



FLIP/MOVIE MAKER NOTES

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Once you've received your Flip camera, contact your school's CRP (Computer Resource Person) and inform him/her that you wish the camera's software installed on a number of your school's lab computers (three would be a good number). In turn, he/she will create a GRDS form and a SWLSB technician will come to install the camera's software.

Should you wish to install the camera's software on your home computer, follow the steps below:



Holding the camera with the lens facing you, notice that there's a **ridged drawback latch** on the right side.

Pull the latch back and the camera's **USB connection** will pop out. Insert it into one of your

computer's USB ports. If you're uncertain as to which opening is the USB port, check this image.



Insert Flip's USB into your computer's USB port.

The camera will do the rest of the work, simply continue to click "OK" when prompted.

To use your Flip camera, press the button on the opposite of the Flip's USB connection.

The buttons on the rear, perform the following functions:
red button - begins filming
top & bottom arrows - zoom & pan
Left & right arrows - advances through clips



Transferring Flip Camera Files to Microsoft Movie Maker

Plug your Flip camera into your computer. After the title screen, you'll see the screen below.



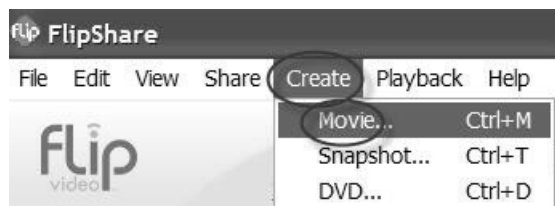
The first thing to do is to **save** your work. If you want to save all the videos in memory, click **Edit** along the command line followed by **Select All**. If you wish to save only one clip, simply click that clip. If you wish to save only selected clips, click on those clips while pressing down on the **Ctrl** button on your keyboard.

Upon inspection, you may note that the clips you've saved to you're my Pictures folder are in **MP4 format**. Though many video editors can work with MP4, Windows Movie Maker cannot.

Flip, however, **creates movies in WMV format** which is a format native to both Windows Movie Maker and Windows Media player.

To create a movie using your Flip clips, perform the following tasks:

Click **Create** along the command line, followed by **Movie**.





This will bring up the panel above. You'll notice that the first clip will always be the one highlighted. You can drag more clips into the **Arrange Your Videos** panel. Once you've selected all the clips for your movie, click **Next**.

In the subsequent panel, you may elect to add a title and credits, if you wish; however, for our purposes here, we'll simply click **Next** to continue.

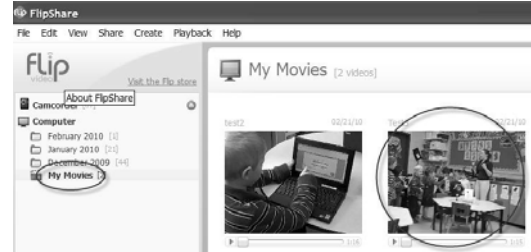
Again, in the next panel, we will not add music and simply click through.

However, in Step 4, we will type in the name of our movie and click "**Create Movie**".



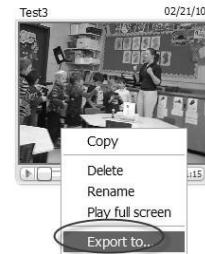
Flip will begin the conversion process which you can monitor at the bottom of the panel.

Note that when Flip states that it is placing the movie file in the **My Movies** folder, it does not mean on your computer. Rather, it is referring to the My Movies folder within the Flip camera.



Click on the My Movies folders in the Flipshare panel. Immediately, you will see the movie you just created.

Right-button click on your newly-created movie, select "**Export to...**".



Verify the **Export** command again and then select the folder, on your computer, in which you wish the file to be placed.



Should problems or questions arise, please do not hesitate to call

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