


WELCOME

Building on a history of great video editing tools, Apple's new iMovie 09 gives you more flexibility in working with themes, adding titles, transitions, and effects to your movies with its updated drag-and-drop editor. This hand-out will cover the basics of iMovie 09: how to get started; how to import video—from tape and card based digital video cameras and from the computer; how to edit video—managing content, building a project, adding music, photos, titles, transitions, and voiceovers (narration); and how to export a movie.

IMPORTANT NOTE

In the Student Multimedia Design Center all files saved to a computer will be wiped away once the computer is restarted. In the event that there is a power failure or if the computer freezes and requires a restart, files will also be wiped away. As a result, students are encouraged to save all files to an external hard drive. For iMovie 09 to recognize a hard drive it MUST BE formatted as MacOS Extended (not FAT32)—either a FireWire or USB connection will work. Hard drives are available for checkout at the service desk.

GETTING STARTED

- Restart computer.
- Attach a hard drive to the computer.
- Open iMovie 09.
- At the upper left of the interface select Project Library. 
- From the list, select the external hard drive you just connected.
- Select either File then New Project or select the new project icon “+” at the bottom right.
- Give your project a name.
- Select the appropriate Aspect Ratio for your project.
- Select the desired Theme if you want a theme applied or leave selected as None.
- Select Create.

IMPORT VIDEO

From Computer

- From the File menu select the applicable Import—Movies, Camera Archive, iMovie HD Project.

Note: If importing movies from the computer for the first time, the 1080i HD Importing Window will open up. Select the desired video size and then OK. If you are not importing 1080i video, the Import 1080i video setting will have no effect.

- Navigate to your movies, specify the Save to location (external hard drive), Add to or Create new Event, select to Copy or Move files and then Import.

From a Tape Based Video Camera

- Attach video camera to computer with a FireWire cable.
- Turn video camera on (play mode).
- Import window automatically opens up.
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Note: If your camera is attached and ready for import when you open iMovie, the import window will also automatically open. The Import window can also be opened by selecting the import camera icon or by selecting File and then Import from Camera.

- Select capture.
- Specify the Save to location (external hard drive).
- Select Create new Event and name your event (or select Add to existing Event).

Note: At the bottom left of the Import window is an option for having the computer automatically capture all of the content on the tape. If this setting is selected, the tape in the video camera will rewind to the beginning and the entire contents of the tape will be imported. By choosing the manual option, you can control what content is imported.

- Select Capture.
- When capture is complete select Stop and then Done.

From a Card Based Video Camera

- Attach video camera to computer with a USB cable.
- Turn video camera on (play mode).
- Import window automatically opens up.

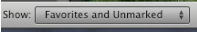
Note: If your camera is attached and ready for import when you open iMovie, the import window will also automatically open. The Import window can also be opened by selecting the import camera icon or by selecting File and then Import from Camera.

- Wait while Poster Images are created.
- At the bottom left of the Import window is an option for having the computer automatically capture all of the content on the card. By choosing the manual option, you can control what content is imported; select Uncheck All and manually select which videos you want imported.
- Select Import Checked.
- Specify the Save to location (external hard drive).
- Select Create new Event and name your event (or select Add to existing Event).
- Select Import.
- When import is complete select OK and then Done.

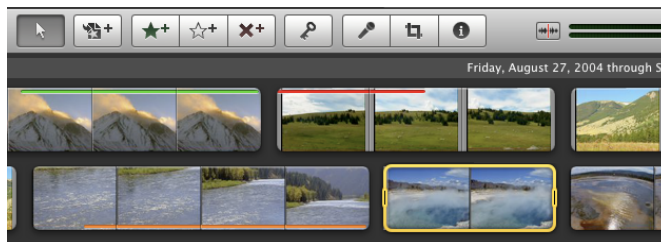
EDIT VIDEO

Manage Content

Once video has been added to the Library you are ready to start building your project. The first step in this process is to determine what sections of video you want to use. In iMovie 09 there is a wonderful feature that allows for doing some file management, giving you the opportunity to mark a video clip as a favorite or as a clip you want to reject. Here's how this is done:

- In the Library, select a video clip and adjust the size of the selection by moving either the left or right side of the yellow box.
- Select the green star above to mark a video clip as favorite. A green line will appear at the top of the video clip indicating that this is a clip you want to use.
- Select the red X to mark a video clip as rejected. If the Show option at the bottom left of the interface is set to Favorites and Unmarked , when you mark a video clip as rejected the video clip will disappear from the Library; the video clip has not been deleted, just removed from view. To see it again simply select to Show and then All Clips.
- To undo a selection, select the clip again and press the white star to unmark.

