

Windows Movie Maker Interface

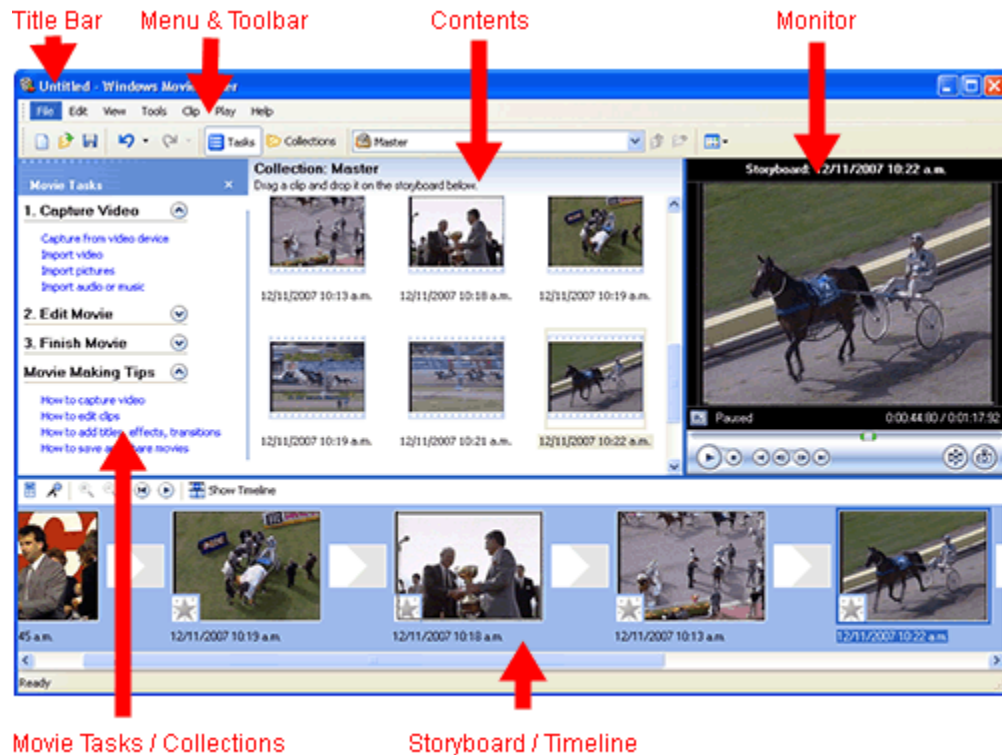


Image courtesy of www.mediacollege.com

The Windows Movie Maker interface is conceptually similar most other video editing programs, although it is much simpler than professional applications.

The various areas of the interface are described below.

The **title bar** shows the name of the current project (new projects are called "Untitled" until you save them with a different name).

The **menu bar** includes most common functions such as creating new projects, editing files, viewing options, etc.

The **toolbar** includes shortcut buttons for common tasks (import, save, view, etc).

The **Movie Tasks** pane lists the most common tasks needed to create a movie, arranged in a logical order from start to finish. It also includes helpful tips.

If you click the **Collections** button in the toolbar, the Movie Tasks pane switches to the Collections pane. This shows a list of all your collections as well as video effects and transitions.

The **Contents** pane displays the contents of the currently-selected collection (contents can include video clips, graphics, sound files, etc).

The **monitor** allows you to preview individual files as well as the finished output. It works just like Windows Media Player.

The **Storyboard/Timeline** pane (AKA **Workspace**) is where you assemble clips and sound files to create the finished product. You can also add transitions, titles, narration, etc.

NOTES:

- You can resize panes by dragging the border between them.
- If you deselect both the Tasks and Collections buttons in the toolbar, the Movie Tasks pane disappears and the Contents pane expands to fill the space.