

Windows Movie Maker 1 – Video Task Guide

This guide will instruct you how to get video footage from a DV camcorder to your computer. It will also give basic instructions for trimming footage and adding transitions.

Note: There are two versions of Windows Movie Maker. This guide is for version 1. To determine which version of Movie Maker you have, open Windows Movie Maker (see Setup/Locating the Program below if you are not sure how to do that), choose About *Windows Movie Maker* from the *Help* menu, and look for the line that begins Windows Movie Maker Version x.x.xxxx.x (usually the fourth line down). The first number indicates the version of Windows Movie Maker (for Movie Maker 2, see the Movie Maker 2 Guide).

Setup/Locating the Program

For this process, you will need the following:

- Your camcorder
- The tapes that contain the footage you have recorded.
- A FireWire (also called iLink or IEEE 1394) cable to connect the camcorder to your computer
- Windows XP

To open Windows Movie Maker, click on the Start button in the bottom left part of the screen and then go to the following menu items:

All Programs/Accessories/Windows Movie Maker

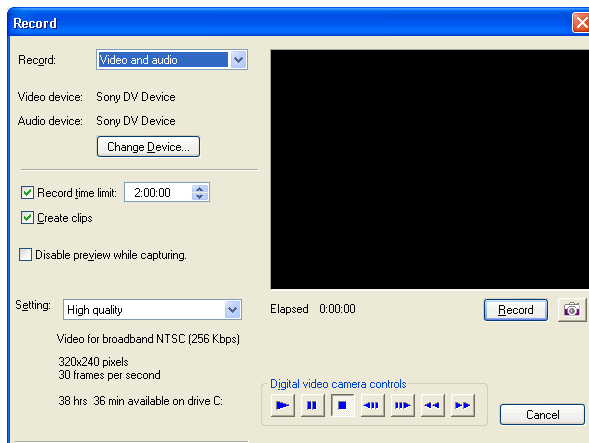
General Tips:

- When filming, record a few extra seconds at the beginning and ending of all your scenes and takes. This will make editing easier.
- Video files are very large. Try to keep at least 1-2 GB of space free on your hard drive at all times. You may want to work with 10 minutes or less of footage at a time. Check the free space on your hard drive periodically.
- Close all other programs before proceeding.
- You will probably find it easiest to capture and work on one clip or scene at a time.

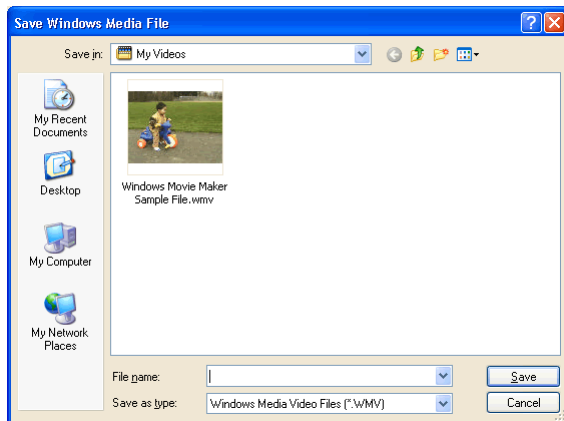
Capturing

1. Open Windows Movie Maker.
2. Plug your video camcorder into an AC adaptor, turn the camera on to playback mode, and load the video tape that contains the footage you'd like to capture.
3. Connect the FireWire cable from the video camcorder to the computer.

4. Windows Movie Maker should automatically open the record dialog box. If it doesn't, click on the **record icon** on the toolbar.
5. Start playing your video to ensure that it appears in the preview window of the record interface. Stop playback.



