

Technology Education Program

Video Capture and Editing with Microsoft Movie Maker



Richland School District Two

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Video Capture and Editing with Microsoft Movie Maker

Description:

This handout and class is designed to instruct users in the basic skills needed for video capturing and editing using Microsoft Movie Maker.

We will cover camera set up basics and tips for producing a quality final video; including: lighting, primary audio and microphone basics, camera shots, project and software setup, and movement shooting.

We will cover all of the phases of video creation: Capturing and Importing, Editing Video, Importing and Editing Audio, and Creating the Final version of the video.

Finally, we will discuss 'real world' uses for video creation in the classroom, before the classroom and by the student in the classroom.

Objectives:

Participants will be able to:

- Learn digital video camera basics and practices.
- Learn hardware needed for video production.
- Learn to capture and edit video using Microsoft Movie Maker.
- Learn about video transitions and effects.
- Learn about adding titles before, during or after your product.
- Learn how to optimize audio and add music to final product.
- Discuss uses for video production implementation in the curriculum area.

Standards:

The following Educator Technology Standards have been covered in the Movie Maker Class and will be met if the video camera is used in the classroom in lessons and to communicate information.

Demonstrate a sound understanding of technology operations and concepts.

I A 8 Use file management tools to create, organize, copy, move, rename, delete, search files and folders, and create shortcuts

I B 1 Keep abreast of current and emerging technologies that support the curriculum

Plan and design effective learning environments and experiences supported by technology.

II 6 Plan lessons that integrate technology and address curriculum standards

II 7 Plan lessons that address Student Technology Benchmarks

II 9 Evaluate a variety of equipment and resources for suitability in lessons

Implement curriculum plans that include methods and strategies for applying technology to maximize student learning.

III 5 Implement lessons that integrate equipment and resources

Use technology to enhance productivity and professional practice.

V 1 Use technology resources to enrich professional knowledge (Navigator)

V 3 Use technology to effectively and appropriately communicate information (Navigator)

1. Camera Basics and Software Setup

- Cameras - Each camera has many different and varied functions depending on model and price.
- Battery- Power Source. Always make sure to charge your digital camera, but do not leave the camera plugged into the power source. Leaving camera hooked to a power source will actually have an adverse effect on the battery and eventually the battery will not hold a charge.
- Audio- it also might be a good idea to have a secondary device recording audio if the situation needs it. An interview would be a good example of when to use an extra audio source, such as an audio recorder or MP3 player's record function.
- Tapes, mini DVs, or 8mm- make sure you have the right recording media for your camera. No tapes, nothing to export!!!!

A. Necessary Equipment/Software for Computer Movie Production:

1. Digital Video Recorder
2. Computer with Microsoft Movie Maker (or other editing software)
3. 1394 (FireWire) cable / USB Transfer Cable to connect to Camera
4. Audacity (recommended) for Audio clean up

B. Installing Hardware

- Follow all directions for the software that come with your camera. Microsoft Movie Maker will not recognize your camera until it and its software has been properly installed.

C. Lighting Basics and Setup

- Using a **tripod** is a good idea if you have a static target (they don't move). If your target will be doing a lot of movement or will reference other parts of the room, it is advisable to not use a tripod or use multiple cameras to maximize efficiency.
- **Lighting** is also an important decision before filming. You don't want to film towards a light source if at all possible. (ex. You don't want to film someone standing in front of a window. It might be important in some instances to use extra lighting in extremely dark areas.

Things you want for lighting:

- Adequate lighting
- light source above or in front (camera side) of the target

Things to avoid in lighting:

- not enough light
- light behind the target
- shooting directly into light source

2. Capturing/ Importing Video or Pictures

The first step of editing a video is to get the raw footage into Movie Maker. This is called capturing video. Microsoft Movie Maker has a very easy interface complete with a numbered sidebar that leads the editor through the process.

- **Capturing**- click on 'capture from video device'. Begin by selecting the 'start capture' button, and then start playing the digital video camera. You will see the video being captured. Capture all footage you need for this editing and then push 'stop capture'. Clips will then be created on your collection menu.
- **Importing Video**- you can also import some video formats into Movie Maker to incorporate into your movie. This is a sensitive issue with copyright laws. No copyrighted clip can be used if it is intended to be published on the internet. A 30 second clip can be used if it being used for educational purpose within the classroom!!!! Medias such as United Streaming are usable as long as you have a valid site license for the service. After the subscription to the service expires, the clips included must be destroyed.
- **Importing Pictures**- click on this option in the sidebar, you will be prompted to choose your picture from your files. Click on the picture and it will be imported into your collections.

