



iMovie Tutorial

GETTING STARTED

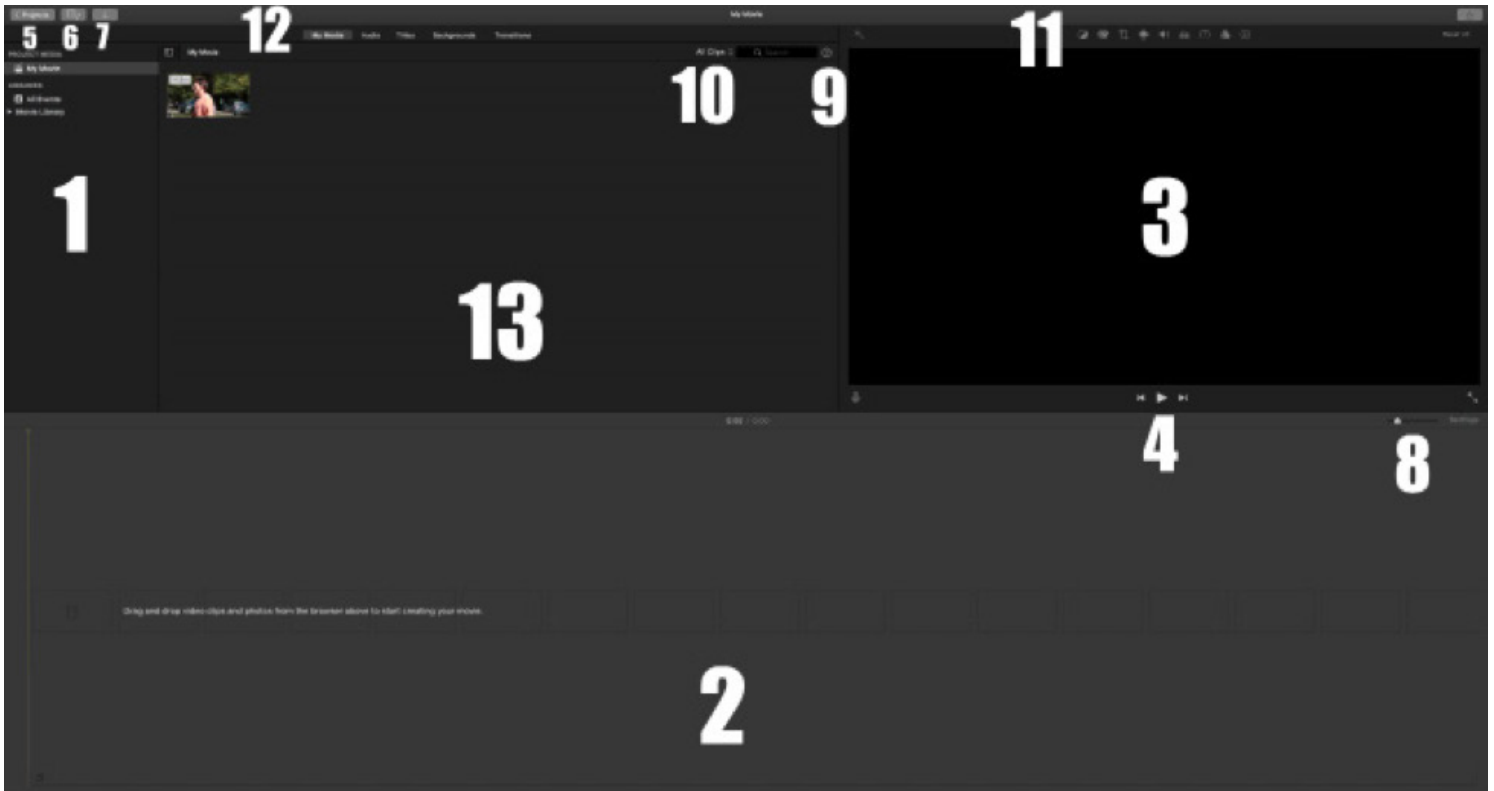
iMovie is consumer-level digital video editing software for Macintosh. You can use iMovie to edit the footage you film with digital video cameras and HD video cameras. The sections below will help you use iMovie to edit your video efficiently. If you are unfamiliar with iMovie you may want to have a look at an overview of the iMovie screen, to learn some of the menus and buttons.

TABLE OF CONTENTS

1. Getting Started	Pg. 3
2. Creating a new iMovie Project	Pg. 4
3. Importing Video Clips into iMovie	Pg. 5
4. Previewing your movie	Pg. 6
5. Adding Clips to Your Project	Pg. 7
6. Clip Adjustments	Pg. 8
7. Adding Media	Pg. 9
8. Adding Titles	Pg. 10
9. Adding Transitions	Pg. 11
10. Sharing Your Video	Pg. 12
11. Saving your Project	Pg. 13

GETTING STARTED

Below is a view of what your screen will look like when you open iMovie. The numbers correlate with a short description of each feature on the screen.



iMovie Display (Fig. 1)

1. **Project Media/Event Libraries** - where all movie projects on computer are displayed.

