

Movie Maker Project

Instructions: Complete the steps below to help you get started on your project.

1. Create a folder in your U: Drive that will store all files that pertain to your project.

****All images, video and audio must be in this folder before they are imported into Movie Maker.****

2. Refer to your completed storyboard and find images that illustrate your product. Remember to cite your sources and abide by all copyright guidelines! You can find images at the following sites:

<http://school.nettrekker.com/subject/> - (Thinkronize locates and displays the thumbnail images, with links to these images as a service to educators and students. It does not own copyrights in these works, and cannot grant any license or permission to use the images. These rights belong to the copyright owners.)

- a. Choose your High School
- b. Scroll to the bottom of the page and click Submit

<http://www.unitedstreaming.com/> - (Use for individual student portfolios, not for broadcast.)

- a. Your user name is: school initials + stu For example, chsstu
- b. Your password is: 12345

<http://tntel.tnsos.org/> -

- a. Log-in to the TEL database. If prompted, the password is "elvis".
- b. Click on the Points of View database.
- c. Enter a search term.
- d. Click the "Image" tab at the top.

<http://www.pics4learning.com/> - (Pics4Learning is a copyright-friendly image library for teachers and students.)

3. Refer to your completed storyboard and find video that pertains to your project. Remember to cite your sources and abide by all copyright guidelines! You can find video clips at:

<http://www.unitedstreaming.com/> - (Use for individual student portfolios, not for broadcast.)

- a. Your user name is: school initials + stu For example, chsstu
 - b. Your password is: 12345
- **You should only import video from United Streaming, if the video contains the "edit" symbol.****



4. Refer to your completed storyboard and find audio that reflects the tone and mood of your project. Remember to cite your sources and abide by all copyright guidelines!

You can find audio at the following site: <http://www.freeplaymusic.com/> - (limited to student use on school grounds for in classroom projects- non broadcast)

5. Drag the images, video, and audio down to the movie timeline. Then add titles, transitions and effects to your clips.

There are two different types of "saves" in Movie Maker.

1) Save your project. This allows you to continue to make edits to your movie. The file extension of an unfinished movie project will be: .wmp (See #6 below.)

2) Render or Save the movie to your computer. This will compress all the images, audio, text, and video into one movie file. Complete this step when you are totally finished with your movie. The file extension of a finished movie will be: .wmv. (See #7 below)

6. When you are finished with your movie for the day, click "File", "Save Project As". Remember to save your movie project in your U: Drive.
7. When you are completely finished with your movie complete the following steps:
 - a. Once you are satisfied with your movie, save it. To save the movie to your computer, click the file tab.
 - b. Hover over "Save to my computer".
 - c. Choose "For Computer"
 - b. Name your movie.
 - c. Click the "+" sign next to "My Computer"
Click the "+" sign next to your "U: Drive"
Click the folder where you are saving each of your movie project files.
Click "OK"
 - d. Click "Next"
 - e. Click "Next"
 - f. Click "Finish"

Ask your teacher if you should copy your movie to the P: Public Drive, so that it can be viewed by everyone.

8. You can use Windows DVD Maker to Burn your movie to a DVD.