

Integrating the Flip Video into the Classroom

with
Microsoft
Movie
Maker 2.6

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Overview

Basic Concepts:

- A Movie Maker **project** consists of all the parts of the movie:
 - Titles, still pictures, video clips, voice-over, music and audio, transitions, and credits
- When you've completed editing the movie, you "**render**" it—this takes all the parts and melds them together into one final movie file that you save on your computer

Basic Process:

- Plan your video (storyboard, script, etc.)
- Shoot video footage; collect your pictures and audio/music files
 - Save everything in one folder—your video project folder
- Import video, pictures, and audio/music to Movie Maker
- Edit the movie
- Finish/render the movie and save it to your computer

Details:

Plan and preparing for your video:

- Use a storyboard or a scene planning tool to plan your video
 - Plan for a 2 to 3 minute long video, max
- Write a detailed script for your video
- Gather any necessary props, costumes, etc.
- Practice acting out the scenes

Collect all the resources for your movie (i.e., your video, pictures, and audio/music files):

- Refer to Tips for Shooting Video
- Shoot your video and transfer it to your video project folder on the computer
- Collect and save any pictures and audio/music you want to use in your movie in your folder
- Be sure to document the source of any such resources

Build the movie using Movie Maker 2.6:

- Refer to detailed instructions that follow to build the movie project and then save it out as a movie file.

Publish the movie:

- Save the video out to Screencast.com or another Video hosting site.

Tips for Shooting Video

Story-telling Building Blocks

- In Writing the Basic unit = Word
Stories are made up of words organized into sentences and paragraphs
- In Video the Basic unit = Camera shot
Stories are made up of camera shots organized into scenes

Camera Shots

- Shoot a little extra at the beginning and end of each shot.
This will give you greater flexibility in editing
- Setting up a shot:
Decide how much of the subject you want to shoot. Either move closer or farther away or use the zoom to change the angle of view
- **Long shot (aka wide shot or establishing shot) (L)**
Establishes the setting of your scene; the location of your subject.
Do not overuse
- **Medium shot (M)**
More detail than a long shot, more of the subject, but still some of the background.
E.g., person from about the waist up
- **Closeup shot (C)**
Focus on the details of the subject
E.g., person from the top of the head to the top of the shoulders
- **Extreme closeup (XC)**
Focus on only a small part of the subject
E.g., address on an envelope, temperature on a thermometer, time on a clock
E.g., person from eyes to chin
Do not overuse

Composition

"Rule of Thirds"

Position key elements at intersection of lines

E.g., person's eyes at upper left or upper right

E.g., horizon at bottom or top third



People

Leave enough but not too much headroom (space above head)

Avoid cutting people off at the neck, elbows, waist, knees, and ankles

Lead moving subjects

Keep subject on the trailing 1/3 vertical line

Leave space in front of a moving subject

Avoid distracting backgrounds

Sound

- Use microphones and headphones to ensure high quality sound
- Omnidirectional mic—collects sound from all directions; must remember to turn on and off
- Unidirectional mic—collects sound from one direction
- Lavalier mic (aka lapel mic)—attaches to the “talent”

Lighting

- Stay aware of the source of the light and the resulting shadows
- If necessary, use additional lights

Resources

The Atomic Learning Video Storytelling Guide

<http://www.atomiclearning.com/k12/storytellingindex.shtml>

Composing Basic Camera Shots

<http://www.atomiclearning.com/freeshots.shtml>

Video Composition Rules

<http://www.atomiclearning.com/k12/freerules.shtml>

Video Examples

<http://www.atomiclearning.com/k12/freeexamples.shtml>

Movie Project Planning

Group Name: _____

Group Members: _____

Project Title: _____

Project Description:

Creating a Storage Location for your Movie Files

1. **Right-click** on the Desktop of your computer and choose **New** and then **Folder**.
2. Type the name for your movie project (Example: Fitness Positions Project)
3. As you gather the image, video, and music files for your movie, **save** all of them into this movie project folder.

