

## Importing Audio from CD to Movie Maker using Windows Media Player

You will be using *Windows Media Player* (WMP) to “rip” or copy your CD track to your computer (or thumb drive).

Remember that only certain file types are allowed in *Movie Maker* (MM). Songs on a CD are *not* one of the types that you can import directly. Use WMP to open the song on the CD and convert/save it to your computer in a way that MM will be able to understand it.

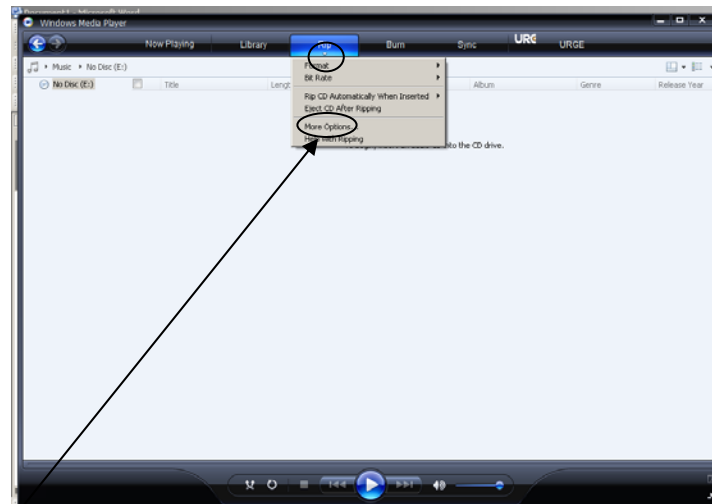
With ripping, tracks on your audio CDs are copied onto your computer as files. After that, you can sync the files to a portable music player, burn the files to a mix CD, add the files to a playlist, simply play the files without having to find and insert the CD, import to your movie.



