Documents
My Computer
My Network Places
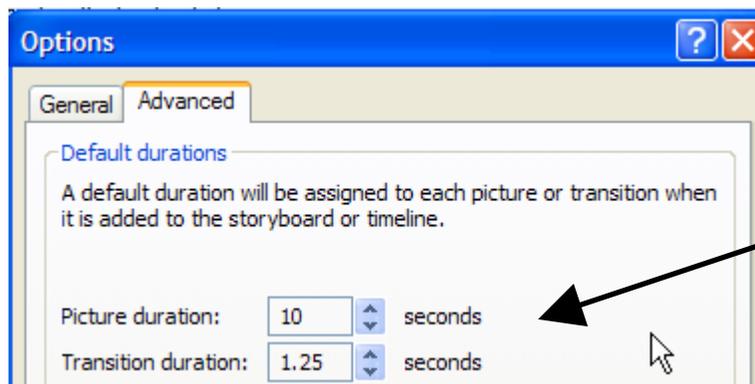Digital Storytelling
Lora
Nonlinguistic Reps
Photos

7. Select the photo you with to import, and then click the "Import" button. You can import several photos at once; to do this click on one, then click and hold down the shift key on your keyboard while clicking on all photos you wish to import, then click the "Import" button.

Preparing to Make Your Movie
1. You'll need to do a little math before proceeding. You know that your movie is supposed to be about two minutes long. You need to figure out approximate timing you wish each picture to be shown. Therefore take 120 (seconds) / number of pictures.   If you have 12 pictures, each picture will be seen about 10 seconds, because 120/12 = 10.   You'll be able to modify this to fit your story later.
2. The default setting for Movie Maker is 5 seconds per photo, so you'll need to change this. To do this, go to Tools > Options. Click the "Advanced" tab, then change the number by "Picture Duration" to the number of seconds you figured in step one above, then click "OK." Skipping this step will make editing difficult or impossible….

Options

General | Advanced

Default durations

A default duration will be assigned to each picture or transition when it is added to the storyboard or timeline.

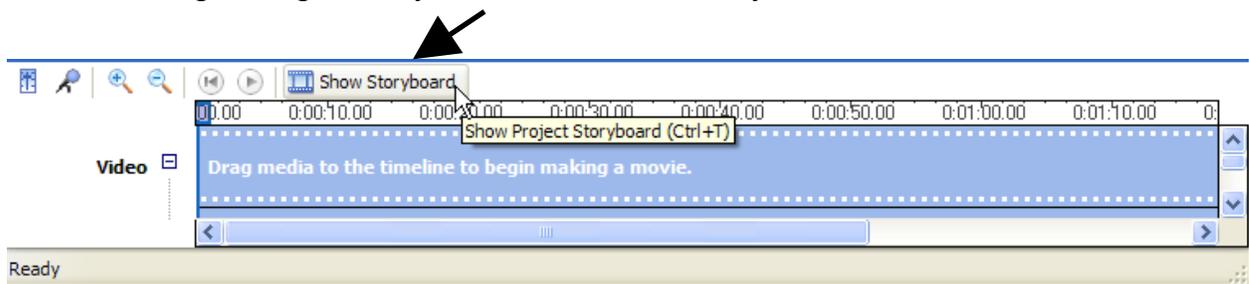Picture duration: 10 seconds
Transition duration: 1.25 seconds

3. It's time to save your project. File > Save Project. Use the drop-down arrow to find the folder on the desktop called "Digital Storytelling," to keep everything in the same folder. Rename the video a title that fits with your story. Notice that the file type is MSWMM (Microsoft Windows Movie Maker). Click Save.

Rename here

File name: | Lora | Save
Save as type: | Windows Movie Maker Projects (*.MSWMM) | Cancel
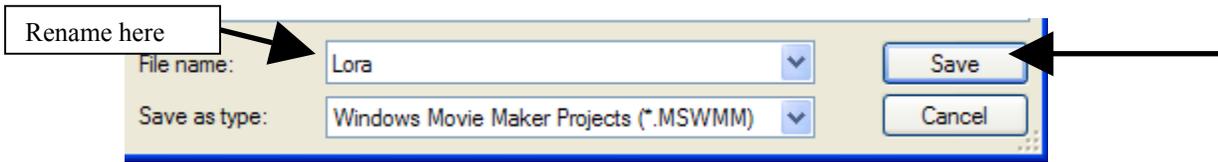
Putting Your Movie Together
You'll need to have your planning storyboard (all images and script that goes with it in the correct order) printed out and in front of you before going any further.
1. There are two ways of working with Movie Maker: as a Storyboard or as a Timeline.
2. We will begin using the storyboard. Click "Show Storyboard," as shown.

