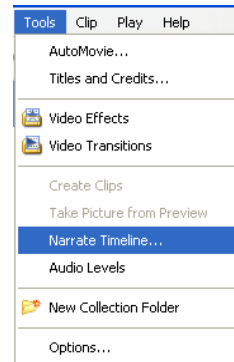


Adding narrations into Windows Movie Maker 13 Steps

This Step-by-Step explains the procedures for adding narrations into a Windows Movie Maker file.

Prerequisite: This Step-by-Step assumes that a new Movie Maker has been created, has been opened, and images have been added to the movie, as well as any desired video transitions.

- 1) From the **Tools** menu, select **Narrate Timeline...**

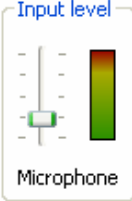


Narrate Timeline
Drag the playback indicator on the timeline to an empty point on the Audio/Music track, click Start Narration, and begin your narration.

Steps:

1.
2.

[Done](#)



Learn more about [narrating the timeline](#)

Narration captured: **0:00:00** Audio device:

Time available: --:--:--

Limit narration to available free space on Audio/Music track

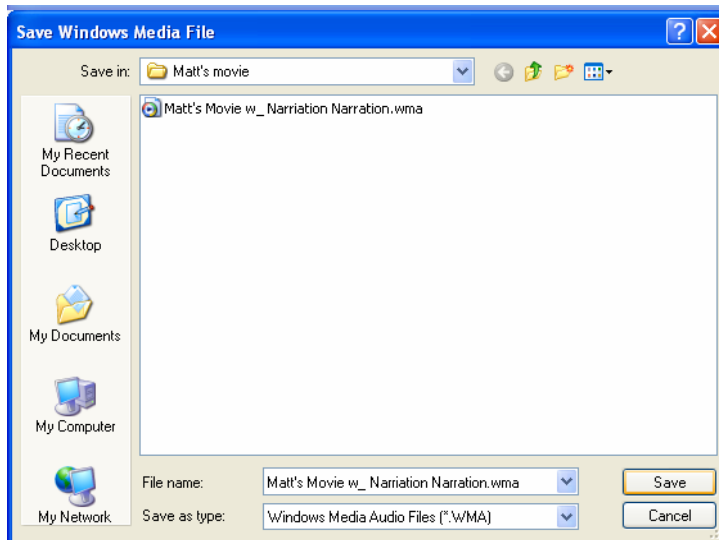
Mute speakers

[Show fewer options](#)

Audio input source:

- 2) There are many options available, and many of them shouldn't be an issue. Before recording, take a look at the color meter. Speak into your microphone. Anywhere this is green means that you are fine. It should color up towards the middle. If the indicator indicates yellow or red, take the triangle to the side and slide it down a bit until your speaking keeps it in the green. Another option that should be selected is **Mute Speakers**. This will prevent any feedback from being recorded.

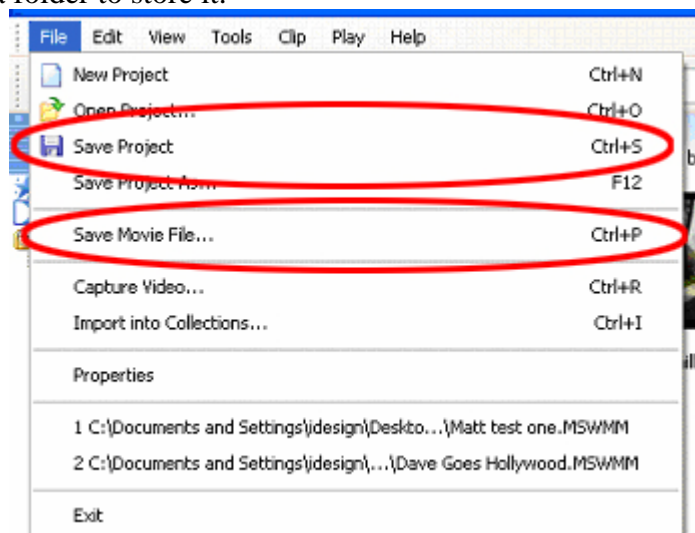
- 3) When you are ready to narrate, click on the button **Start Narration**. This will start playing your movie playing in the right hand side.



