

## Steps to create a video with WMM

### 1. Import / Capture

Getting your video into the program

Only certain formats can be imported. For example, a YouTube video is a .swf files and cannot be automatically imported into WMM – it would need to be converted

Accepted formats for import: .WMV/.ASF, .MPG (MPEG-1), .AVI (DV-AVI), .WMA, .WAV, and .MP3. Vista supports more.

### Use the Task pane

### 2. Collections

This is your “stuff.”

Your imported video might be automatically broken into segments but these will play together once dragged to the timeline.

Click a clip and it will play in the screen to the right.

You can see how long it is, split it or take a still.

### 3. Timeline/Storyboard

Drag and drop video, audio and/or stills onto timeline at the bottom.

Can rearrange, split clips, delete etc.

You can boost or lower audio.

You can narrate the timeline.

**Storyboard:** Good for adding scene transitions  
Timeline more precise; better for adjusting audio

### 4. Effects & Transitions

Effects are placed onto the video itself; check for effects by seeing if the star in the lower left hand of the clip is highlighted.

Transitions go between clips – easiest to insert these in the storyboard view; they cannot be placed onto the clip itself.

### 5. Titles

Preview in the window to the right

### 6. Audio

Import audio or record own narration.

You need to match the narration to the length of the clip – otherwise it will bleed into the next clip.

### 7. Finish My Movie (Export)

*Once it's in WMM, it becomes a .wmm file while you work on it. You will then need to convert it when finished in order to get it online.*

[Save movie file →] Save to my computer → Other settings

Bigger file more space, slower to load

More action in the video = bigger file

Hosts:

- YouTube
- Bliptv
- Vimeo
- Jumpcut (Yahoo)