1. Launch Windows Media Player or click the icon for WMP

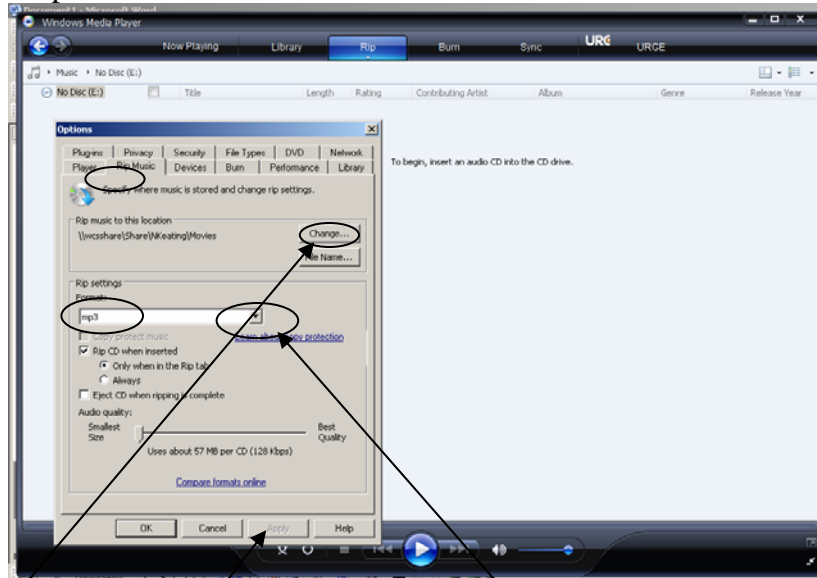


2. You will need to change some options in WMP; click on the small arrow beneath “RIP”

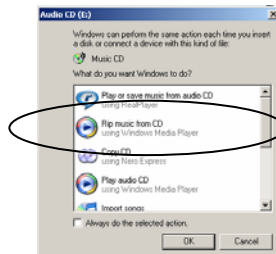


3. Click on “More Options”

4. Click on the “Rip Music” Tab

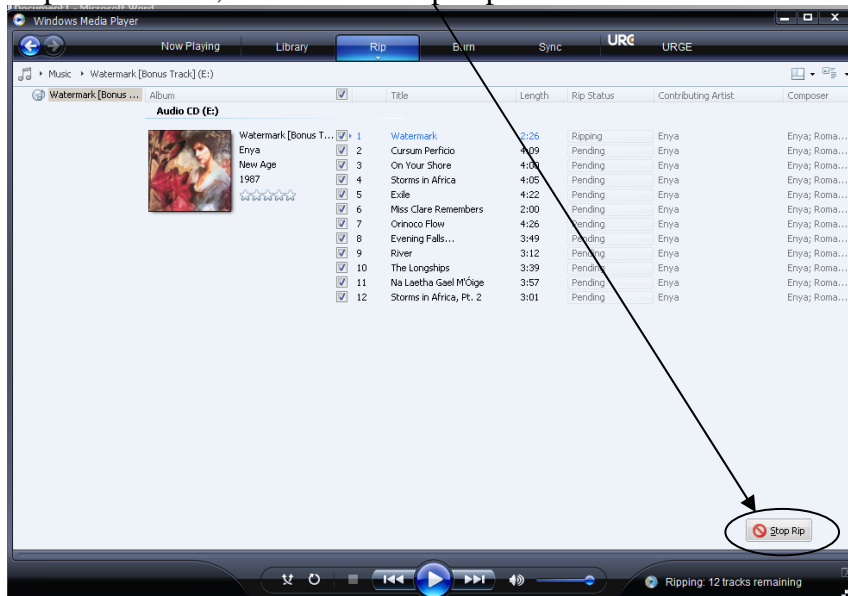


5. Change the destination where you want your track to be “ripped” (or copied) to by clicking the **change** button; Hint: store all your sources, including audio, in one folder, possibly named MOVIES on the server or your thumb drive
6. Change the Rip setting to format **mp3** by clicking on the down arrow to select it from the drop down list
7. click on the **Apply** and **OK** buttons
8. Insert your CD into the computer; a popup window is displayed; Select “Rip music from CD” using Windows Media Player

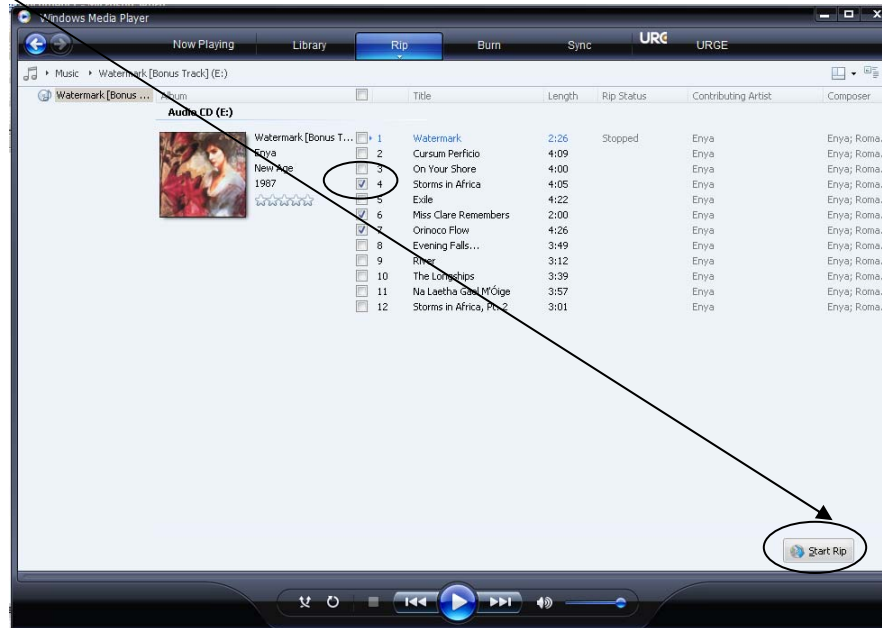


9. The entire CD will be copied to the location that you specified in step 5.

If you only want specific tracks, click on the Stop Rip



Unselect the tracks that you DON'T want to copy by clicking on the check marks. The only tracks that will be ripped are those that have a check mark next to them. Click on the button to "Start Rip".



10. The songs you selected will be copied to a folder you specified in step 5



11. Get into Movie Maker and "Import Music or Audio". Browse to the location you specified to rip your tracks and import !