

## 13. Sound and Music



Usually, the emphasis in a movie is on the moving images or stills, but the sound can also play an important part. It can create a certain atmosphere and add an extra dimension to your movie. It can also provide additional information. Furthermore, you can use sound to connect the scenes in your movie. In this way you can make an attractive movie, in which sound and vision merge fluently.

*Windows Live Movie Maker* distinguishes two types of sound:

- the sound that you have recorded with your video camera while filming;
- the sound that you add to your movie later on; for example, background music, or spoken commentary (*voice-over*).

You can mix both types of sound, and add transition effects as well.

You can add sound to the movie from an audio file on your computer. An audio file can be downloaded from the Internet, copied from an audio CD, or it may consist of your own commentary, recorded by microphone.

In this chapter you will learn how to:

- analyze the sound you have recorded;
- set the sound level;
- let the sound fade in and fade out;
- add background music;
- move sound files;
- mute the video sound, or the background noise;
- set a start time for the music;
- trim the background noise;
- record commentary.



### **Please note:**

Start editing your movie's sound after you have assembled the movie and added the titles. If you want to add background music, in particular, the length of the video is important; if you still need to edit the video, the length of the movie could change.



### **Please note:**

You cannot use *Windows Live Movie Maker* to edit the sound that you have recorded with your video camera. You will only be able to adjust the sound volume.

## 13.1 Analyzing the Sound

Before changing the setting for the sound, it is a good idea to review your project and play it again once more. Pay special attention to the sounds you hear:

 **Start *Windows Live Movie Maker*** 7

 **Open the *Holland* project** 18

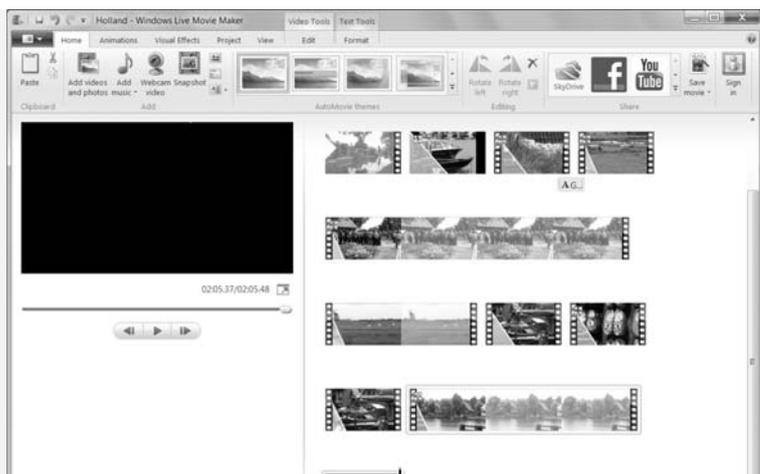
 **If necessary, make sure your computer's speakers have been turned on**

You will see the project:

 **Play the project**  
10

 **Listen to the sound that was recorded while filming the videos**

Playback will automatically stop at the end of the project.



If the movie is made up of a number of different videos, you will often experience these problems:

- the sounds are too loud or too soft;
- some sections do not contain any sounds (titles, for example);
- during the transition from one video to another the sound level may vary a great deal;
- you hear annoying (background) noises.

First, you are going to determine which video sounds are best suited to your movie. In this project, these are:

- the opening video with the windmill;
- the choir;
- the clog maker.

Next, you are going to determine what to do with the other sections. To prevent silence during playback, you can add background music to the silent sections.