- 4) Two things will happen now. Either the movie will run out, or you will be done well before the movie is done. If you are done narrating, but the movie still has a lot of other options to go, select **Stop Narration**. Either option will result in the same dialogue box popping up. At this point, give the file a name, and give it a location to be saved. The track will automatically be added to the audio track in the timeline.

- 5) Select **Done** to go back and view your collections.

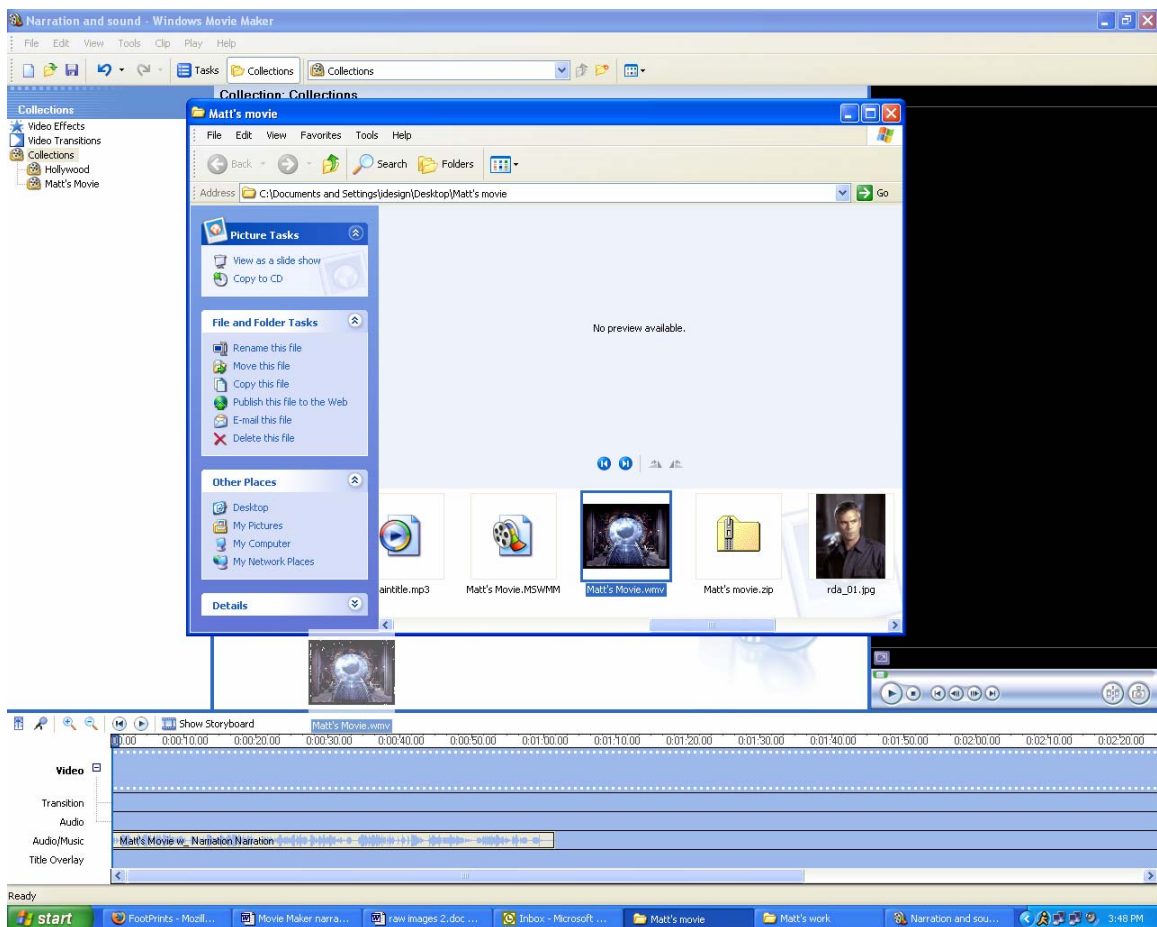
- 6) If this is all that you are doing, and you wish to be able to edit this movie in the future, select the **File** menu, and select **Save Project**. Give the file a name, and navigate to a folder to store it.