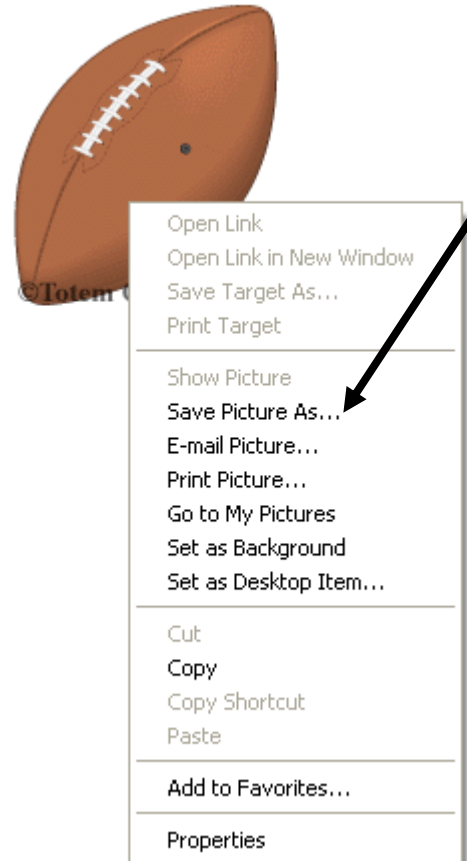
Saving Images, Sounds and Video

Saving an Image or Sound from an Internet Site

Google is a great site for images:
<http://www.google.com/images>

Partnersinrhyme is a great site for free music.
<http://www.partnersinrhyme.com>
Use the mp3 format for best results.

1. Locate the image or sound to be saved.
2. **Right click** the mouse on the image or sound file to get a drop-down menu.
3. Select "**Save Image As**" or "**Save Picture As**" to download an image...depending on the browser settings.
4. Select "**Save Target As**" for a sound file.
5. Navigate to the folder where the image or sound needs to be saved.
6. **Enter the name** you wish to use for this image or sound file.
7. Click **Save**.



Saving Videos from the Flip Video Camera to the Computer

1. Turn off the Flip Video and plug it in to the computer with the USB connector.
2. When the window pops up on the computer screen, scroll down and select the option: **Open folder to view files using Windows Explorer**.
3. Click **[OK]**
4. Open the **DCIM** folder in the new window that appears.
5. Open the **100VIDEO** folder.
6. You can now view all your recorded videos.
7. Select/highlight the videos you wish to transfer.
8. Right click and select **copy** (or press **<Ctrl> <C>**).
9. Open your video project folder.
10. Right click and select **paste** (or press **<Ctrl> <V>**) to paste the videos.

Creating the Movie

Introduction

- Windows Movie Maker 2.6 is a video editing software for use with computers that have Windows Vista loaded as their operating system. It will also work on Windows 7
- The movie you work on in Movie Maker 2.6 is called a project until it's finished and exported to a final viewing format.
- Movie Maker 2.6 is located in the Programs portion of the Start Menu.
- Before starting any movie project, it is very important to create a folder to store all of the files you will use in the movie.
- If you have already collected items for the movie, make sure you move those items into this movie project folder.
- If you record narration in Movie Maker 2.6, please make sure you navigate to this movie project folder to save the file. By default those files would be stored in a Narration folder in the My Videos folder.
- It is also important to save the Movie Maker 2.6 movie project in this folder as well.
- If you rename the movie project folder or any of the files you have already imported into Movie Maker 2.6, the link to those files will be broken and you will see a broken graphic icon in the Movie Maker 2.6 window.
- You can remap the "broken link" clip to the correct location by double-clicking on the clip and browsing out to the location where the clip is now stored. The key point is to try NOT to rename your files and folders after starting the movie project.



Movie Maker Views (See screenshots on following page)

Collection Pane: Raw footage from a video source is called a collection. Each collection is divided into clips by default during the recording process.

Movie Task Pane: Lists common tasks that you may perform when making your movie.

Contents Pane: Holds items you can put into your movie including video, audio, pictures, transitions, titles, and effects. You can view items as Details or Thumbnails.

Preview Monitor: This is in the upper-right corner of the screen where you can play movies from a digital video camera and view your movie as you edit it. All the playback controls are located here.

Workspace: The panel at the bottom of the screen where all the editing occurs. You drag your clips from the contents pane into the workspace to edit your movie. The workspace can be viewed in either Storyboard View or Timeline View. The Storyboard graphically shows your clips while the Timeline displays the relative length of each clip.