6. Choose the record settings. Change the **Setting** field to *Other...* and then choose *DV-AVI NTSC* from the new selection box that appears. If your computer has difficulty with the next few steps (6-9), first try checking the **Disable preview while capturing** box (if available). If you still have trouble, change the **Setting** field to *High quality* and try again. If you are still unable to successfully capture video, you may need to capture on a more powerful or recent machine (Microsoft recommends that you have a 600 MHz processor or faster).
7. Make sure the video tape in your camcorder is rewound a few seconds before the footage you need.
8. Start the video camcorder playing.
9. After about 3 seconds, click the **Record** button in Windows Movie Maker.
10. When the footage you're capturing is finished, click **Stop**. The Save dialog appears.



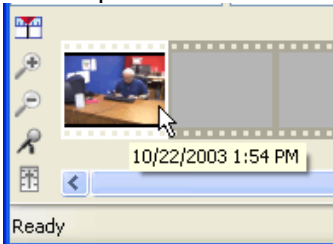
11. Choose a name for your captured video.
12. Windows Movie Maker will now create clips from the captured video. Clips are created by Windows Movie Maker when there is a significant change from one frame to another (usually between scenes or takes).

Editing and Saving

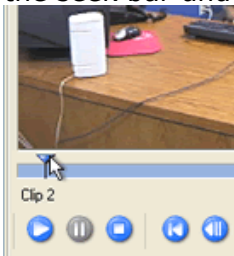
Finally, we will prepare the video to be compressed in Memories Builder. There is a difference between the *Save Project* and *Save Movie File* menu items on the *File* menu.

- *Save Project* – Creates a small file that includes information about which clips you are using and any transitions, trims, or effects you may be using. Useful for allowing you to make modifications to those settings later. *This file does not contain any actual footage, and will only be useful on the computer it is created on.*
- *Save Movie File* – The step required to prepare your movie for compression in another program. This process brings everything together and creates a stand-alone movie file.

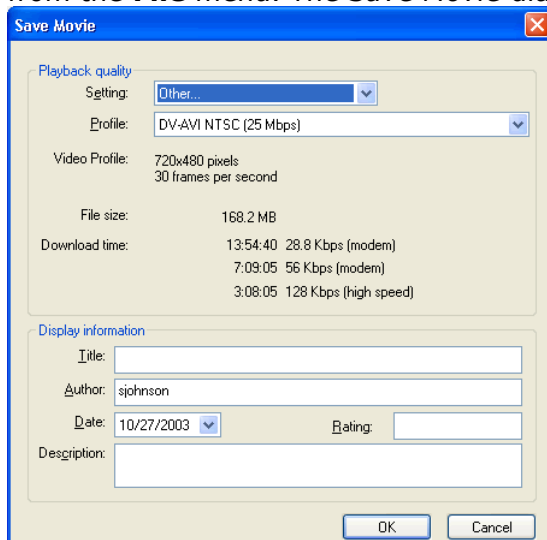
1. Once the clips are created, drag the first clip that you want to use into the timeline (the filmstrip slots at the bottom of the program).



2. You can trim unwanted portions off the ends of the clip by playing the clip or dragging the seek bar under the clip preview to the spot where you'd like to start or end the clip.



3. Choose **Set Start Trim Point** or **Set End Trim Point** from the **Clip** menu.
4. When you have finished trimming the clip, drag any other clips you'd like to use into the timeline, and repeat steps 2 and 3 for each one.
5. When you have all of your clips lined up, trimmed, and in order, choose **Save Movie** from the **File** menu. The *Save Movie* dialog box pops up.



6. Choose *Other...* for the **Setting** field in the *Playback quality* area. Then choose *DV-AVI NTSC* for the **Profile**. Fill in the Display Information if you'd like.
7. Windows Movie Maker will now prompt you to choose a name and a location for the file. When you have chosen those items and clicked on the **Save** button, Movie Maker will create the file.

Your movie file is now ready for Memories Builder. Because the exported video file still needs to be compressed, Memories Builder will prompt you to compress it as you add it to your project. Follow the instructions in the User's Guide starting with step 5 on page 29 for choosing compression settings.

This concludes the Windows Movie Maker Task Guide. For more information on Windows Movie Maker, consult the Help Topics from the Windows Movie Maker Help menu.