Show Storyboard

Show Project Storyboard (Ctrl+T)

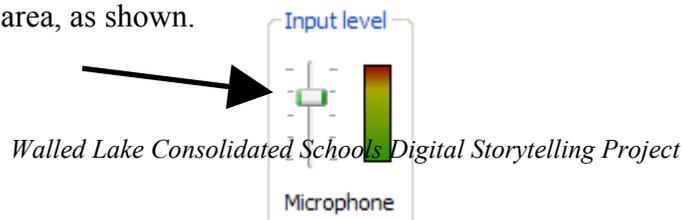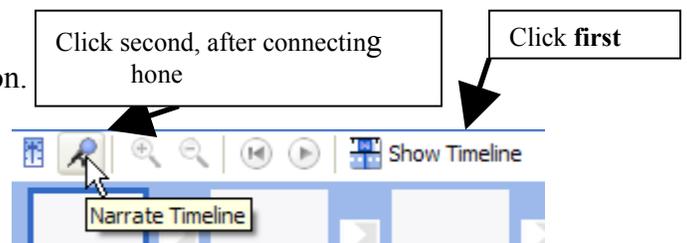Video Drag media to the timeline to begin making a movie.

Ready

3. The storyboard has rectangles that your photos go in. All you do to get the photos where they belong is to drag them from the collection from above. Drag the first photo you'll use to tell your story into the first rectangle, and then proceed until all the photos are added to the storyboard in the correct order.

Show Timeline

Drag media to the storyboard to begin making a movie.

Ready
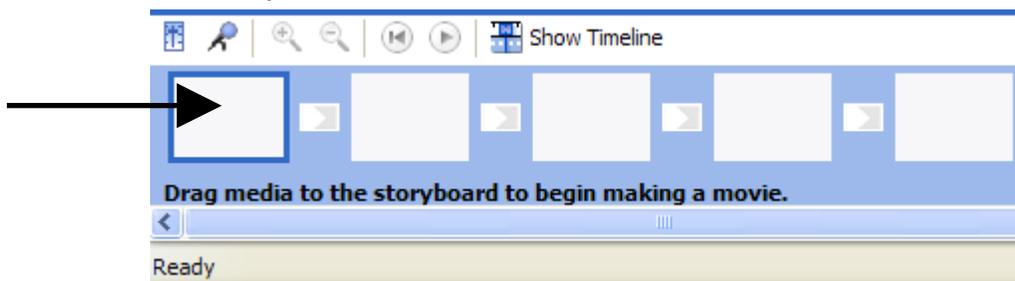
4. Save!
5. We will edit timings, add special effects and transitions later…

Adding Narration (Voiceover)
1. You must be in Timeline View to add narration.
2. Connect your microphone/headphones to your laptop.
3. Click on the microphone icon, as shown.
4. Set the input level so that the slider is just below the red area, as shown.

