Cheatography

Tips for Windows Movie Maker Projects Cheat Sheet

by [deleted] via cheatography.com/2754/cs/16655/

Introduction

This is the second in a series of articles from the Student Multimedia Studio intended to help faculty and students with their multimedia project assignments.

Source: http://www.library.kent.edu/sms

1. Create a Project Folder

Create a folder for your movie project and put all the pictures, video and audio files that will be used in your Movie Maker project into that folder THEN immediately open and save the WMM “Project” into the same folder before importing media into the project. This will help assure that you have all the media available for your project if you move from one computer to another.

2. Start & Finish WMM Project on same computer

When you move a WMM project from one computer to another, 3 problems might occur:

- **Compatibility Issues.** Windows Vista and Windows XP versions of WMM are not compatible.
- **Collections Disappear.** WMM Projects saved on one computer will not reopen on a different computer with the “collections” you imported into the project. You will have to re-import all media if you reopen your WMM Project on a different computer.
- **Red X = Missing Files.** Sometimes, Red X’s will appear on “clips” on the timeline. To fix this, right click on one of the Red X’d clips and choose “Browse for Missing File”. If you followed Tip #1 above, then after finding just one “missing file”, all the rest will open.

3. WMM only edits WMV & most AVI Formats

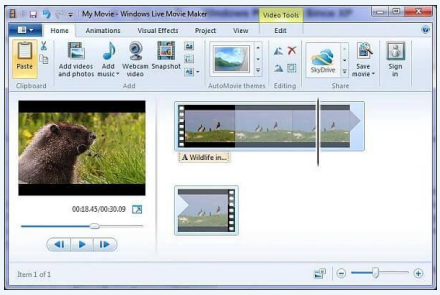
Quicktime Movies (.MOV or .M4P), Real Media movies (.RM), and most MPEG movies (.MPG) are not supported by Windows Movie Maker. If you have this type of video, you must CONVERT it to .WMV before you can import it into WMM.

“Free” software for converting video formats to .WMV is “Prism Video Converter” available on the web from: http://www.nchsoftware.com/-prism/

4. Want BOTH Narration AND Music?

WMM only has one audio track for either music or narration, not both simultaneously. The “work around” is to SAVE the MOVIE as a .WMV
video file with either the narration or music, then start a new WMM PROJECT, import the MOVIE you just saved into the new project then add the narration or music to the now empty music/narration track. Finally, resave the MOVIE again with all the audio.

Movie Maker



5. Know difference between MSWMM & WMV

Know the difference between saving a .mswmm “PROJECT” file and a .wmv “VIDEO” file. This may seem like a “duh” moment but there are literally 100s of students and faculty who contact the SMS wanting to know why the .mswmm file they saved or were sent won’t play the “video” that was created. Emphasize that, after saving their “video”, they need to try to play it. If the file opens and plays in Windows Media Player it’s a “video”. If the file reopens Windows Movie Maker, it’s NOT a video... it’s a project.

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