Note: Once a video clip has been moved from the Library and into the Project an orange line will appear at the bottom of the clip (in the Library) indicating that it has already been used.



Building a Project


Now that you have determined what video clips you will use, it is time to start building the project.

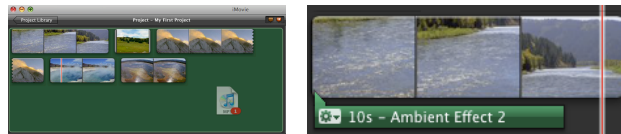
- From the Library, select a video clip and adjust the size of the selection by moving either the left or right side of the yellow box.
- Click-hold inside the video clip, then drag the video clip to the Project area and release; repeat the process until you have assembled a preliminary collection of video clips.
- Once you have clips in the project area, you may want to do some separating or splitting of clips to insert more video or images. To split a clip, move your mouse over the desired video clip in the project area. The vertical red line through the video clip is called the playhead. Position the playhead over the section of video where you want to split the clip. Right-click (or Control-click) and in the menu select Split Clip; clip splits into two pieces.
- Move video clip selection from the Library and drop in between the split. Note that a vertical green line will appear between the two sections to indicate that this is the place where the clip will be inserted.

- Clicking once on a video clip in the project will select an individual clip, as indicated by the yellow box around the clip. To reposition clips in the project, simply select a clip then click-drag-drop the clip to a new position in the project.
- To remove a video clip, simply select the clip and hit the delete key.

Add Music

Whether using GarageBand to create your own music, pulling music from your iTunes library or using pre-made iMovie sound effects, adding music to a video project is easy to do!

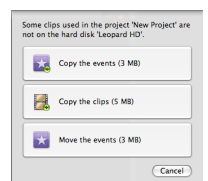
- Select the music and sound effects icon 
- Select the source of your music or effects file—iMovie Sound Effects, iLife Sound Effects, GarageBand or iTunes.
- Scroll down the list of named audio files; double-click to sample.
- Click-hold on desired music or sound effect and drag to project.
- Music or sound effects can be added to an overall project or placed adjacent to an individual video clip. Drop music or sound effects onto the project—background turns green—and audio is added behind clip. Drop music or sound effects onto a video clip and audio is added below the clip.



Note: The placement of audio is important when you want to, for example, add voiceover. When music or sound effects are included in a project and then voiceover is added, iMovie 09 will automatically lower the volume of the background audio so that the voiceover is prominent . . . this process is called ducking.

- Audio files can also be moved from the desktop and dropped into a project or onto a clip.

Note: Audio files will not be copied into the Project folder automatically. To ensure that audio files remain with the project, two different steps can be taken. One, move these files to the external hard drive, then drag-drop them into the project from the external hard drive. Two, drag-drop files from any location into the project, select File and then Consolidate Media. From the dropdown window select Copy the Clips; the audio clips will then be copied and included in the project file.



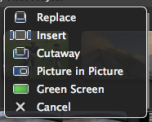
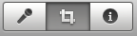


If a file loses its connection with iMovie, a small yellow triangle will appear on the track in the project window. To reconnect a file, place the file back into its original location.

- Once music, sound effects, or voiceovers are added to the project, they can easily be repositioned. Click-hold on the audio and move to a new location in the project.


Add Photos

While the focus of this hand-out has been on video, it is also possible to add photos to a project. In fact, an entire project can consist of only photos, with transitions, effects, music, and voiceover added. Photos can also be animated, using the Ken Burnes effect, to give the sense of motion or simply to draw the viewer's attention to some particular element in a photo.