Click second, after connecting hone

Click **first**

Show Timeline

Narrate Timeline

Input level

Walled Lake Consolidated Schools Digital Storytelling Project
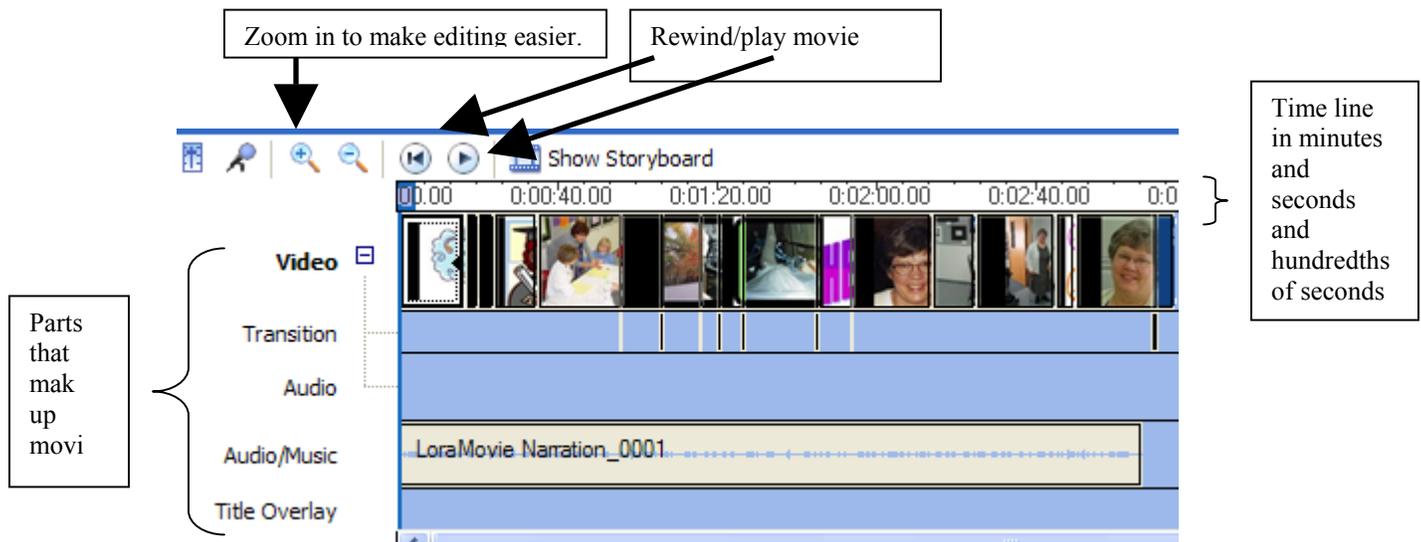
Microphone

5. Click on the first photo so that you the narration starts at the beginning.
6. Click the "Start Narration" button. Begin telling your story, following your script on your storyboard planner sheet.
7. When you are finished, click "Stop Narration."
8. A menu will appear, prompting you to save the audio file. Make sure that you save the file in the folder on your desktop. The file is saved as a WMA file (Windows Media Audio). You may need to record the narration several times before you get it right… This is expected and OK. If you goof up, just delete it and try again.
9. The audio file is automatically added to the collection. You'll see a blue music note icon. Drag it to the beginning of the timeline (you'll see a blue line that indicates where it will go), and it will be added to the audio/music track.
10. Save!

Lora Narration

Features of Movie Maker Needed for Editing – Timeline View

Zoom in to make editing easier.

Rewind/play movie

Time line in minutes and seconds and hundredths of seconds

Parts that mak up movi

Changing the Duration of Photos – Must be in Timeline View
Now you are ready to make the photos "fit" with the narration. You may need some photos to be shown longer, and others shorter. To do this:
1. Put on headphones!
2. Click the Zoom Button three or four times.
3. Click the first photo prior to clicking on the "Play Movie" button, as shown above. When playing the video, think about whether you need to trim or lengthen the timing of any given photo.
4. Play the movie and determine where you need to trim/lengthen. Notice the exact time from the timeline. You can only change the timing from the end. When you put your mouse over the end of the photo, a red arrow will appear. Click and drag to the time you determined in step 3. In this example, the photo was trimmed at just under 17 seconds.
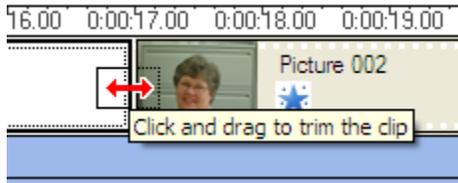
5. If you goof up, don't worry; just click the undo button on the toolbar at top of screen.
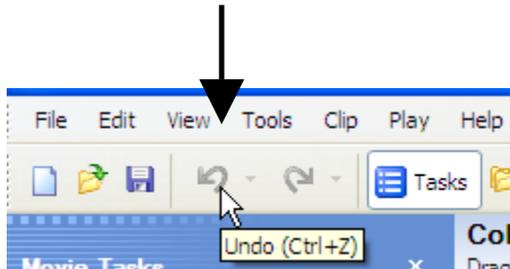

6. This is the part of the editing that will take the longest. You may need to replay the movie many times to get it just the way you want it. You do not have to start from the beginning each time. Instead click on the photo you wish to edit before clicking the "Play Movie" button.
7. Save!