2. **iMovie Project (Timeline)** - shows current position in clip and is used for editing.

3. **Playback Window** - views clips for your final iMovie project.

4. **Play Project** - Plays video in playback window.

5. **Projects Button**- allows you to save current & start a new movie project (in Project Library).

6. **Collapse or Re-open Media Library** - allows you to collapse or open media library.

7. **Import** - where you import footage or audio from your webcam or video camera.

8. **Timeline adjust** - Adjusts size of thumbnail size in timeline.

9. **Thumbnail Adjust** - Adjust clip size, zoom, and audio.

10. **Clip Selector** - allows you to select all clips, favorite clips, rejected clips, or hide all rejected clips.

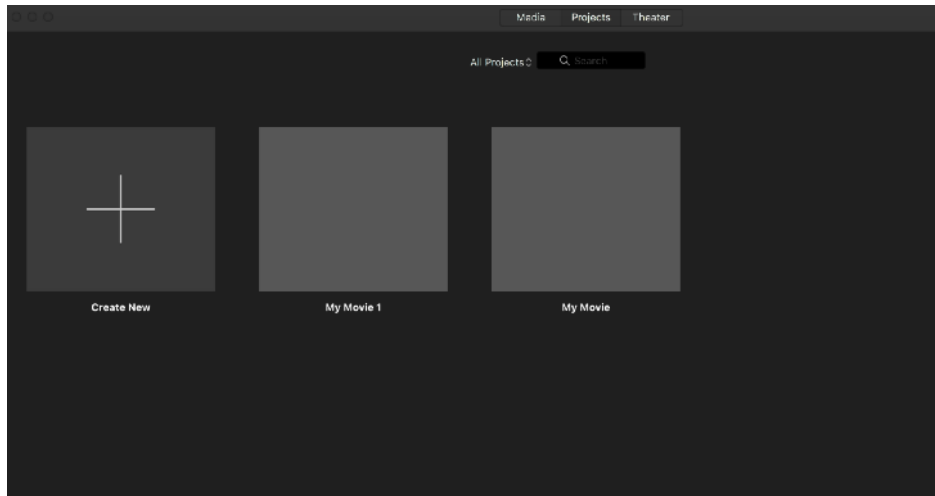
11. **Adjustment panel** - Where you can work on cropping images, adjust audio, or adjust video (color, speed, stabilization).

12. **Content Library** - Different content browsers which allow you to add music, photos, text transitions, and animated images.

13. **iMovie Project Container**- Shows all events from a particular source that can be used for editing.

14. **File -> Share** - By selecting the file icon above the project, you can export (share) your project to places like Facebook, Vimeo, or to File.

CREATING A NEW iMOVIE PROJECT



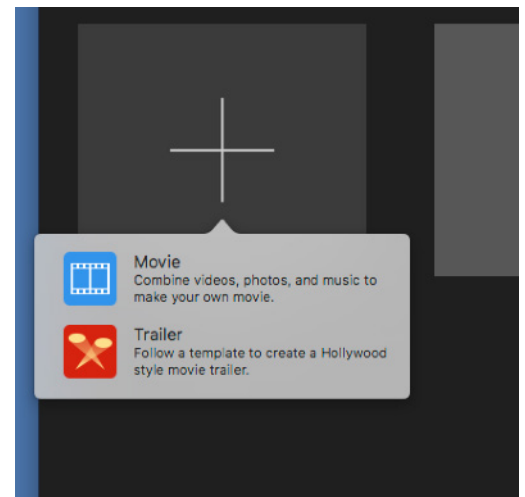
(Figure 2)

To open a new project :

1. Open the **Applications** folder
2. Click on the **iMovie** icon (Figure 1)
3. Click Create New (Figure 2)



(Figure1)



(Figure 3)

3. When the **iMovie** screen appears, click **Create** than select either **Movie** or **Trailer**. The **Create** button is the button designated with a plus sign in the upper left hand corner of the Project Library window
4. Click on the **Plus sign** button to create a new movie project. (Figure3) Then select either to create **Movie** or **Trailer**. (Figure 3)

IMPORTING VIDEO CLIPS INTO iMOVIE

To start importing footage, do the following:

1. Click on the **Import** icon to open the import dialog box.



2. Locate your source of clips using the left navigation bar. (Figure 4) Once you have found your clips, you may select all of them at once and import or select them one by one and import them one at a time.

3. If you are importing from a DV tape camera the steps are similar to importing digital media. Once you have your camera connected to the computer, the camera will appear on the top left of the Import dialog box. Click on the camera to bring up the real time display of the clips. From there you can rewind or fast forward to the part of your tape you wish to import. Once you have located where to start, click **Import** on the bottom right side of the import dialog box.

