

Digital Storytelling tutorials

5. Getting started in Moviemaker

Moviemaker comes with Windows XP. Ensure you have version 2 or higher. You can check this by clicking on the HELP pulldown menu in Moviemaker and then on the ABOUT option. A free upgrade is available from :
<http://www.microsoft.com/windowsxp/downloads/updates/moviemaker2.msp>

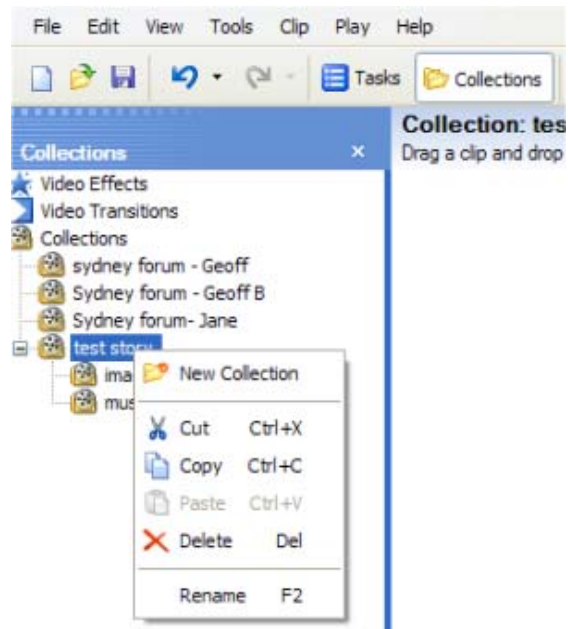
Before you start constructing your project, IMPORT all the files that you have collected in your project folders to construct your story. More can be added later if needed.

In the Moviemaker toolbar click on COLLECTIONS button if the collections pane is not already showing on the left hand side of your screen.

Click ONCE on the Collections folder to highlight it and then RIGHT CLICK once.

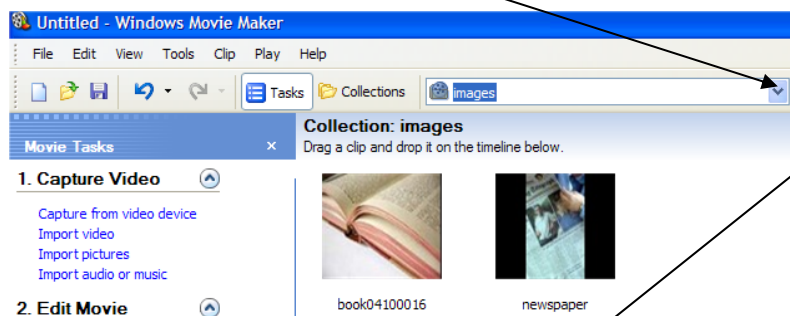
A popup will appear that allows you to rename the folder or to create a new collection within that folder. Click on NEW COLLECTION and give it the name of your project.

Then repeat this process but this time right click on your project folder to create sub-folders for the various types of files you will import.



To import your project files click on the TASKS button in the toolbar.

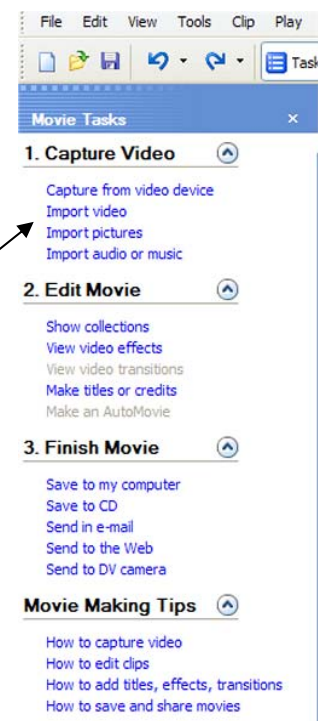
Select your IMAGES folder from the options in the pull down collections menu



and then click on Import pictures under the CAPTURE VIDEO option.

(If your files go to the incorrect folder it's easy to drag and drop them later)

Continue for all your file types.

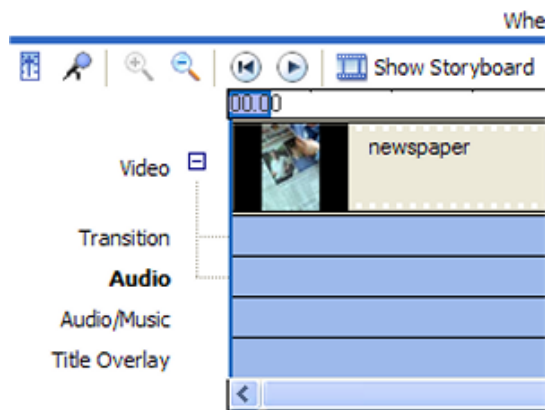
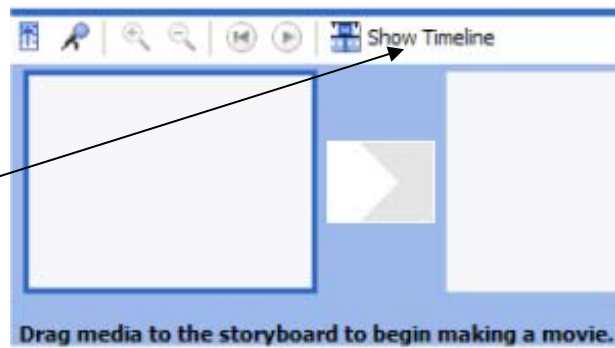


Now you're set to build your project!


Firstly, save your project (FILE – SAVE PROJECT) into a folder on your hard drive. My suggestion is that you create a folder for all your project files - keep them together to avoid confusion. At this point Moviemaker is referring back to the ingredients in their original location on the hard drive – they have not been physically imported into the program. Therefore it is vital that the files remain in the folder and are not moved. **Remember to SAVE your project frequently during its construction.**


When you open Moviemaker the storyboard function may be showing at the bottom of the screen.


If this is the case you will need to click on the SHOW TIMELINE button to begin working on your project.




Above the timeline you will see a number of icons.

The magnifying glasses  will zoom in and out allowing you to view the full project or to work on specific parts in detail.

The arrows  will play, restart or pause your current project.

The microphone icon  allows you to record a voiceover directly into Moviemaker. If you use this option however, you will not be able to merge the voice with music that will play behind it. To enable this use Audacity sound editing software – see the **Mixing with Audacity** information sheet.

The audio levels control  allows you to adjust the volume of sound from an imported video clip and the other sound you import.

To create your project, drag items from your collections down into the timeline. Your images and video clips will automatically locate into the VIDEO line, and any sound files you have imported into the AUDIO/MUSIC line.