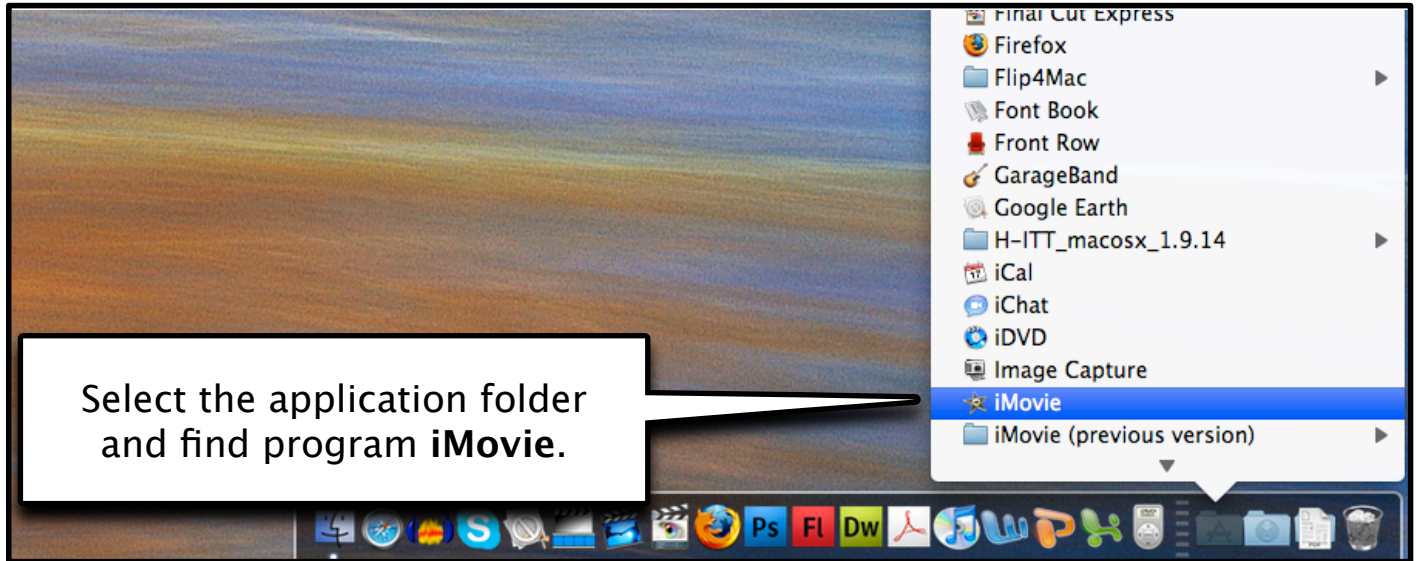
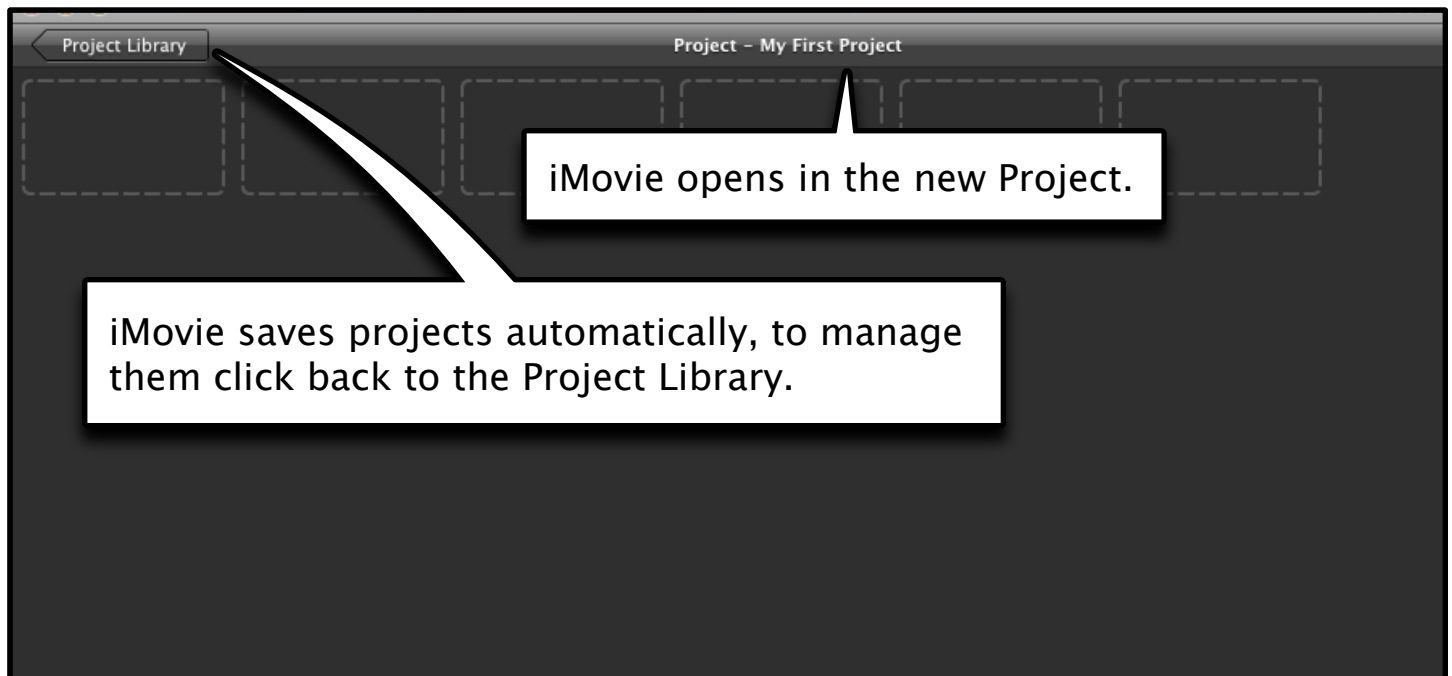


# iMovie Tutorial

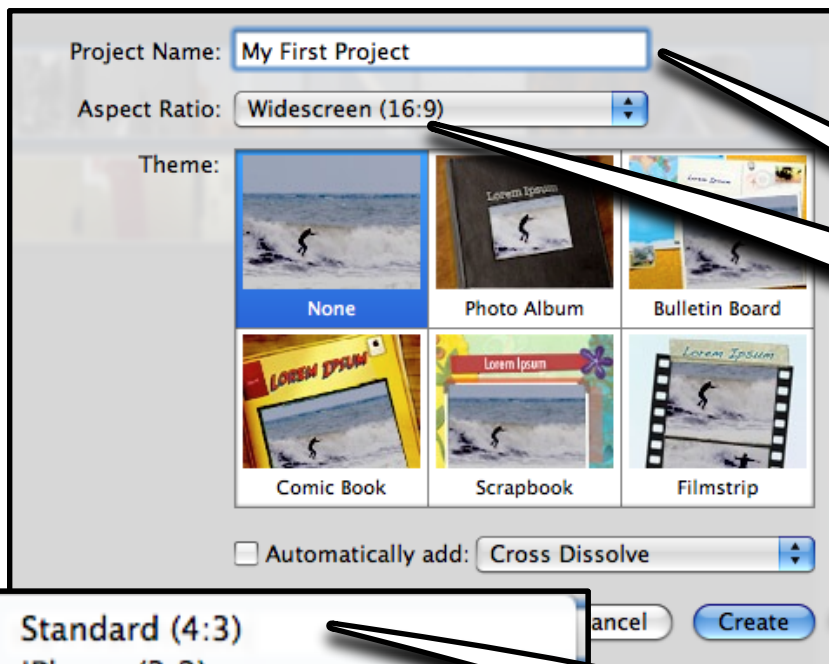
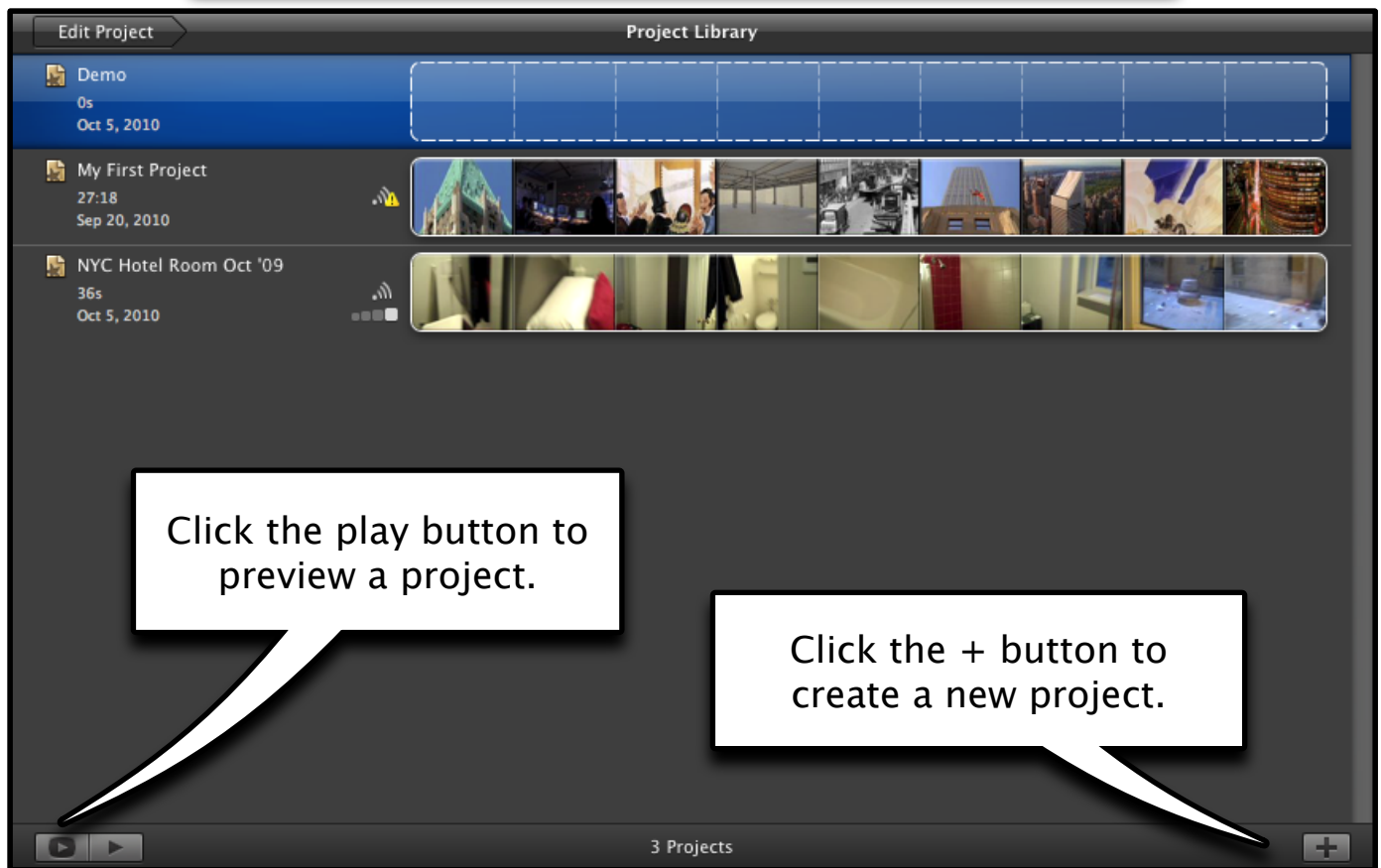
## getting started



