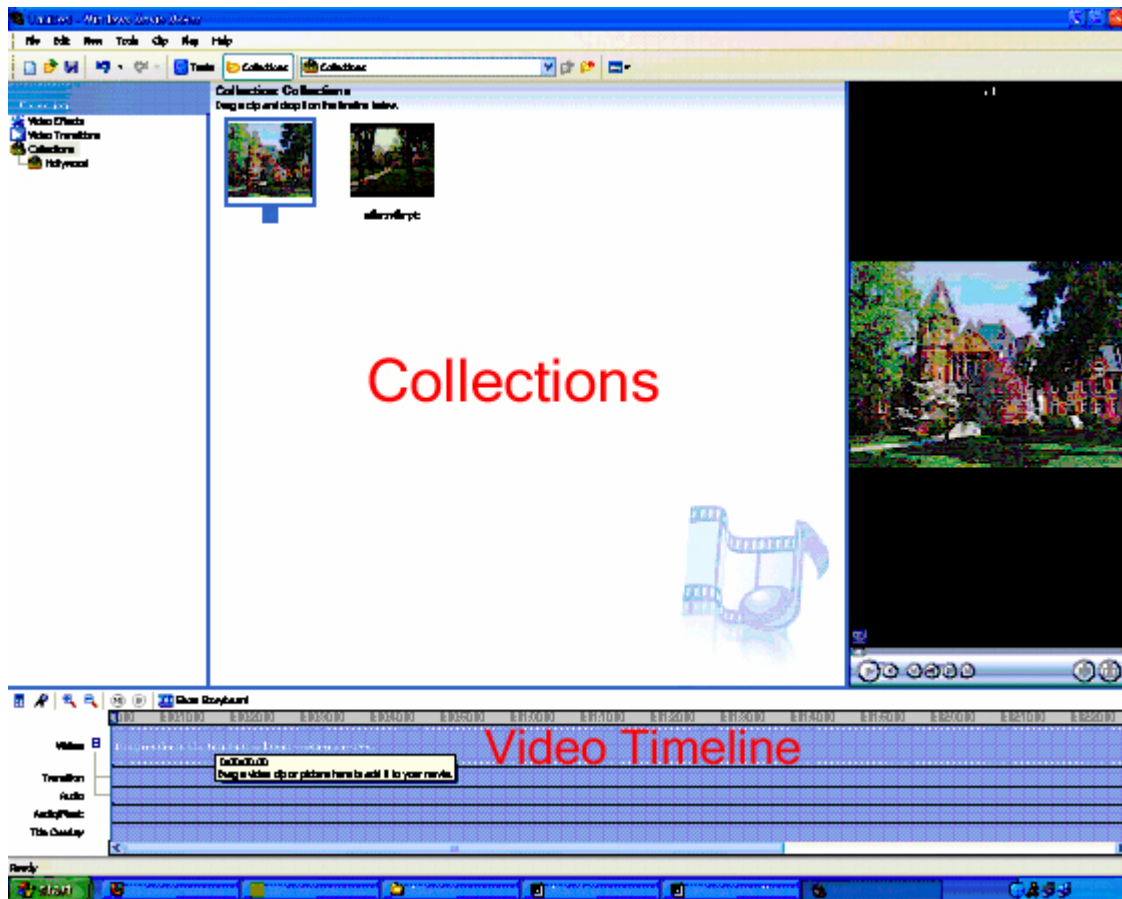
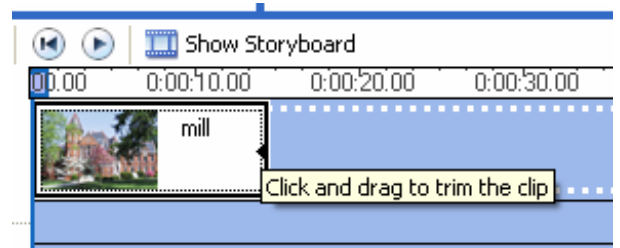




7) Select the file from **Collections**, dragging it down to the video timeline.

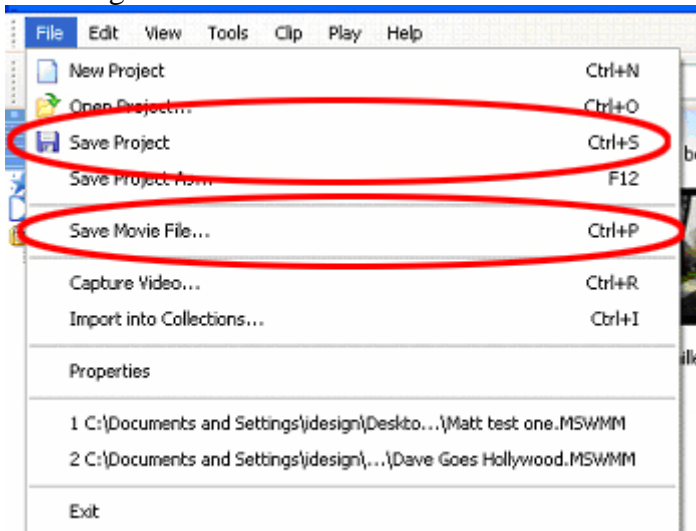


8) Move the mouse to the right hand side, until you see a box that says “Click and drag to trim the clip”. This will allow you to make the image stay longer or shorter in your movie. While moving the image, it will tell you how long (Duration) the clip will stay up. The time it displays is in the format of Hours:Minutes:Seconds.



9) Repeat from step 3 as required. To speed up the import process, you can select multiple files. If all of your files in the particular folder are images, just select one image, and press control and a at the same time. This will select all files, and allow Movie Maker to import all of your images. If there are various different files, hold control down while selecting your images. This will allow you to select multiple files while not having to select them all.

10) If this is all that you are doing, and you wish to be able to edit this movie in the future, select the **File** menu, and select **Save Project**. Give the file a name, and navigate to a folder to store it.



11) If you wish to turn this file into a playable movie, select the **File** menu, and select **Save Movie File...**. Select where you would like to place the file, and click next. Then, follow the on screen directions.