



This handout covers advanced features available in Apple's iMovie '09.

Green Screen

In the world of movie making, experts employ various special effect techniques to make a scene look a certain way. One of these techniques consists of filming people or things in front of special green backgrounds. Using computer software the green backgrounds can be "keyed" or removed leaving only the subject. The background can then be replaced with video, graphics, photos, animation, etc.

- Import your green screen video.
- Select the video in the Event Library.
- Drag-drop the video onto a clip (or still image) in the Project.
- From the menu that opens, select Green Screen.

Key Shortcuts

- Press command-g to play full screen at playhead (press escape to go back)
- Press the left bracket "[" key to play one second of video
- Press the right bracket "]" key to play three seconds of video
- Press the forward slash "/" key to play only the clip that the playhead is on or the selected video
- Press the back slash "\" key to start playing a project from the beginning.
- Press "I" to open the Inspector for Clip adjustments
- Press "V" to open the Inspector for video adjustments.
- Press "A" to open the Inspector for Audio adjustments.
- Press "C" for cropping, Ken Burns, and rotation adjustments.
- Press "O" to open Voiceover.

Pinning music to a clip

Once you have added music to your project you can pin the music to a particular video clip. Simply reposition the music track to the desired location and release. The music track turns from green to purple and a small pin appears at the beginning of the music track indicating that it is not tied to the video. If you move the video clip around in the project, the music will stay pinned to the video not matter where it goes. You can add additional music to the project to fill in around the pinned music.

With multiple music tracks in a project you can rearrange the tracks by going to Edit > Arrange Music Tracks. In the dropdown window you have the option of unpinning a pinned track or repositioning floating music tracks. To reposition a floating track simply drag the music track up or down in the list to change its position in the project.

Copy and Paste

After placing a video clip in the Project you have a number of options for making changes such as—applying video effects, increasing audio levels, adjusting saturation, etc. Once making these adjustments you might find that you want to apply the same to other clips. You can proceed and make these adjustments to the other clips one-by-one; however, there is a faster and more efficient way.

Paste Adjustments	▶	All	⇧⌘V
Delete Selection	⌘X	Video	⌘I
Delete Entire Clip	⌘⌘X	Audio	⌘A
Select All	⌘A	Crop	⌘R
Select	▶	Cutaway	⌘U
Trim to Selection	⌘B	Video Effect	⌘L
Trim Clip End	▶	Stabilization	⌘Z
Split Clip	⇧⌘S	Speed	⌘S
		Map Style	⌘M

- Select the clip in the Project that you made the initial adjustments to.
- From the Menu select Edit > Copy.
- In the Project, select the clip(s) that you want to apply the same adjustments to (note: hold down the command key to select more than one clip).
- With the clip(s) still selected go to the Menu and then Edit > Paste Adjustments > and select All to apply all of the same attributes or select one of the individual options to apply only video adjustments, for example.

Stabilizing Video

If you have video that contains too much motion, you can try steadying it through iMovie's stabilization feature. (Note: stabilizing video can take a long time and may reduce the quality and size of the video).

- Select the portion of video that needs stabilization—either in the Event Library or the Project.
- Control-click (or right-click) the video clip and select Analyze for Stabilization.
- Preview the video clip after stabilization is complete.
- If the video has too much motion, iMovie will add a squiggly red line on the video indicating that there is too much motion to render it properly stable.
- Note: Stabilizing video can take a long time.

Capture a Still Frame

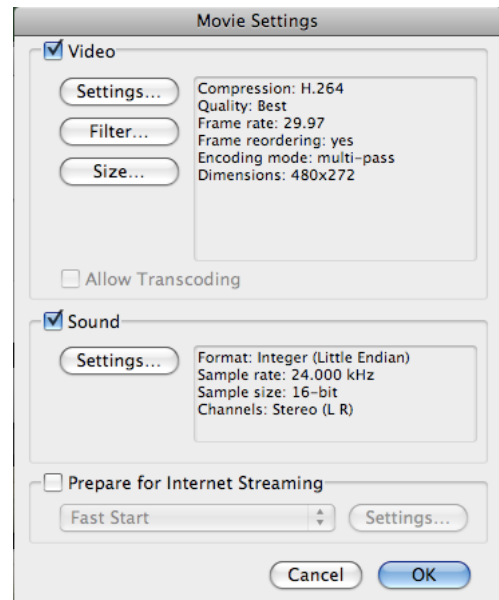
In iMovie 09 you can create still frames or photos from video by following these steps.

- In the Event Library find the desired frame from your video (Note: if there is a lot of motion in the video, advance your video left or right with the arrow keys until you find a frame that is relatively "still.")
- Hold down the control key (or right-click) and click.
- Select Add Still Frame to Project.
- Still frame is automatically added to the end of your project.
- Reposition still frame in the project.
- Control-click (or right-click) on the still frame in the project then select Reveal in Finder to locate the still image for use in other projects.

Sharing

Export using QuickTime

- Select Export type
- Select Options
- Adjust Settings and Size for video
- Adjust Settings for audio
- Select OK then Save



Tips and Tricks

To fine tune edits select Preferences > Browser > Show Fine Tuning controls 1 second (30 frames) more or less can be fine-tuned.

You can place the playhead at the beginning or end of a clip, hold down the option key and with the right or left arrows select to add or remove frames.

In the clip trimmer you can adjust either end of a clip to change length, you can also click and hold in the middle of the clip to perform a slip edit . . . i.e. moving the clip but maintaining the same length of video.

The Viewer can be opened to a secondary display by selecting Window > Viewer on Secondary Display.

When placing a video or photo on top of another clip (as a cutaway) you can adjust the opacity of the cutaway, making the video under the cutaway show through.

What if you want to adjust background audio of a photograph? You'll notice that there are no audio adjustment options in the Inspector—only Clip and Video tabs. Well. . . you can select the "A" key with the Inspector open and a secret audio panel appears.

Normalization raises the volume of the low sounds to match the high sounds. Be careful, this option may introduce more noise.

You can extract audio from a video clip to use elsewhere in your project. Control-click (right-click) on a video clip in the project and select Detach Audio.