First time opening **iMovie** it will create a new project.



The Project Library lists all the projects that are currently in iMovie, double-click a project to edit it.

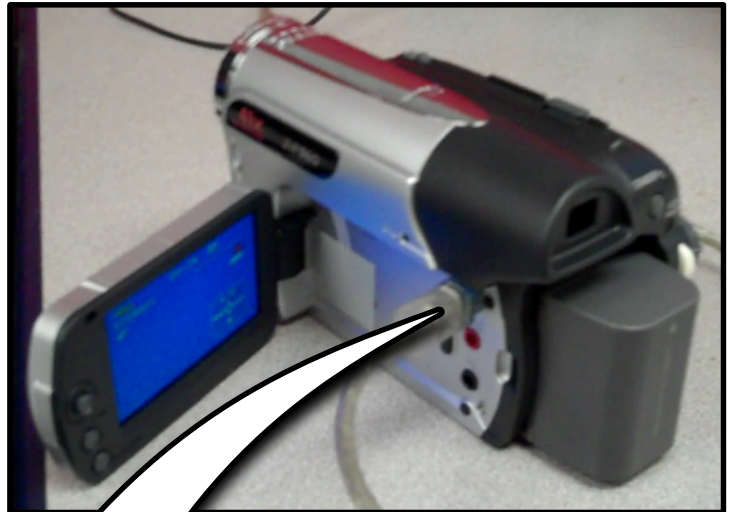


Standard (4:3)  
iPhone (3:2)  
✓ Widescreen (16:9)

**Widescreen** ratio is typically used for HD (high definition) video, and **Standard** for SD (standard definition) video.

# connect your camera

If you are going to be capturing video from MiniDV tapes make sure to connect the camera or deck to the computer first



**Make Sure:**

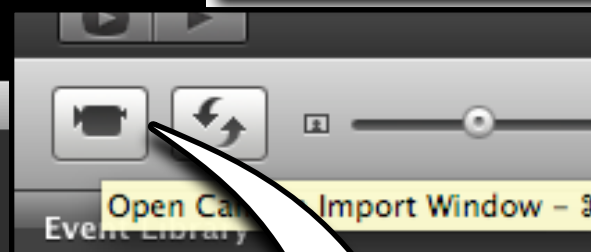
- the Deck is On
- the Firewire cable is connected to both the deck and computer
- The DV button is lit/or Camera on Play



# IMPORTING CLIPS



Once the camera is connected the window to the right should open



Click here if the window to the left doesn't pop up automatically

**Automatic** takes the entire video from the camera and imports it to iMovie.

**Manual** will allow for selecting only certain clips from the camera.

Play controls will appear for miniDV cameras and a file selector for Flip if **Manual** is chosen.





Click either **Import...** , **Imported Checked...** , or **Import All...** depending whether you are using Flip, MiniDV, and/or automatic mode

Import Checked...

Save to: Macintosh HD (812.5GB free / 65 hours ...)

☐ Add to existing Event: No Existing Events

☒ Create new Event: New Event 10-5-10  
☒ Split days into new Events

☐ Analyze for stabilization after import  
Selecting this option will analyze all clips for stabilization, but will result in longer import times.

Cancel

Import

Type a name for your event and click **Import**.

If importing additional videos, choose the **Add to existing Event** and select the previously created event.

The event should appear in the **Event Library** and the imported clips to the right

Event Library

Last Import

▼ 2010

★ Test

Test



# setting up the workspace



First thing you will probably want to do is shut off Audio Skimming by clicking this button



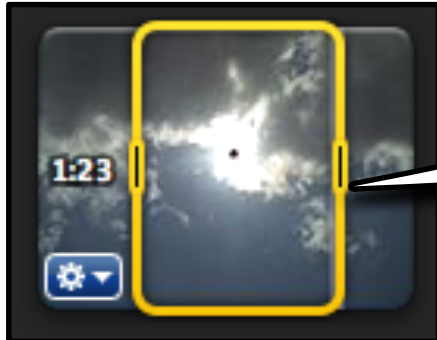
In the bottom right of both the project window and Event library set the zoom level to all to make it easier to find clips



Click the button with the arrows to switch the location of the Project and Event Library. This gives the project more space. Drag the slider to the right to enlarge the view of the clips.

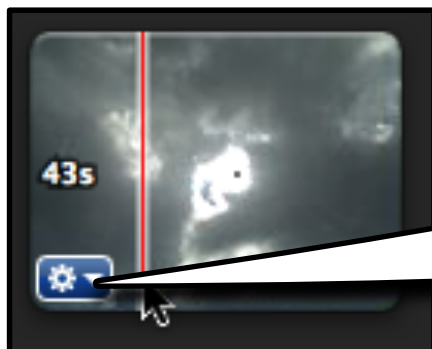
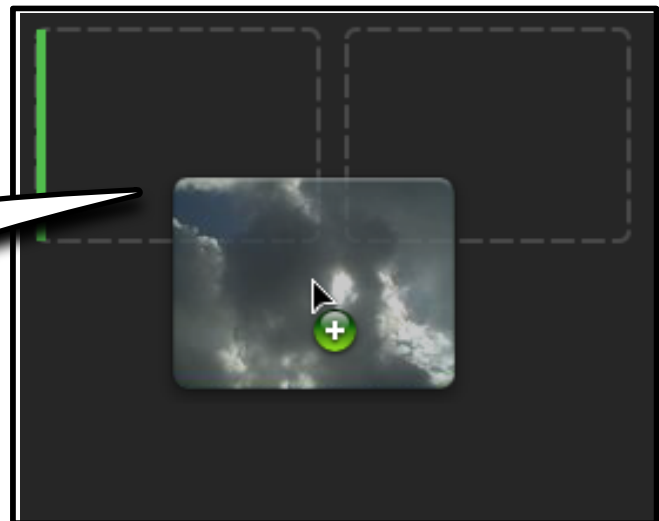
# Adding CLIPS

To use an entire clip simply click and drag the clip to the Project area.



To use just a portion. Select the portion you want by clicking at start point and dragging to the end. Don't worry about being exact.

Position the mouse over the yellow selection a hand icon will appear click and drag the clip to the project area.



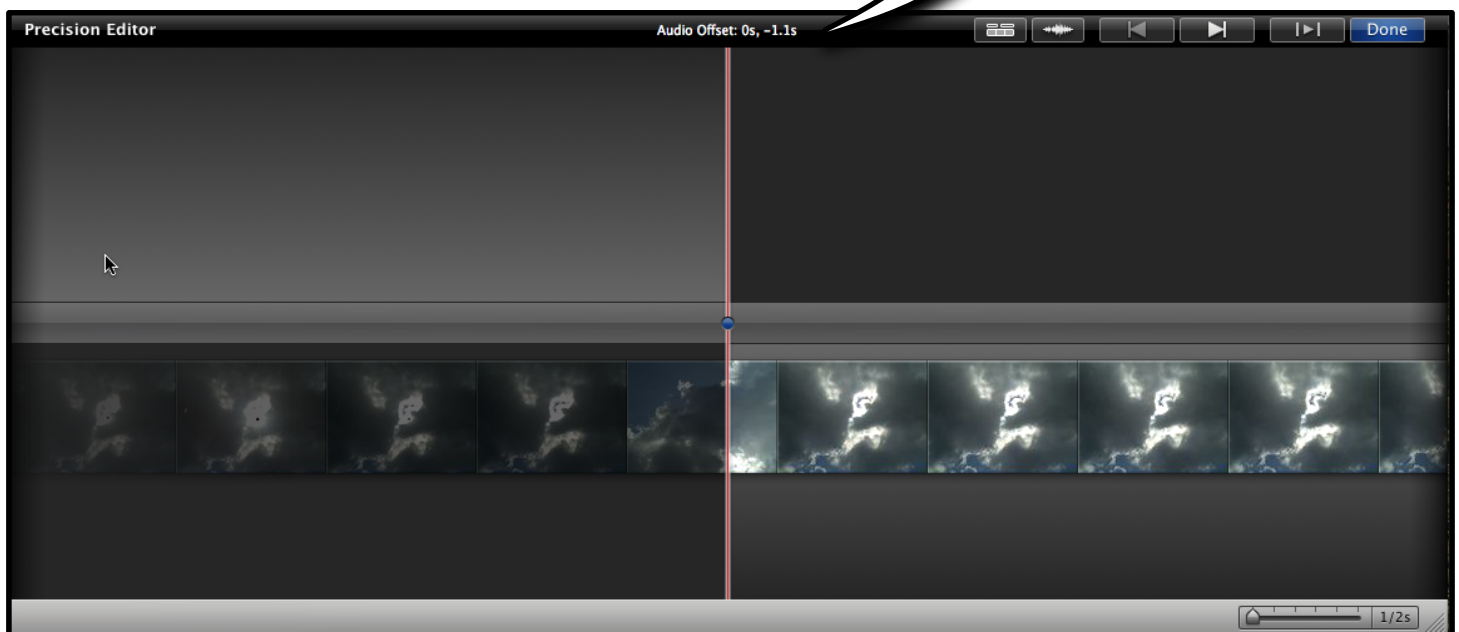
Mousing over any object in the project will reveal the blue gear. Click the gear to make modification to the clip.

