

Windows Movie Maker: Understanding Key Concepts

Collection

A collection contains audio clips, video clips, or pictures that have been imported or captured in Windows Movie Maker. A collection is the storage for segments of clips and helps organize the imported or captured content.

Project

A project shows the arrangement and timing of audio and video clips, video transitions, video effects, and titles in the storyboard/timeline. Projects saved can further be opened and edited in Windows Movie Maker.

Movie

A movie is the final project saved by using the Save Movie Wizard. Projects can be saved as a movie in a recordable CD, in a computer, in a Digital Video tape.

Source Files

Source files are the digital media files (for example, audio and video files) or pictures that you import into your current project.

Video Capture Device

A video capture device lets you transfer live or recorded video to your computer. An example is a digital video camera.

Audio Capture Device

An audio capture device lets you capture audio from an external source to your computer. A good example is the microphone.

Editing Clips

There are three ways to edit a clip.

Splitting a Clip – A single clip is split into two clips. Clips may be split either at the Contents Pane or at the storyboard/timeline.

Combining Clips – Two or more video clips are combined together. This is useful if there are several short clips that can better be viewed as one clip in the storyboard/timeline

Trimming a Clip – It is hiding some parts of the clip that you do not want to appear in the project. The contents of the original source material are not lost. Clips can only be trimmed at the storyboard/timeline.