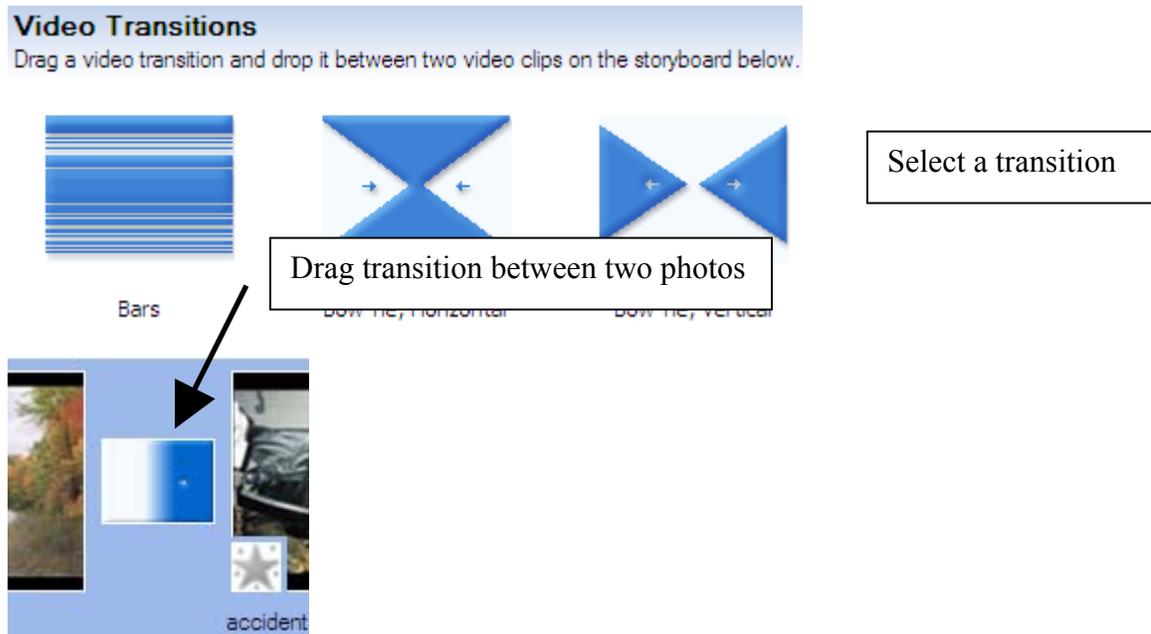Applying Video Effects and Transitions – Use Storyboard View
Transitions are special effects that can be added between photos. Video effects change the way the picture is viewed. **Add transitions and video effects only if they enhance and fit the story.**
You do not have to use them between every photo!
1. Click "View Storyboard."
2. Click "Tasks," then "View video transitions," as shown.

3.
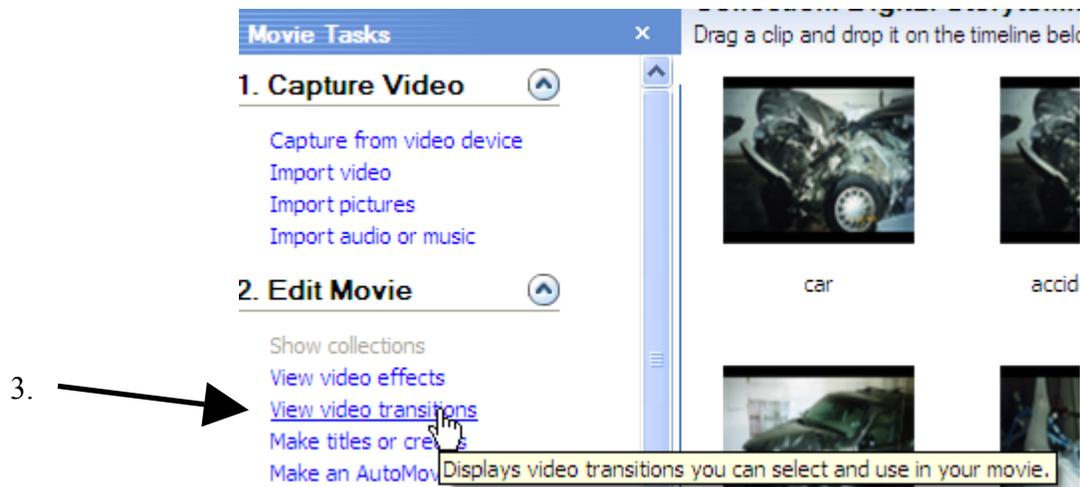
Click on one of the transitions, and then drag it between two pictures on the storyboard in the small rectangle.

Video Transitions
Drag a video transition and drop it between two video clips on the storyboard below.

Select a transition

Bars

Drag transition between two photos

accident

4. To add video effects, follow the same process, first selecting "view video effects" from the tasks menu. Video effects are dragged to the photo itself, into a small square in the lower left corner of each photo.
5. Keep in mind that you may need to make slight adjustment on your timings after applying transitions.
6. Save!