### Tip

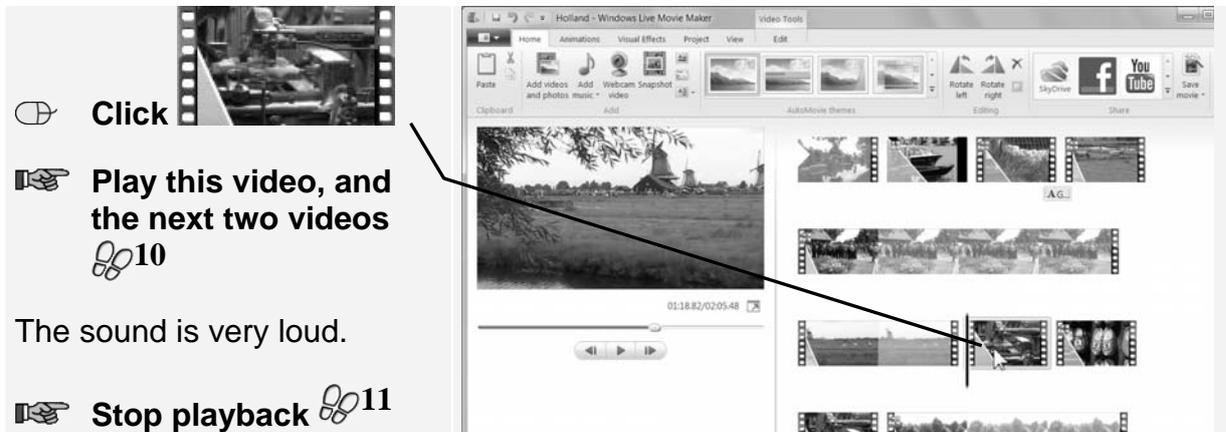
#### Add commentary

You can also add spoken commentary (your own or somebody else's). You can read more about this a little further on in this chapter.

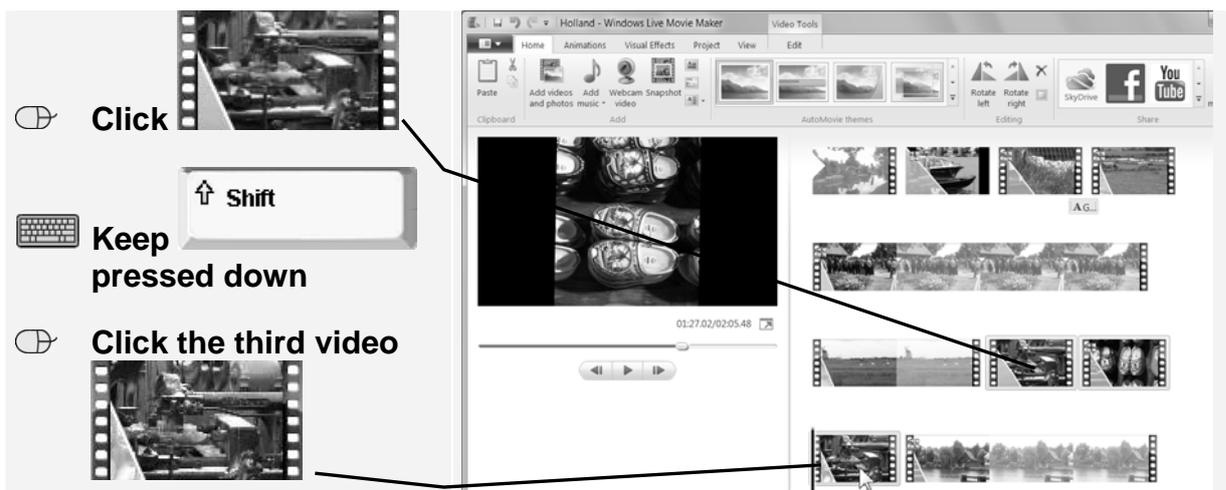
## 13.2 Setting the Sound Level

It is important to synchronize the sound level of the various videos. If the differences are too great, this will disturb playback and you will have to keep adjusting the sound level while viewing the movie.

The sound of the clog maker-scenes is much louder than the sound of the other videos. You can adjust the sound level like this:



You can reduce the sound level for these three videos. First, you will need to select all three videos:



Now you have selected all three videos.