# Editing CLIPS



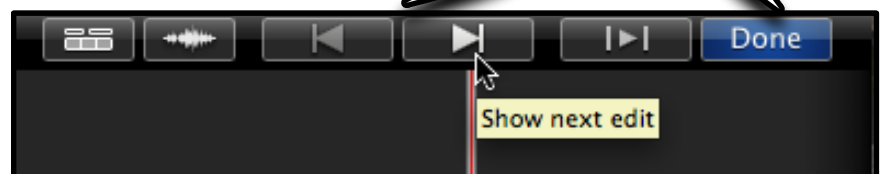
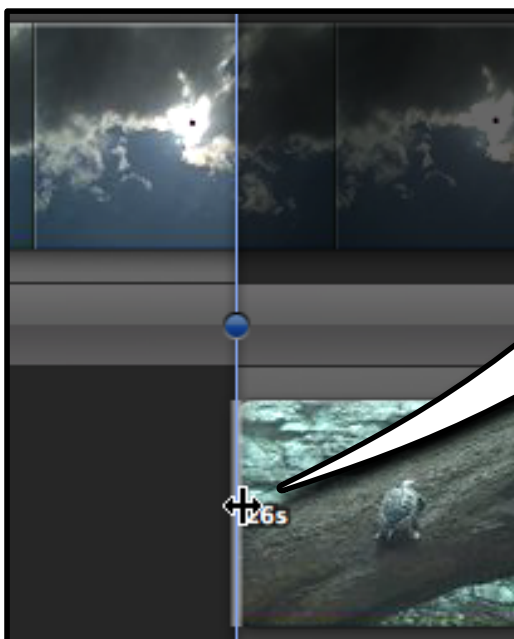
From the gear menu select **Precision Editor**.

The **Precision Editor** opens over the **Event Library**.



Click and drag the clip to fine tune where it start or ends.

**Show previous/next edit** buttons navigates through the project. Click the **Done** button when finished





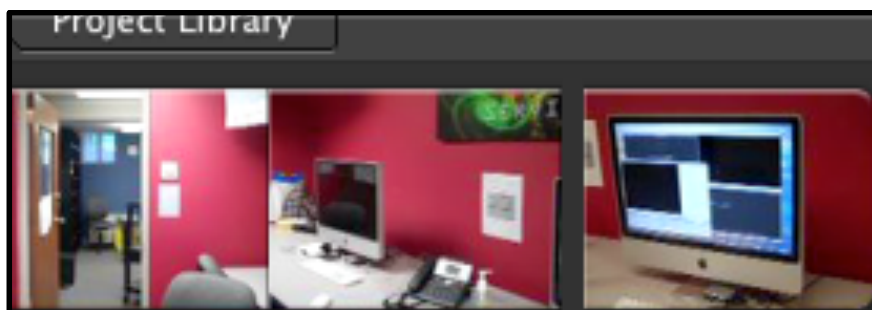
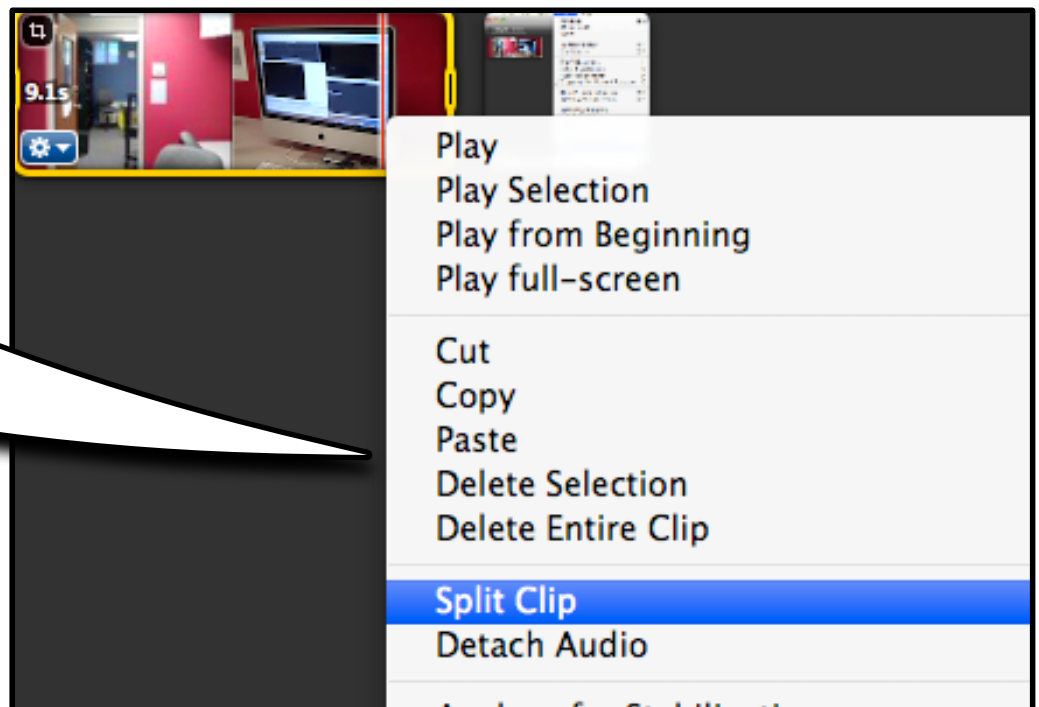
# SPLIT CLIPS



To split a clip,  
move mouse  
pointer to the place  
you wanted to  
split.

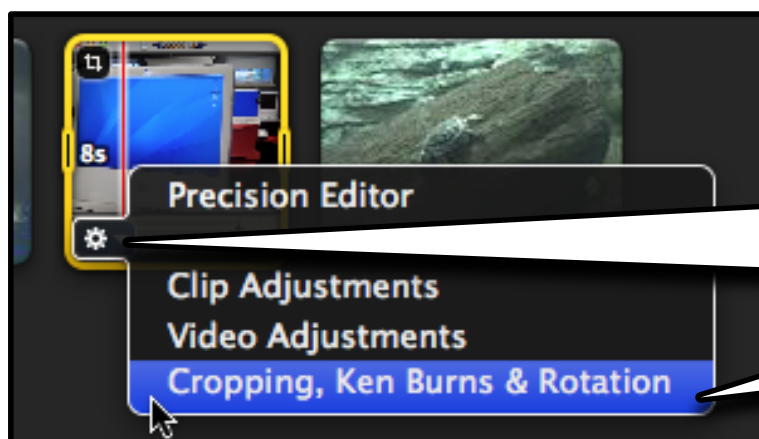
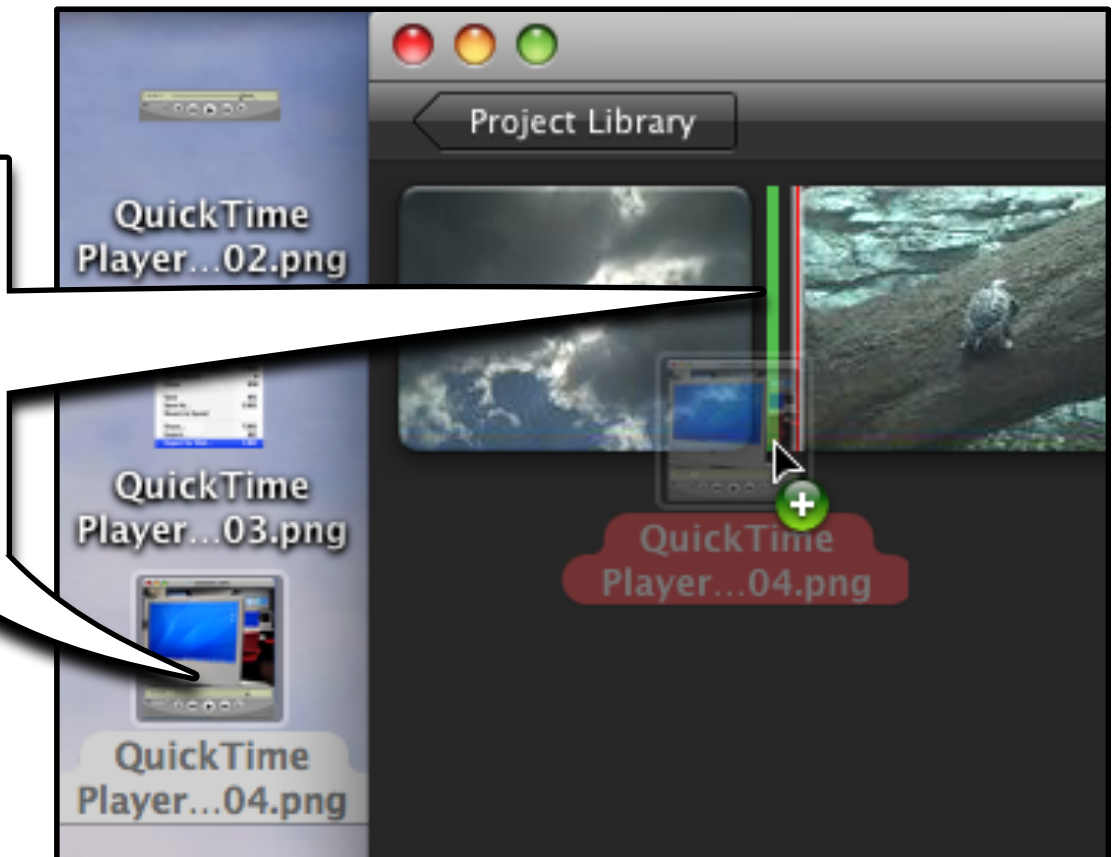
a red line will show  
up

right click > split  
clip



# adding photos

To add a photo locate it, then click and drag it into your project. Notice the green line indicating where it is going to be placed.