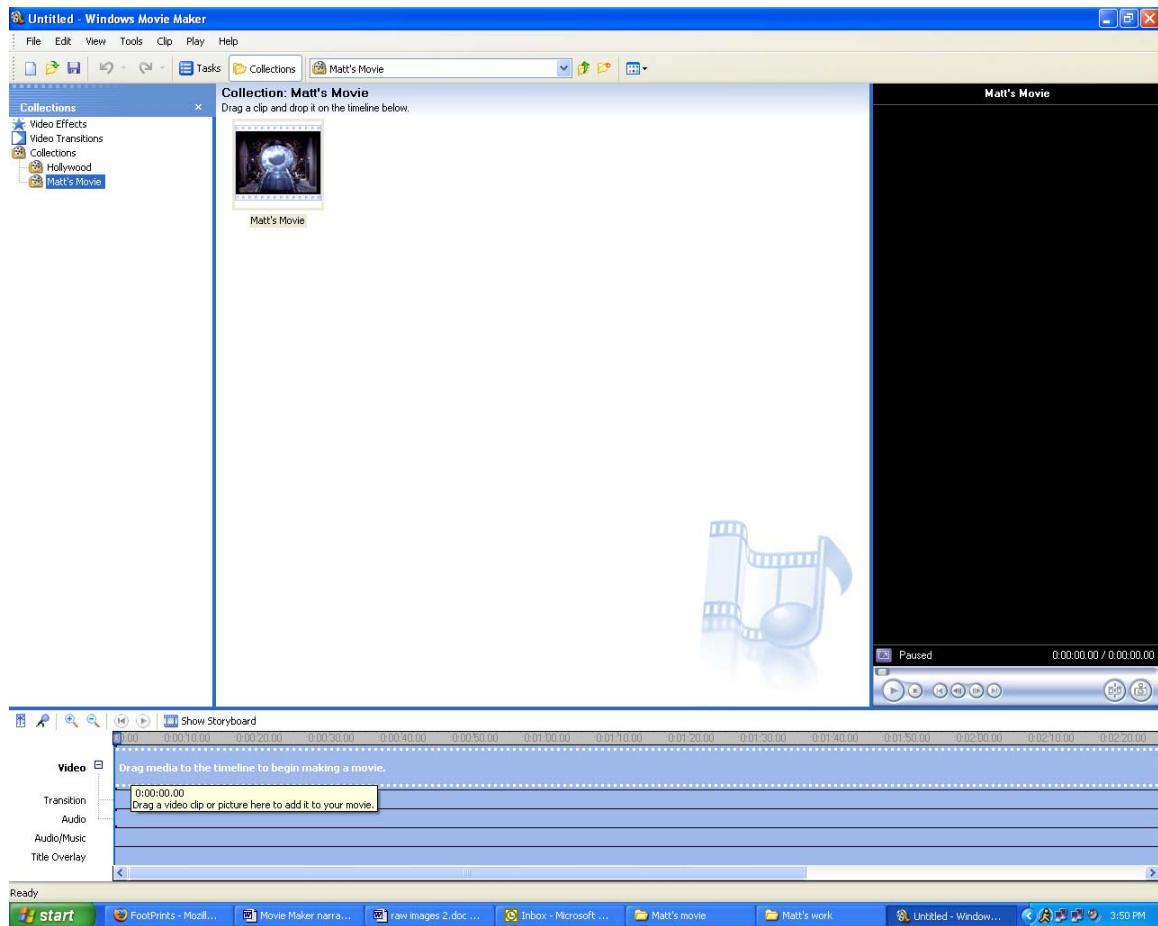
- 7) If you wish to turn this file into a playable movie, select the **File** menu, and select **Save Movie File...**. Select where you would like to place the file, and click next. Then, follow the on screen directions.

If you plan on adding any audio tracks, please continue. Otherwise, you are done with this step-by-step.

- 8) To add further audio tracks, you must first save this project as a movie, as outlined in step 7, except select to save the movie on **My Computer**.
- 9) After your movie is saved, create a new Windows Movie by going to **File** and selecting **New Project**.
- 10) Minimize Windows Movie Maker and open the appropriate folder, go to your desktop, and navigate to that file. You are not opening this file, just the folder that contains the file.
- 11) Select Windows Movie Maker from the task bar followed by the folder's button on the taskbar. Drag the file to an open space in the collections (see illustration). This will import your video into Windows Movie Maker. It is important to import it this way because using the file menu will cause the file to be chopped up into smaller bits, losing a lot of hard work!



12) To add the file, look to the left hand side. There will be a new sub-folder with your movie's name on it. Drag this file to the video part of the timeline.



13) Save the file as outlined in Step 6 and then proceed to the Audio Step-By-Step.