- Select the camera icon 
- Select either iPhoto or Photo Booth.
- Browse through your collection of photos and find the photo you want to use in your project.
- Click-hold on the photo and drag to the project, dropping it into or onto the desired location; photos can be placed in between and on a video clip or other photos.
- To add a photo on top of a video clip or other photo, drag-drop photo onto a clip and then select Picture in Picture.
- Photos can also be moved from the desktop and dropped into a project or onto a clip.
- To animate a photo, select the photo in the project and then select the Crop icon.
- In the preview window select Ken Burns  and  
- then adjust the Start and End frame size and direction to the desired start and end position of the animation. Select the play button to preview.

Add Title

To give your project a title, credits, etc., you can easily add both still and animated texts and can change the font, size, and color of the text and either place the text over video or over pre-made backgrounds.

- Select the title icon 
- Move the mouse over the listed titles to see a preview of the motion (if applicable).
- Once you have selected a title that you want, click-hold on the title and drag to the project and drop in between two clips (or still images) or on top of a clip.
- Choose a desired background.
- To change the default text, select the text bar above the clip, and in the preview window select the text, then enter your own text.
- Select the Show Fonts box, choose your desired font, color, size, alignment, style and then Done.
- Double-click the text bar above the clip in the project to adjust the duration.
- From the window that appears enter a new value in the Duration box—for an example, 0.5s would indicate half a second, 4.0s would indicate four seconds.

Add Transitions


To manage or smooth the movement between two clips, you can add transitions to your project.

- Select the transition icon 
- Move the mouse over the listed transitions to see a preview of the motion.

- Once you have selected a transition that you want, click-hold on the transition and drag to the project and drop in between two clips (or photos); note that a vertical green line will appear between the two sections to indicate that this is the place where the transition will be inserted.
- To change the length on the transition, double-click the transition in the project.
- From the window that appears enter a new value in the Duration box—for an example, 0.5s would indicate half a second, 4.0s would indicate four seconds.

Add Voiceover (Narration)

To add voiceover to your project you will need a microphone attached to your computer.

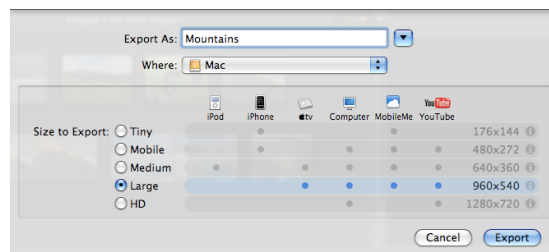
- Select the microphone icon 
- Click on a clip to begin recording.
- Select any where in the project area to stop recording.
- Click-hold on the voiceover track in the project to reposition if needed. Double-click on voiceover track in the project to reveal the Inspector; here changes to the clip or audio can be made.
- Selecting the voiceover in the project and pressing the delete key will remove the track.

Exporting Video

Export to Computer

Once you have completed the process of importing video, adding transitions, music, etc., you are ready to export the project as a self-contained movie. All of the elements in the project will be combined in to one single video file and will no longer be editable like a project.

- From the menu at top select Share and then Export Movie.
- Give your video a name (Export As).
- Select the location to save the file to. . .(external hard drive).
- Determine what size to export. Are you making a movie to be viewed on the Internet, on your computer, on a mobile device, etc.
- Select Export.



- From the menu at top you can also select Share and then Export as QuickTime . . . This option allows for exporting different types of video (AVI, FLV, DV, etc.) and has options for changing such things as compression, quality, key frame rate, dimensions, formats, sample rates, etc. If you are unfamiliar with these options, simply use Export Movie and select one of the predefined export settings—Tiny, Mobile, Medium, Large, HD.

Publish to You Tube

Maybe you want to publish (export) your completed project to YouTube. If so, you will first need a YouTube account. Go to <http://www.youtube.com> and Create an Account. Back in iMovie, do the following:

- From the menu at the top select Share and then YouTube.
- Select Add and enter your YouTube user account name.
- Enter your password.
- Select a category.
- Give your video a title, description, and add tags.
- Select the size to publish to.
- Select Next.

Share to iDVD

Sharing a project to iDVD allows you to author your completed video as a DVD, with customizable menus and functionality.

- From the menu at the top select Share and then iDVD.
- Project is prepared and a self-contained movie created . . . then iDVD launches.
- See <http://www.apple.com/ilife/idvd/> for more about using iDVD.