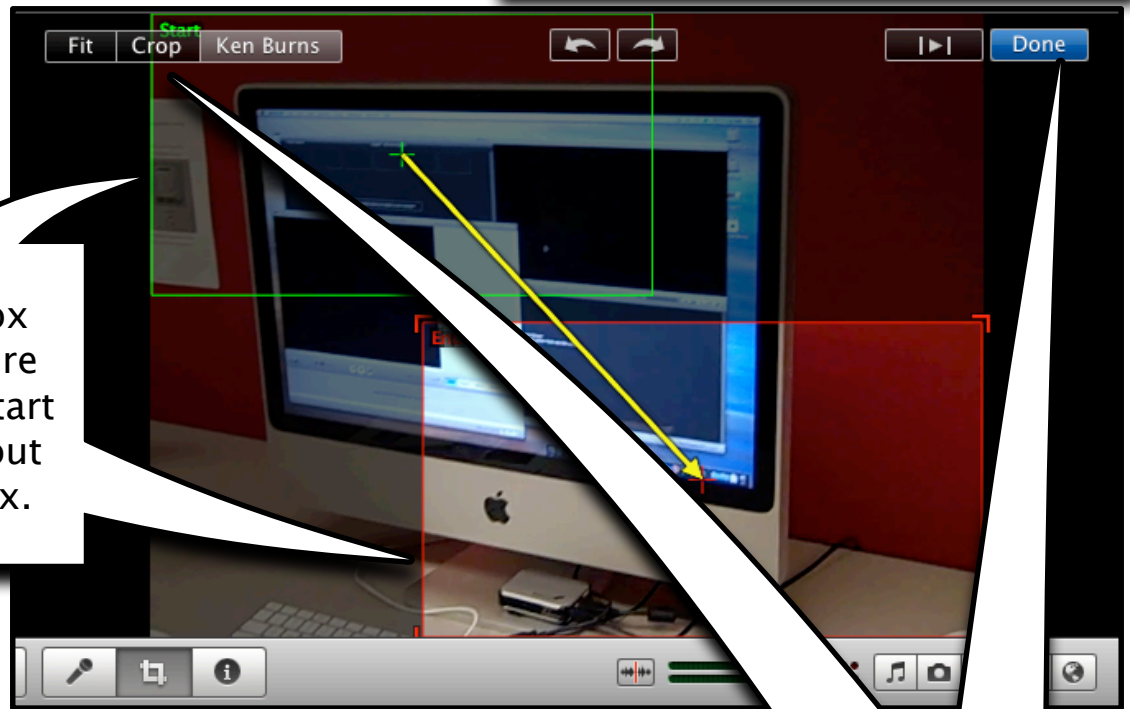


In place, select **Cropping, Ken Burns & Rotation** to modify the photo.

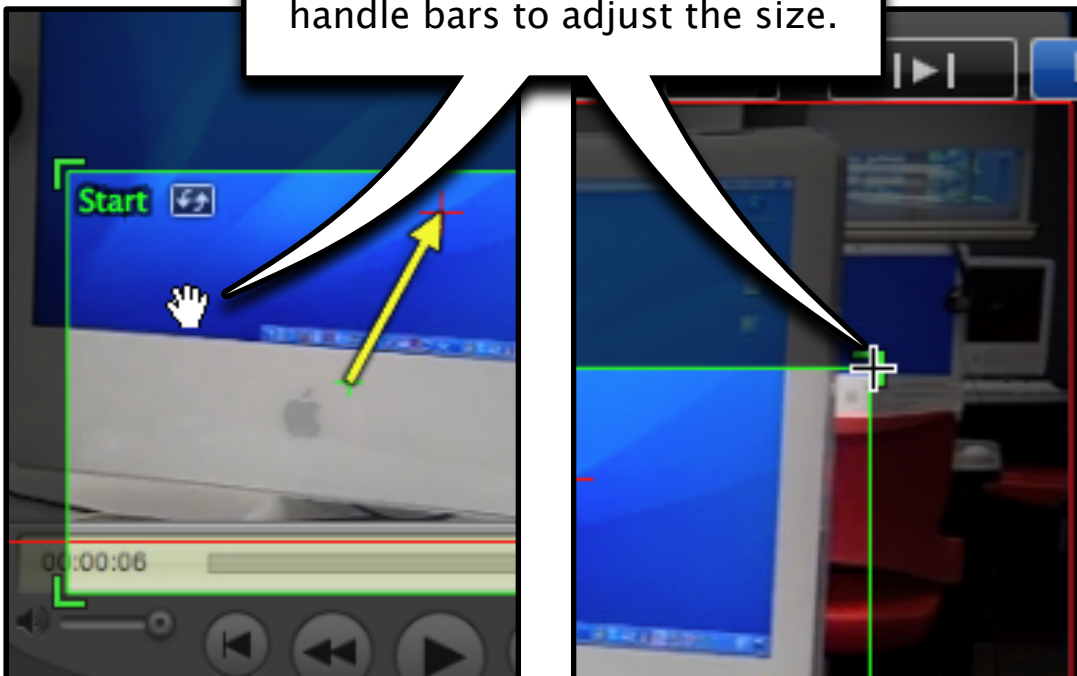
# KEN BURNS EFFECT

The **Ken Burns** effect allows you to pan and zoom in and out.

The green box indicates where the shot will start and will pan out to the red box.



Click and drag the boxes to adjust the position. Use the handle bars to adjust the size.

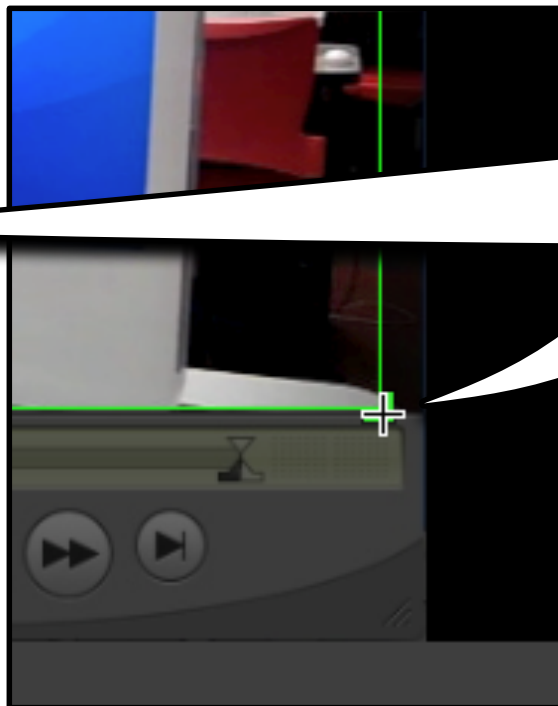
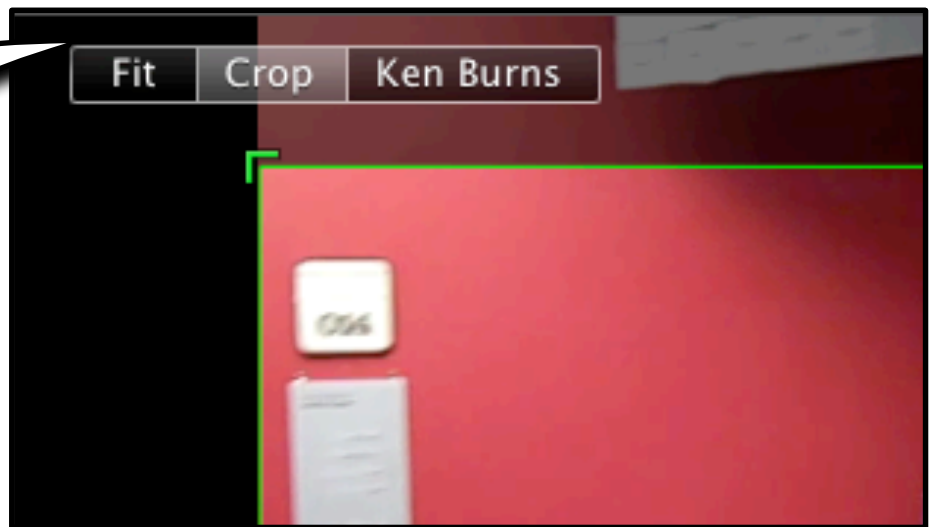


To turn off the effect click either **Fit** or **Crop**.

Click done when finished.

# Rotating & Cropping

To frame a clip or photo and not pan choose the Crop option.