3. Editing Video

- After you have imported all of your visual media into your collection, you simply drag and drop them into the timeline/ storyboard at the bottom of the screen. I suggest using the timeline for organizing and editing your video. (Later we will use the storyboard for transitioning).
- You can **trim** a clip by simply dragging the clip at either the beginning or the end of the clip you want to trim. Also, if you wish to trim a portion out of a longer clip, you simply drag the blue time bar at the top of the timeline to where you want to edit and hit the 'split' under the clip pull down toolbar. (Or you can use the quick split clip under the movie player on the right hand side. You also have an option to 'take a picture' from your video to make a picture file)
- We will now discuss **Transitions** and **Effects**. Transitions are the way you can move from one picture to another. Strictly speaking, they are not necessary, but make the movie look more finished and professional. The basic idea here is to play around and find the best transition for each movement. One thing to keep in mind is the timing of the transition and also whether or not the transition is too active and might actually detract attention from the content you are trying to convey. Effects are added to

the clip itself, ranging from moving across a still image to making the video look like old film.

- **Adding Transitions:** To add a transition you simply click on the 'View Video transitions' link under 2. Edit Movie. (At this point you can either stay in time line mode or change over to storyboard) Then simply drag the transition you have selected down into the timeline or storyboard in between the selected clip and the next clip.
- **Adding Effects:** Click on 'View video effects' under edit movie to view all of the effects. Much like the transition, you simply drag the selected effect **onto** the selected clip. If in story board mode, you will see the icon for the effect in the bottom left hand corner of you clip. When selecting effects, be sure the selected effect does not take away from the image or the content you are trying to portray.
- **Titles and Credits:** click on this option under edit movie, and you will get 5 options. You can add at the beginning of the movie, before a selected clip, on the selected clip, after the selected clip, or credits at the end of the movie. The options are the same for all choices; the first step just places the title where you want it. After this, all you have to do is type the title into the boxes provided. You can choose the type of animation (from a one line to a two line title or credit). You can also choose font size, transparency, position and type of font. You also can choose the background color of the animation under the 'Change the text font and color' option.

3. Adding Audio and Music

- You can also clean up your audio if you recorded using a secondary device, using software such as Audacity. The class will get a short overview of using this software.
- To import music or audio, you click on 'Import audio or music' under the Capture Video Taskbar. You will then be prompted to select your WAV file from wherever you have saved it. Click on the audio file you want and it will be added to your collections. Then drag and drop it into the audio option on the timeline (or audio/music if it is music). You can trim the audio to connect to the same time frame of the video.
- Matching the audio with the pictures is an important part of the editing process if you are creating a movie with still photos. I always keep in mind as I am writing my script for the audio what type of pictures I will need.
- Music choice is also important, you want to have the right 'feel' in your movie. Think how bad a movie would be if you played Circus music during a funeral scene (unless you were going for the film noir genre).
- Another audio option is setting the audio levels (in the far left hand corner of the timeline). Here you can choose what percentage of the audio you

want to come from the digital recorder and how much from what you have placed in your movie. For example, you might want to have some light mellow music in the background of an interview, so you would set the audio levels coming more from your digital recorder (which would cause it to be louder than your music). Also, you can use **audacity** to blend your music to the exact levels of where you want them, as these audio programs will be much more efficient and powerful at creating higher quality sound.

4. Finishing your Movie

- Finally, to finish the movie you have to take a few steps.
- **Important:** simply saving the movie is not enough. If you save the project it will remain in the .MSWMM format, which can only be viewed on the computer you created the movie on. If you took this file to another computer, you would find that your pictures have disappeared.
- To complete your movie you must click on 'Save to my computer' under 3. Finish Movie on the Movie Task bar. You will be asked to name your movie and you can Browse and choose where you want the file saved (My Movies is the default save spot). Click 'Next' and choose quality for the save (I always choose the default 'best quality' option). The movie will then 'render' itself (or convert into your final movie file .WMV); this is your final product. Congratulations, you have created your first movie!

Questions or troubles? Email: lgraham@svh.richland2.org