Creating the Movie

Storyboard View

Choose between Tasks or Collections

Contents Pane

Movie Task Pane or Collections Pane

Preview Monitor

Split Clip Button

Take Picture Button

Playback Controls

Workspace

Toggle between Storyboard and Timeline View

Timeline View

Transition

Show Storyboard

Video

Audio/Music

Title Overlay

Ready

Creating the Movie

Starting a New Movie Project

1. Make sure all of your images, videos, and music files are stored in your movie project folder on the Desktop of your computer.
2. Choose **Start → All Programs → Windows Movie Maker 2.6**
Windows Movie Maker will open with a new blank project.
3. Under the **File** menu, choose **Save Project**.
4. Make sure your movie project folder is showing in the **Save in** box.
5. Enter a name for your project and click **Save**.

Importing Video from a Movie/Video File

1. Click on the **Tasks** button in the tool bar to display the Movie Tasks Pane.
2. In the Capture Video section of the Movie Tasks Pane click on **Import video**.
3. Navigate to your project folder and click once on the movie you wish to import.
Tip: If you want to import all the videos in this folder at one time, hold down the Ctrl key and tap on the A key to select all the videos in the window.
4. **Deselect** the box at the bottom of this window beside “Create clips for video files” so your movie will not be broken into separate clips.
5. Click **Import**.
6. Click on the **Collections** button in the toolbar.
7. Notice, the movie file/clips have been imported into a new collection folder with the same name as the movie file name. Rename this collection if necessary. Make sure it stays selected when done. If you imported more than one video clip, a collections folder was made for each video clip. Move all of those clips in one project folder before proceeding. Then delete any empty Collections folders.



Importing Images

1. Click on the **Tasks** button in the tool bar to display the Movie Tasks Pane.
2. In the Capture Video section of the Movie Tasks Pane click on **Import pictures**.
3. Navigate to your movie project folder.
4. If you want to import all the pictures in the window, hold down the CTRL key and tap on the A key to select all of them at once. If you want to only select a few of the pictures, hold down the CTRL key and click on each picture you wish to import. Once all of the pictures you want are selected, you may release the CTRL key.
5. Click **Import**.

Importing audio

1. In the Capture Video section of the Movie Tasks Pane click on **Import audio or music**.
2. Navigate to your movie project folder.
3. Select all of the audio/music files you wish to import.
4. Click **import**.



Note: This helps you keep all of your movie project files in one collections folder.

Important: You must give credit if you use one of the images/videos from the DE streaming™ site in your movie. You may do that in the Credits at the end of the movie.

Creating the Movie

Building a storyboard

1. In the Storyboard View, drag the videos and pictures down to the storyboard in the order you wish them to appear in your final movie. To select multiple clips, hold down the Shift key while you click on them.
2. To rearrange your clips, just drag and drop them to a different location.
3. Under the **File** menu, choose **Save Project**.

Adding Transitions



1. In the Movie Tasks Pane, click on **View Transitions**.
2. Double-click on a transition to test it out. It will play in the Preview Monitor.
3. When you find the transition you want, drag it down to the Storyboard in between the two clips.
4. Repeat until you have all the transitions you want.
5. Under the **File** menu, choose **Save Project**.

Adding Video Effects



1. In the Movie Tasks Pane, click on **View Video Effects**.
2. In the Storyboard, click on the clip to which you wish to add an effect.
3. Press and drag the effect on top of the clip in the Storyboard. Notice the star in the bottom left corner of the clip is now active.
4. Right-click on that star and choose **Delete Effects** if you wish to remove the effect you just added.



Testing Your Movie



1. Click on the Rewind Storyboard button  in the Storyboard tool bar.
2. Click the Play Storyboard button  to play the movie.
3. After viewing your movie, make any adjustments you want to the movie clips and transitions.
4. Under the **File** menu, choose **Save Project**.

Trimming Clips

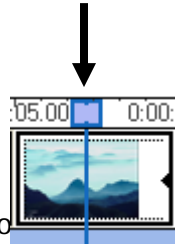
1. Click on the Show Timeline button in the Storyboard tool bar.  **Show Timeline**
2. In the Timeline view, click once the clip you wish to trim. You may want to Zoom in  so you can easily see the exact spot you wish to edit.
3. Move the pointer to the edge of the clip that needs to be trimmed. When a red two-headed arrow appears press and drag to the right or left to trim the clip. The clipped part can be restored by dragging it back out if it is clipped too much.
4. Repeat these steps until all desired clips are trimmed.
5. Under the **File** menu, choose **Save Project**.