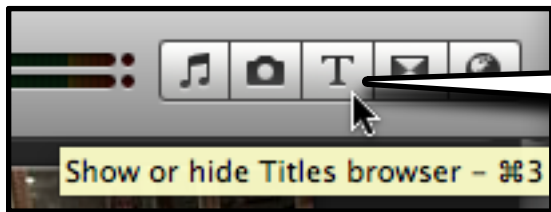
Click and drag the box to adjust the position. Use the handle bars to adjust the size.

Use arrow buttons to rotate the clip or image.





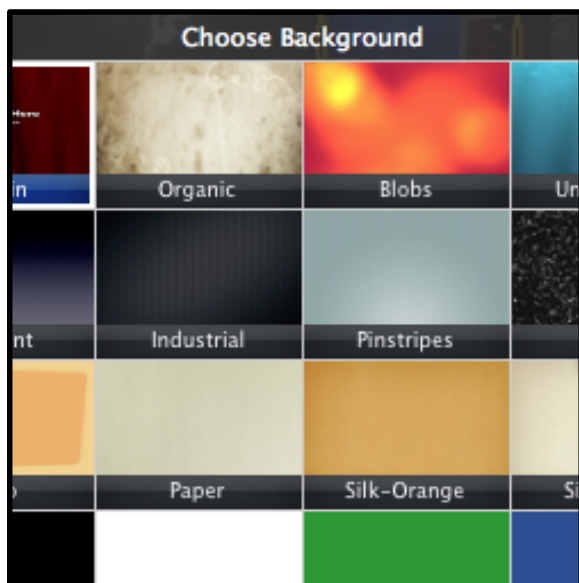
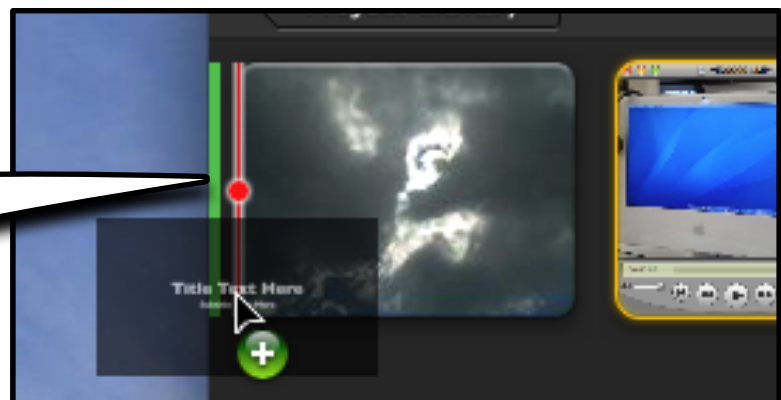
# adding titles



Click the **Show or hide Titles** button.



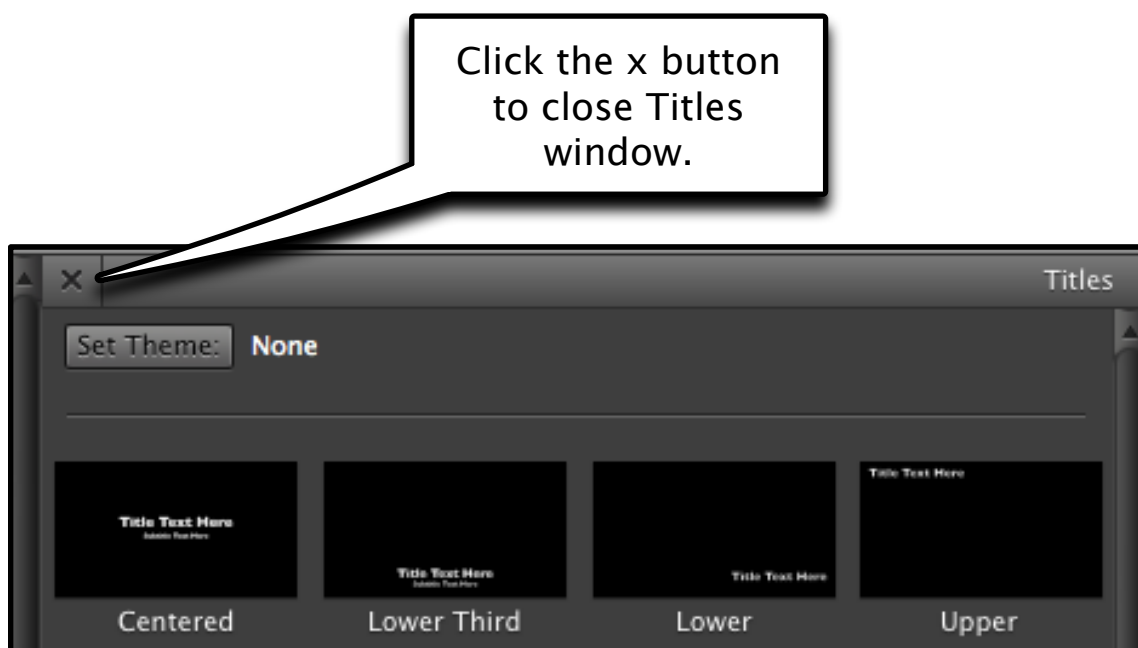
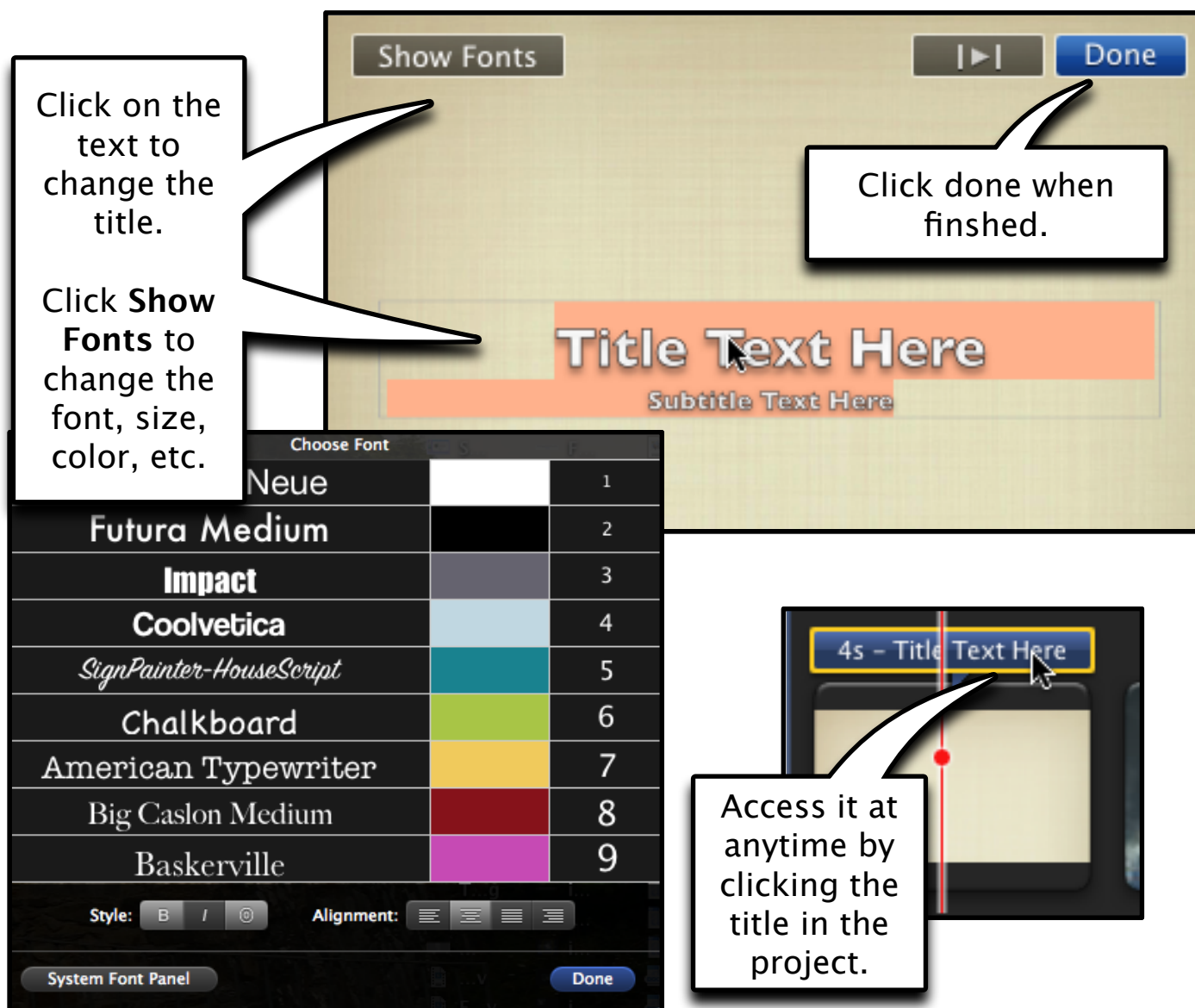
Select the desired title and drag to the project. The green line indicates the placement.



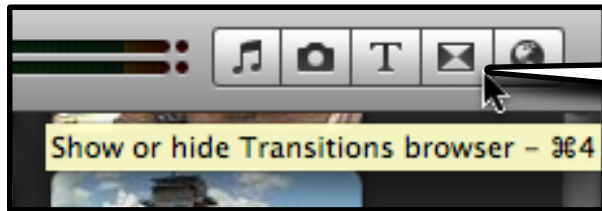
Choose a background.