Adding Title and Credits
1. From the Tasks menu, select "Make Titles or Credits."
2. Click on one of the choices.
3. Add appropriate text. Notice you can change the animation and the text font and animation.
4. When finished, click Done.
5. Save!

Where do you want to add a title?

Add title at the beginning of the movie.

Add title before the selected clip on the storyboard.

Add title on the selected clip on the storyboard.

Add title after the selected clip on the storyboard.

Add credits at the end of the movie.
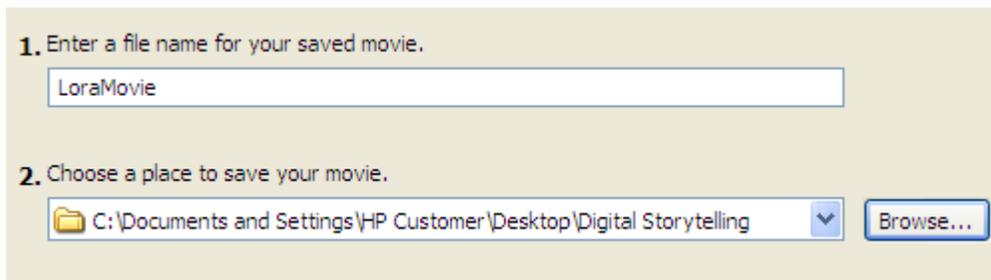
Saving/Rendering
Before we can add music, we must "fool" Movie Maker 2. The program does not have the capability of having separate audio tracks for narration and music. Therefore, we will render it twice, once with only the narration and again after adding music. Rendering means saving the

video so it can be viewed in Windows Media Player. It is important that it is saved with the highest quality settings, so follow the directions exactly.
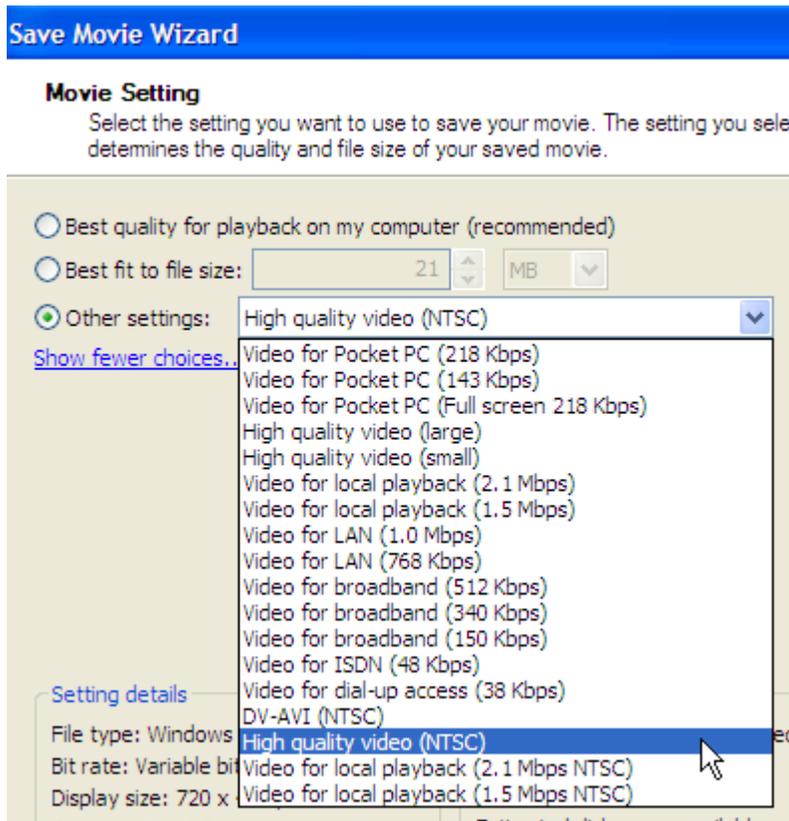
1. Preview your video one last time to be sure it is exactly as you want it.
2. On the task menu, click "Save to my Computer."

3. Finish Movie

Save to my computer
Save to CD
Send in e-mail
Send to the Web
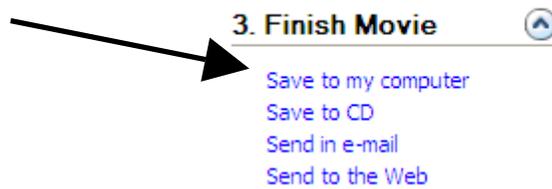
3. Enter an appropriate file name, and use the browse button to save the file in the "Digital Storytelling" folder on your desktop, then click "Next."