Creating the Movie

Splitting a Clip

1. In the Timeline view, click once the clip you wish to split. You may want to Zoom in  so you can easily see the exact spot you wish to edit.
2. Drag the playhead to the place in the clip you wish to make the split.
3. Click the Split clip button  in the Preview Monitor window.
4. Under the File menu, choose **Save Project**.

Playhead



Creating a Still Image Clip

1. In the Timeline view, click once on the clip containing the picture you wish to capture.
2. Drag the playhead to the right until the picture is displayed in the Preview Monitor window.
3. Click the "Take Picture" button in the Preview Monitor window.
4. Make sure your movie project folder appears in the Save In: box and click Save.

Adding Titles

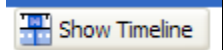
1. Click to select the clip where you want a title to appear in your movie.
2. Click **Make titles or credits** in the Movie Tasks window.
3. Under "Where do you want to add a title?" choose the desired location for the title.
4. Enter the text for the title.
5. Click on **Change the title animation** if you wish to make changes in the animation of the text.
6. Click on **Change text font and color** if you wish to make changes in the text style or color.
7. Make any desired changes and then click on **Done, add title to movie**.

Adding Credits

1. Move the playhead to the end of the movie. (This is optional)
2. Click **Make titles or credits** in the Movie Tasks window.
3. Choose **Add credits at the end**.
4. Enter the text for the title.
5. Click on **Change text font and color** if you wish to make changes.
6. Make any desired changes and then click on **Done, add title to movie**.

Adding Audio



1. In the Movie Tasks Pane, click on **Show Collections** in the Edit Movie section.
2. If necessary, click on the **Show Timeline** button in the Storyboard tool bar. Drag your music/audio clip to the Audio/Music level of the Timeline.
3. To move the clip just press and drag to the right or to the left.
4. To make one clip fade into another, drag the clip on the right to the left to overlap the clip on the right a small amount. A blue point appears as the audio clips overlap.
5. You may trim the clip the same way you trimmed the video.
6. To change the volume, right-click on the clip and choose **Volume**.



Creating the Movie

7. Drag the slider to the desired position and click **OK** to lower or raise the volume.
8. If you wish the music to **Fade In** and/or **Fade Out**, right-click on the clip and make those selections.



Recording a Voice Clip

1. Plug your microphone in the microphone port of your computer.
2. In the Timeline View, click on the clip on which you wish to start the narration.
3. Click on the microphone button  above the timeline to start the process to add a narration.
4. Speak into the microphone and watch the Input level. If the bar goes into the red, lower the slider on the Input Level.
5. Click on **Start Narration**.
6. Read your narration into the microphone.
7. Click on **Stop Narration** when finished.
8. The Save Windows Media File Window will automatically open. Make sure your movie project folder is showing in the Save in box.
9. Give your narration a **name** and click **Save**.
10. Click **Done** to close the Narrate Timeline window.
11. Click the Play Timeline button  to play your narration.

Tip: If you want your music to play in the background while your Narration is playing, press and drag the music clip to the left as far as you can on top of the narration in the Timeline.

12. Under the **File** menu, choose **Save Project**.

Testing Your Movie

1. Click on the Rewind Timeline button  in the Storyboard tool bar.
2. Click the Play Timeline button  to play the movie.
3. After previewing, make any adjustments desired to the movie.
4. Under the **File** menu, choose **Save Project**.

Finishing the Movie and Saving it to your Computer

1. In the Movie Tasks Pane, in the Finish Movie section, click on **Save to my Computer**.
2. Enter a **name** for your movie.
3. Click on **Browse**, find your movie project folder in the Destination folder window and click on it. Then click **OK**.
4. Click **Next**, **Next** and the movie will start saving. (Note: This may take several minutes depending on the length of the movie and amount of video used.)
5. When finished, leave the check in the "Play Movie when I click Finish" box and click **Finish**.
6. If you need to make any changes, make the changes and then follow the steps above to finish the movie again. You must use a different name for the movie if you finish it a second time.