If the title was placed on a clip or image, it will be the background





# adding transitions



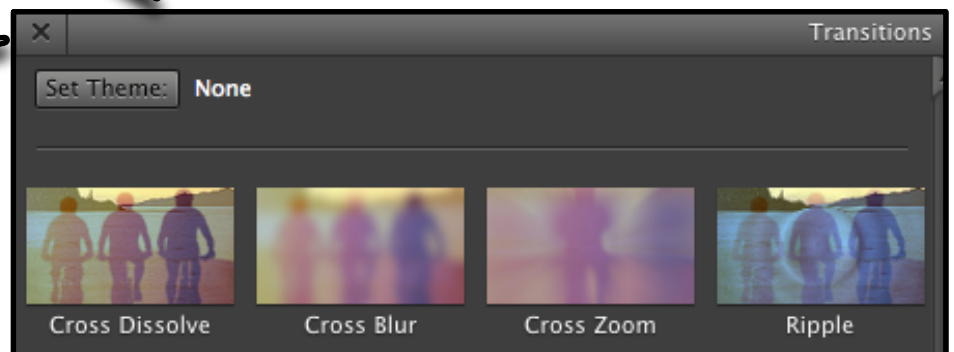
Click the **Show or hide Transitions** button.

Click and a transition to the project.

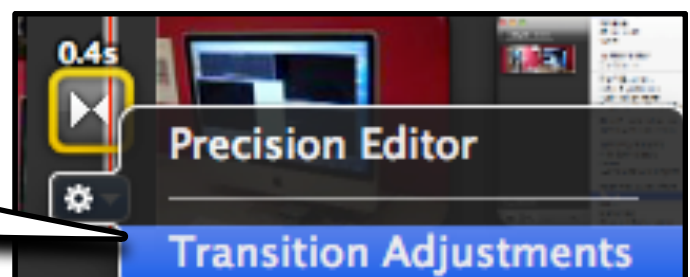
The green line indicates placement.



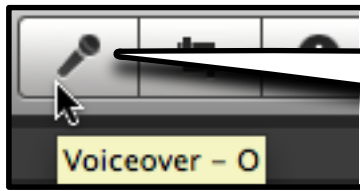
Click the x button to close Titles window.



To adjust your transition settings, select the gear cog icon and select transition adjustments



# add a voice over

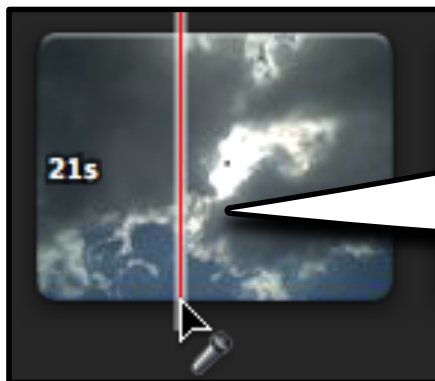
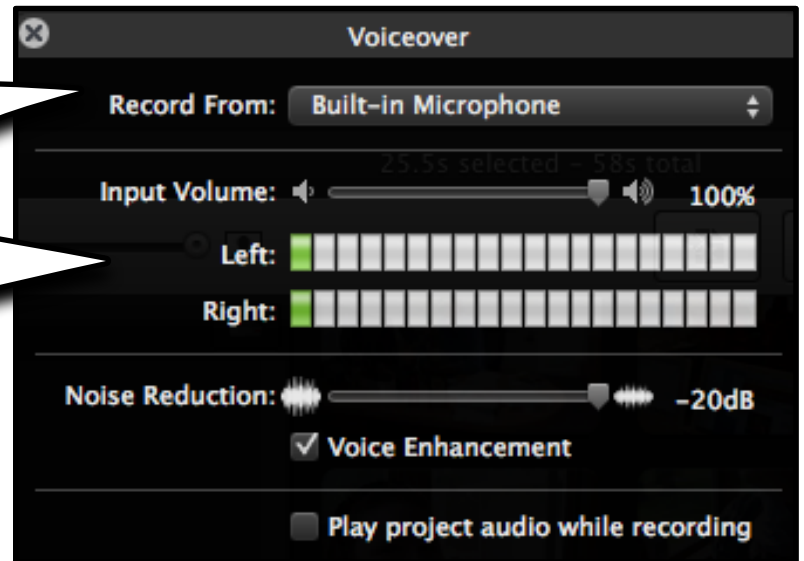


Click the Voiceover button.

The following window will appear.

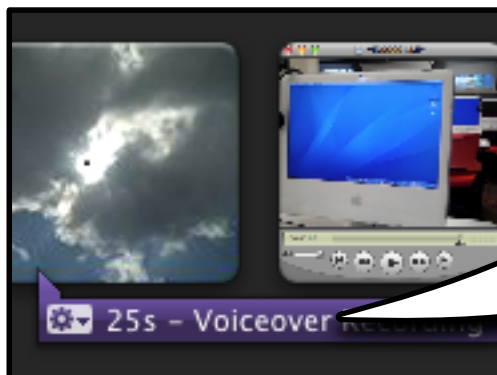
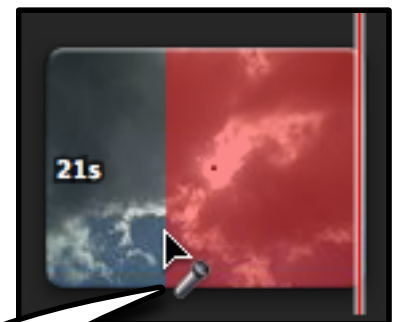
Select the device to record with.

Test the volume level by talking normally. The green bars should reach about 3/4 full, when talking it shouldn't reach red.



Place the cursor where you'd like the voice over to begin and click.

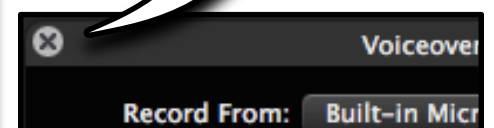
A countdown will let you know when to begin talking.



Clip will turn red as you talk. Click again to stop the recording.

The record will be placed in purple on the project.

Click the x button to exit Voiceover mode.



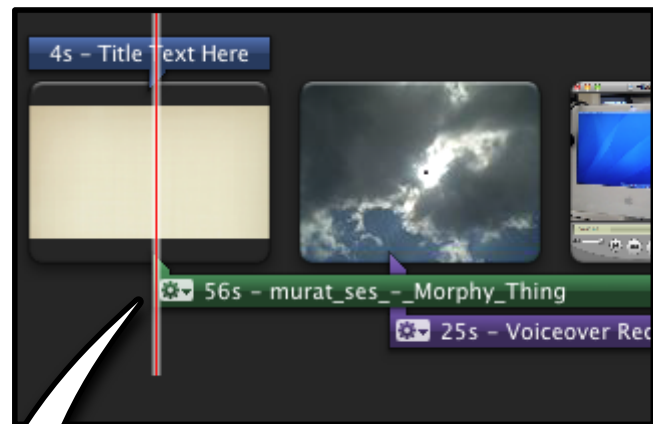
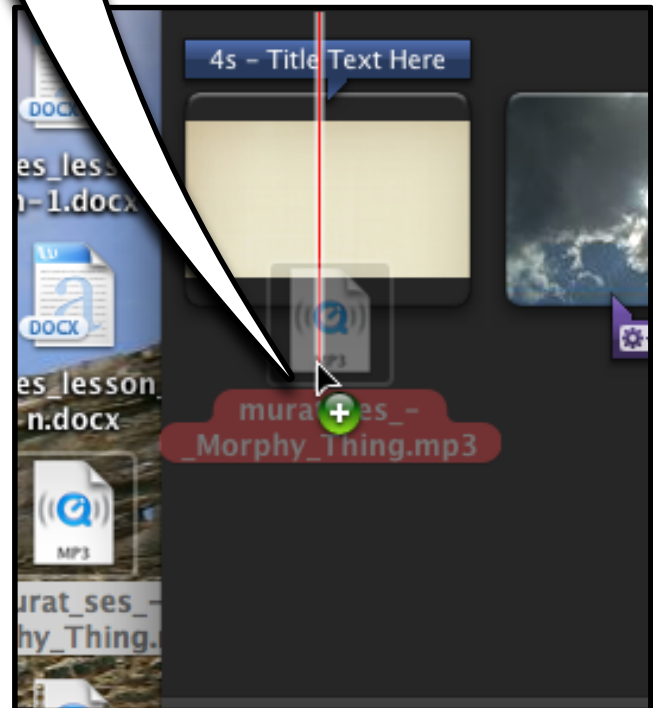
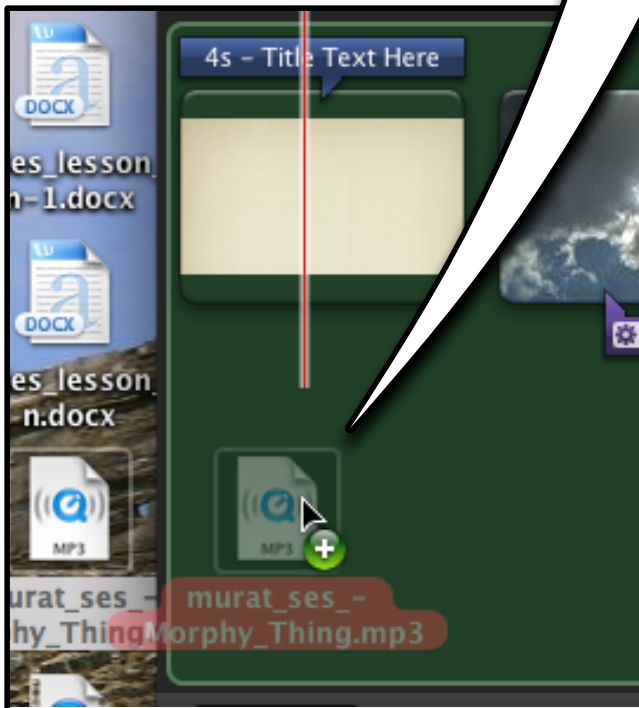


# Adding other audio or music

Locate the file and drag it to the project.