### Tip

#### Select multiple videos

You can select consecutive video files by clicking the first video, keeping the

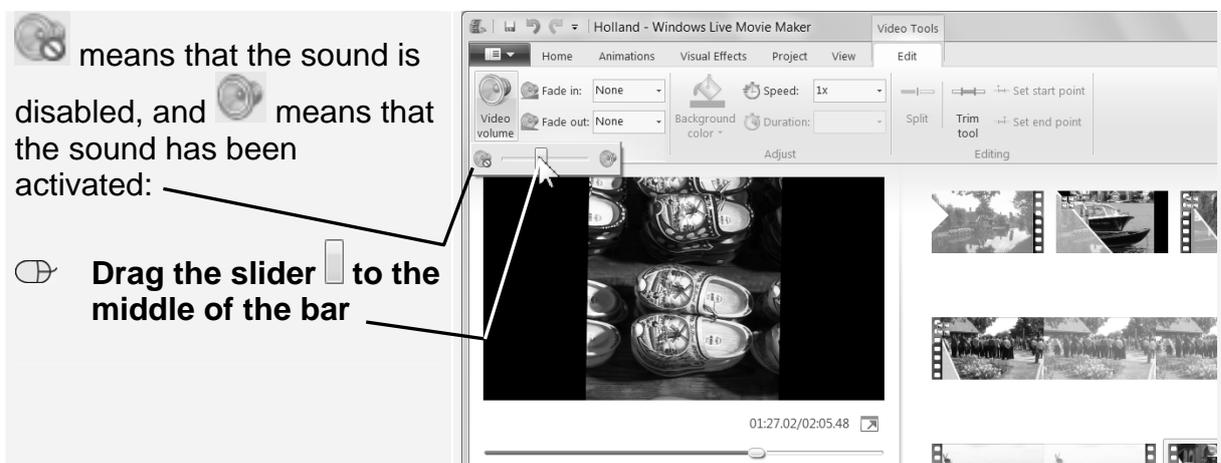
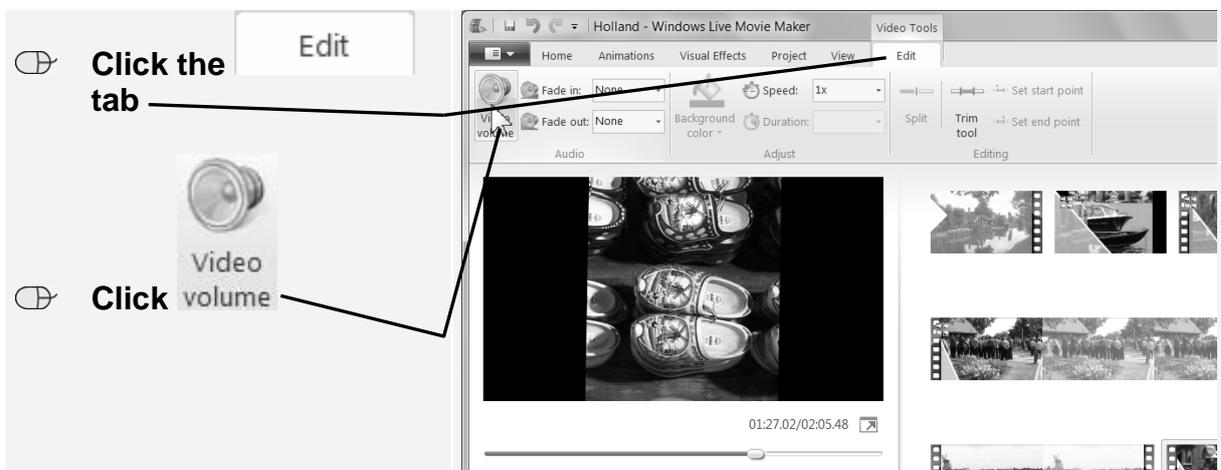
↑ Shift

key pressed down, and then clicking the last video. With

Ctrl

Ctrl

you can also select non-consecutive videos. Click the first video, keep pressed down and click the next videos in random order.

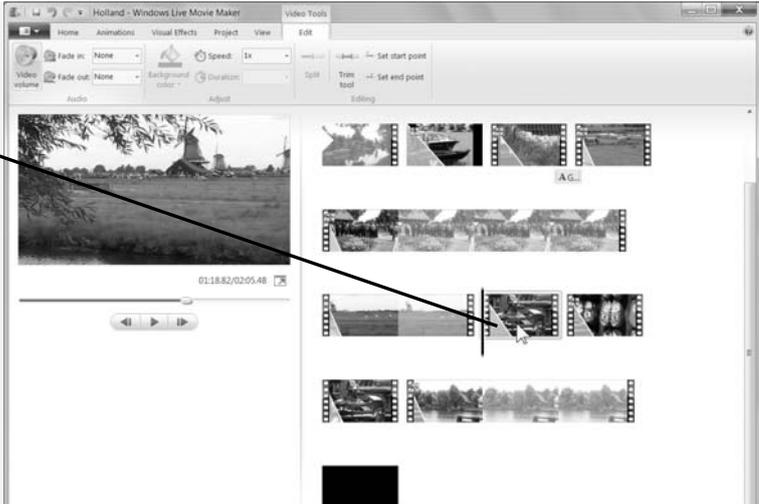


 **Click** 

 **Play this video, followed by the two next ones**  10

Now the sound is much softer.

 **Stop playback**  11



The screenshot shows the Windows Live Movie Maker interface. The main window displays a video preview area on the left and a multi-track timeline on the right. The timeline includes tracks for Video, Audio, and Adjust. A mouse cursor is positioned over a video clip in the timeline, and a black arrow points from the 'Click' instruction to this clip. The interface includes various toolbars at the top for editing, such as 'Video Tools' and 'Audio'.