1. Enter a file name for your saved movie.

LoraMovie

2. Choose a place to save your movie.

C:\Documents and Settings\HP Customer\Desktop\Digital Storytelling   Browse...

4. A menu will appear. Click "Other Settings," then "High Quality Video (NTSC). Next.

Save Movie Wizard

Movie Setting
Select the setting you want to use to save your movie. The setting you selec determines the quality and file size of your saved movie.

○ Best quality for playback on my computer (recommended)
○ Best fit to file size: 21   MB
◉ Other settings: High quality video (NTSC)

Show fewer choices.. | Video for Pocket PC (218 Kbps)
Video for Pocket PC (143 Kbps)
Video for Pocket PC (Full screen 218 Kbps)
High quality video (large)
High quality video (small)
Video for local playback (2.1 Mbps)
Video for local playback (1.5 Mbps)
Video for LAN (1.0 Mbps)
Video for LAN (768 Kbps)
Video for broadband (512 Kbps)
Video for broadband (340 Kbps)
Video for broadband (150 Kbps)
Video for ISDN (48 Kbps)
Video for dial-up access (38 Kbps)
DV-AVI (NTSC)

Setting details | High quality video (NTSC)
File type: Windows | Video for local playback (2.1 Mbps NTSC)
Bit rate: Variable bit | Video for local playback (1.5 Mbps NTSC)
Display size: 720 x

5. Wait. This takes about 3-5 minutes….   When you click Finish, Windows Media Player will open and play your video.

<u>Adding Music</u>
It is important to always follow copyright laws. Therefore, you can't use a song from your favorite CD (Just so you know, the rule is that students can only use 20 seconds of a copyrighted song for use in an educational project.) We will use the "Soundzabound" collection, which is copyright-free music. Using copyright-free music allows us to be able to copy and distribute our videos on CDs and/or the Internet.
1. The first step is to import your video back into Movie Maker 2. Open Movie Maker 2.
2. File > New Project.
3. From the Tasks menu, select "Import Video."
4. Use the drop-down arrow to find the Digital Storytelling folder on the desktop. Find the video you created as a result of the rendering process. Click the Import button.
5. This only takes about 5 seconds. The video will appear and will look like a black square.
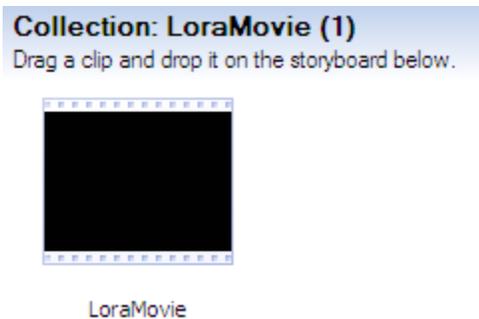
6. Drag the video to the storyboard.
7. Click "Show Timeline."
8. Notice that your narration is now in the "audio" track and that now the "audio/music" track is empty.
9. Notice the length of your video. It is easiest to select a piece of music that is about the same length or a little longer.
10. Preview music from the soundzabound collection, seeking to find something that will enhance your story, not detract from the message.
11. Save the music you intend to use on your computer as a WMA file ("ripping" the music). Use the help menu if you do not know how.
12. From the task menu, click "Import audio or music."
13. Find the music you desire, then click the Import button. The music is now added to the audio/music track.
14. Save!
15. Play the video. You may find that the music seems too loud/soft. To adjust this, click the "Set Audio Levels" icon, as shown.

16. Slide the adjuster bar as needed.
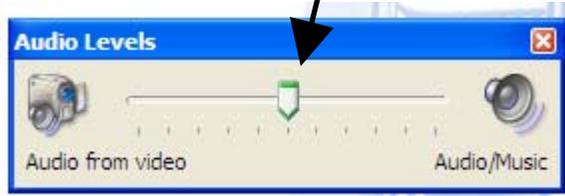
17. If needed, trim the music clip so that it ends when the video does. You can fade the music out by right-clicking the audio/music track and selecting "fade out."
18. Save! Save to network space!

Saving/Rendering FINAL Video
Render your completed final video in two ways. Follow the directions under the heading Saving/Rendering BUT in step 4 change the settings to:
1. High Quality Large – rename your video "yourlastnamehq"
2. for broadband (150 kbps) – rename your video "yourlastnamebb"

Save both files to your teacher's USB flash drive.