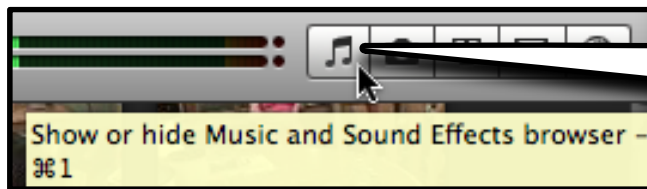
To use it as background audio drop in empty space so the entire project is green.

To have it start at a specific time place it at that point in the project.



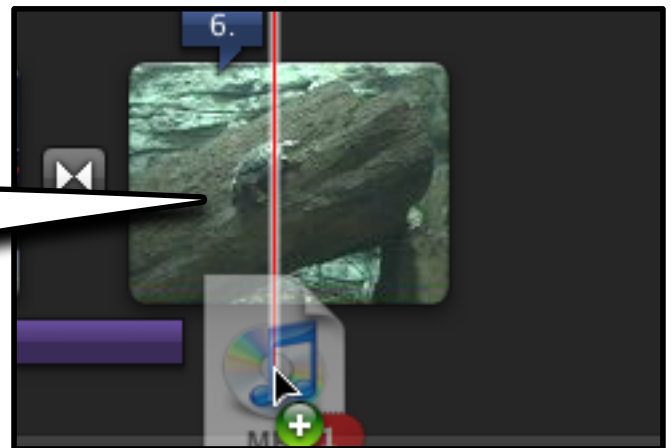
The music shows up in the project as depicted above.

# add a audio effects

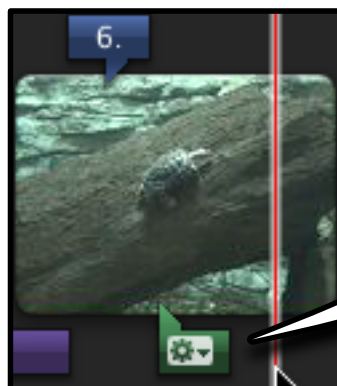
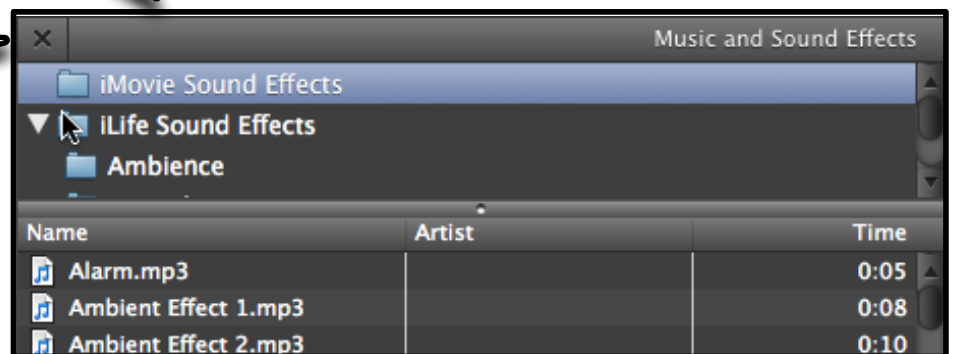


Click the **Show hide Music and Sound Effects** button.

From the **iMovie** or **iLife Sound Effects**, click and an effect to the project.

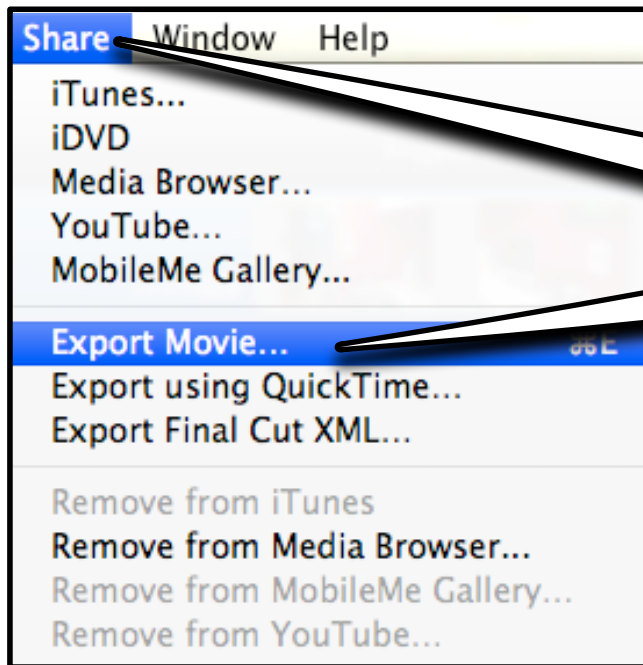


Click the x button to close **Music and Sound Effects** window.



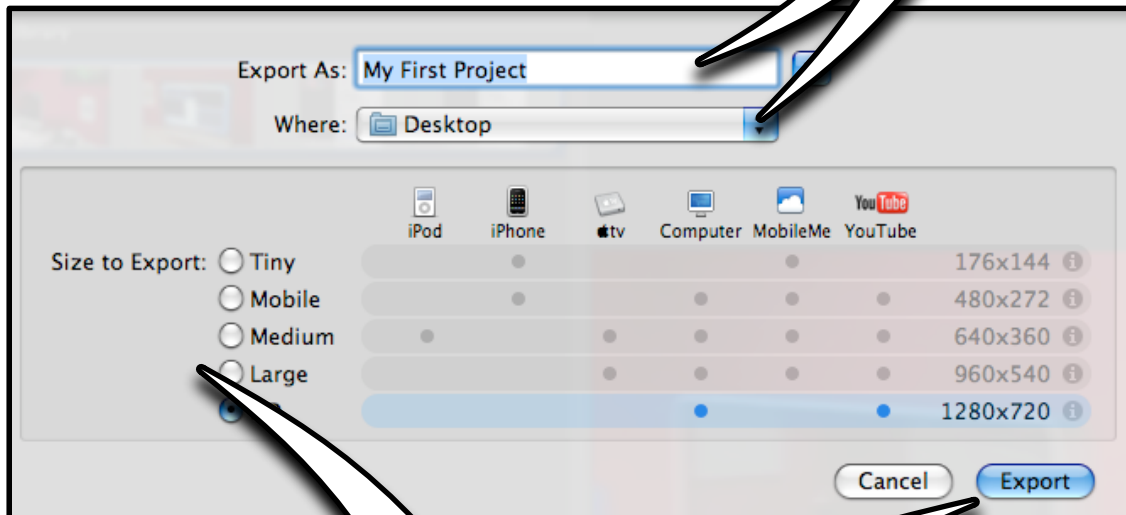
The effect will show up as a green bar on the project.

# EXPORT MOVIE



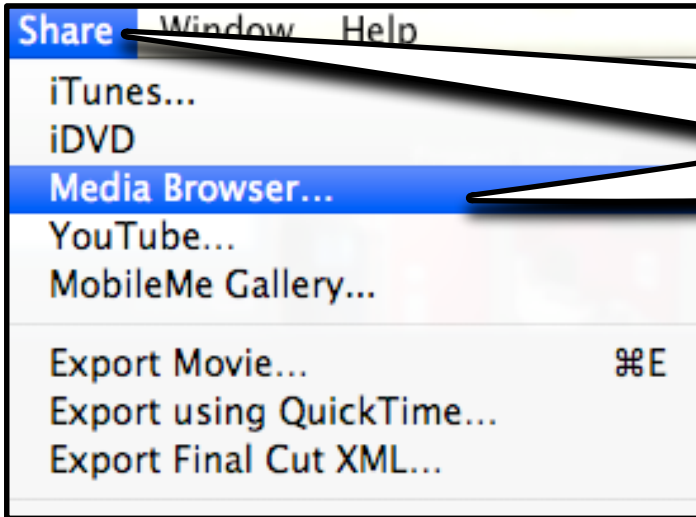
To export a finished project, Select **Share > Export Movie...**

Type a name for the video and location that is easily accessible

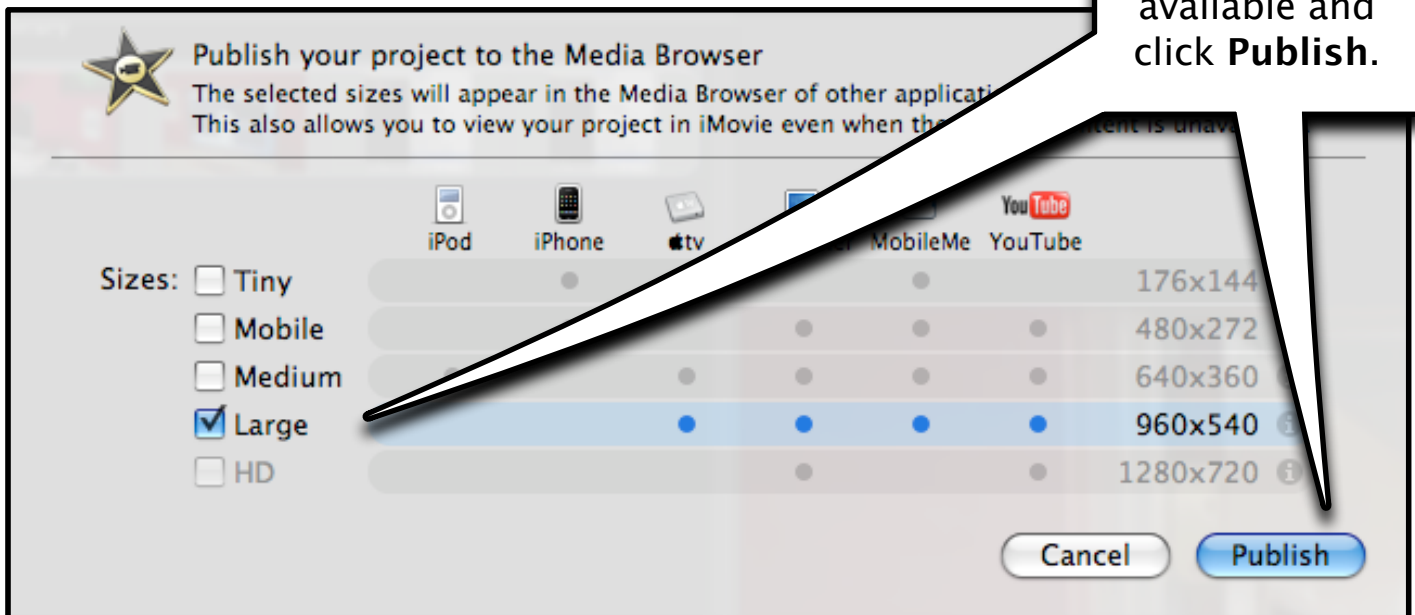


Choose a size:  
**Mobile** for Moodle  
**Medium** for other web use  
**Large** for standard definition videos  
**HD** for high definition videos

# PREPARE FOR iDVD



To prep a video for iDVD select **Share > Media Browser...**



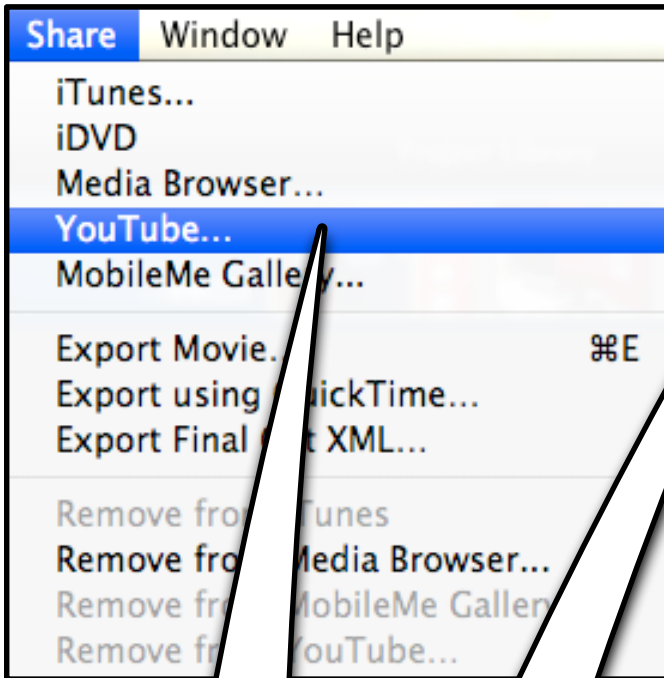
Choose the largest size available and click **Publish**.



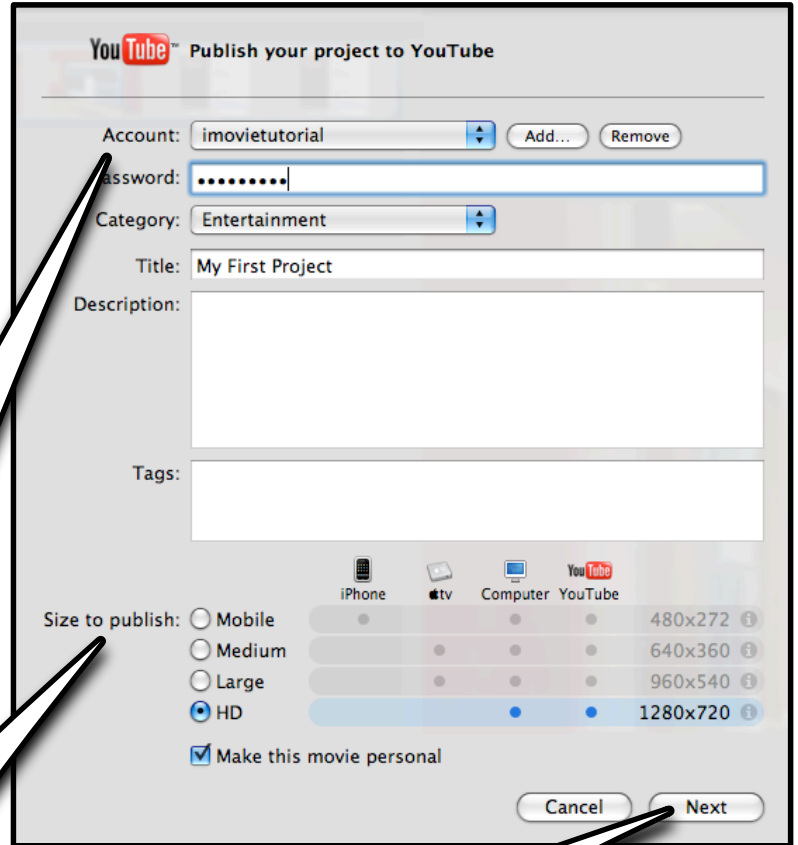
Notice: the sizes that have been selected are displayed in the **Project Library**



# PUBLISH TO YOUTUBE



To publish the video to **YouTube**, select **Share > YouTube**.

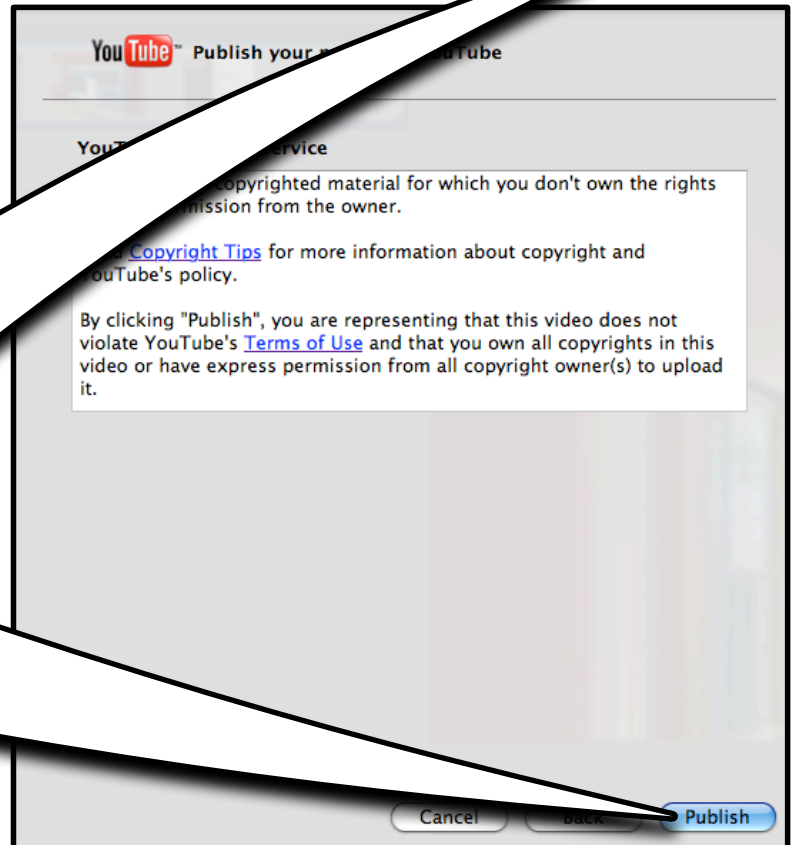


Fill out your **Account** information, a **Title**, and **Description**.

Choose the largest size, **YouTube** will encode appropriately.

Click Next.

Click Publish.



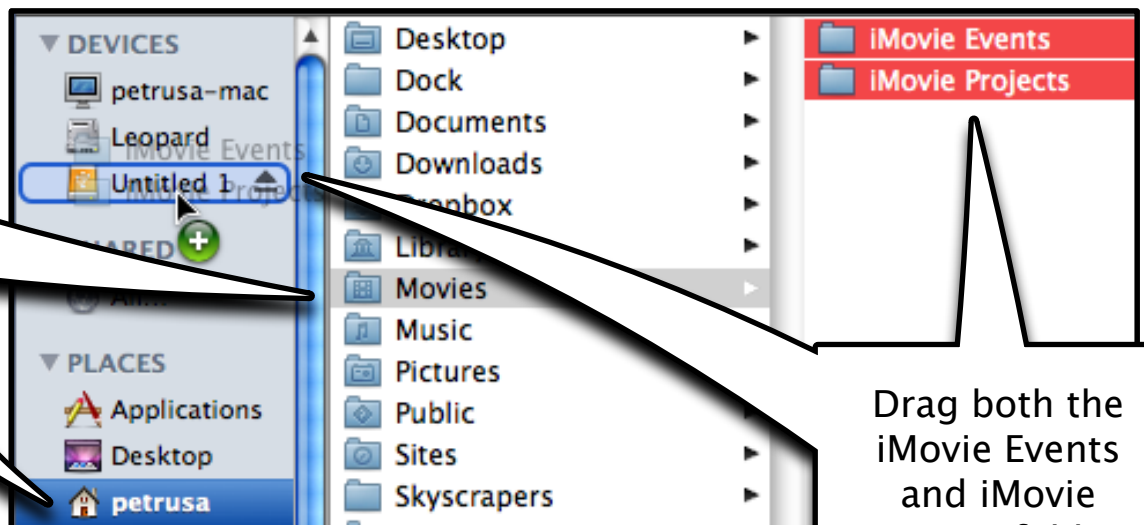
# BACKING UP PROJECTS

Plug in an external drive.

Click the **Finder** icon in the dock.



Locate the **Movies** folder in the home folder



Drag both the **iMovie Events** and **iMovie Projects** folders to the external drive.

If moving to a different computer both folders must be copied to the **Movies** folder on the new machine for iMovie to open it.