NOTE: Importing from a DV tape is in real time. This means that if you have 3 minutes of footage you wish to import, it will take 3 minutes to import onto your computer. Once you have imported all of your footage you can close the import dialog box.

4. When importing it is important to remember where you are importing your clips to. There is a drop down menu at the top center of the Import dialog box. From there you are able to select with event you wish to import to or create a new event to import the clips to.

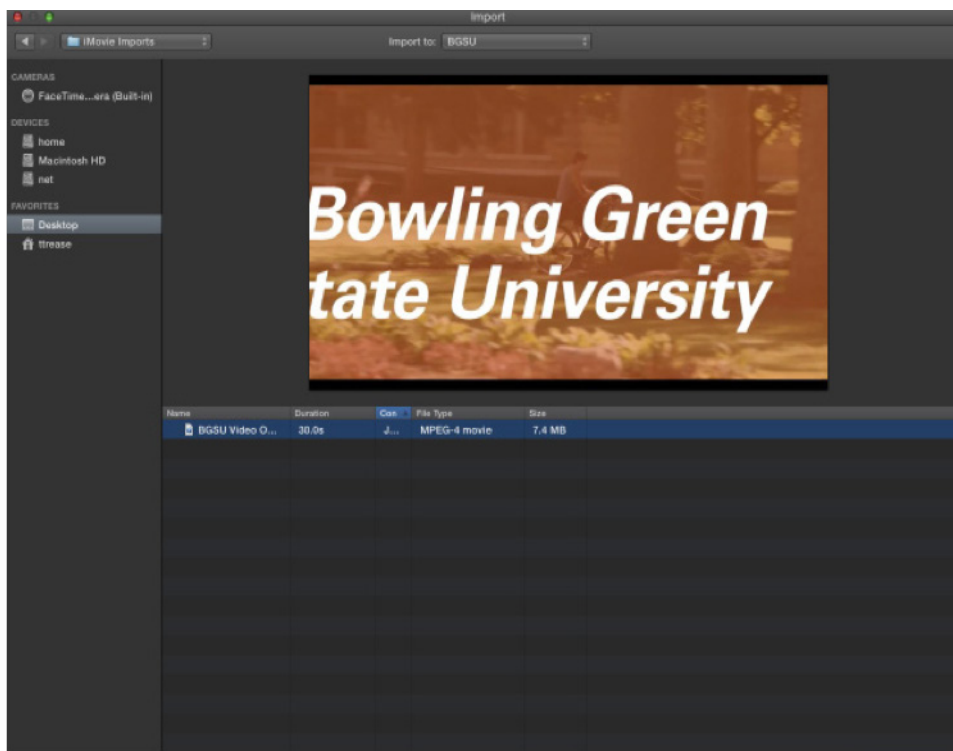


Figure 4.

PREVIEWING YOUR MOVIE

During any part of the editing process, you may want to preview your movie. To preview your movie you can choose one of the following:

1. Click **Play** in the Project Window. (Figure 5)

OR

Place your cursor on your timeline where you wish to start playing and press the space bar.



Figure 5.

2. Your movie will play back in the **Playback Window**.

ADDING CLIPS TO YOUR PROJECT

To add clips to your movie:

1. Click on any of the clips within the **Import Browser**. A yellow box will appear on the thumbnail; adjust the edges of the box so that all of the footage you want to add to your project is within the yellow box. After you have done this, your mouse pointer will appear as a “Hand”.
2. Grab the thumbnail within the yellow box and drag it to the **Timeline** to add it to your movie. (Figure 6) You can also click on the “+” at the bottom right corner of the clip you have selected and it will add that selection at the end of your timeline.
3. The **Clip Adjustment Bar** alters how many frames of each clip appear as a thumbnail. Adjusting this can make selecting larger or smaller portions of clips easier. (Figure 7)

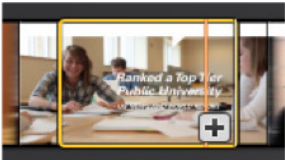


Figure 6.



Figure 7.

To reposition clips in your movie after you have added them:

Click and drag them to a new position, which is apparent when you see a light blue box appear where the selected clip will go when you move it.

You also have the option to split clips into pieces.

Click on the clip you would like to split and click on the spot where you wish to split the clip. Next, right click and select split clip.

To remove clips from your iMovie project:

Select a clip you wish to get rid of and press **Delete**.

CLIP ADJUSTMENTS

Once you have placed a clip into your project. You have a variety of options for adjusting the clip. These options include: **Color balance, Color Correction, Stabilization, Crop, Volume, Speed, Hue/ Saturation.** To get to these adjustment options you can either double click on the clip you wish to adjust or you can select the clip you wish to adjust and select the **Adjust button** above the **Project Window**

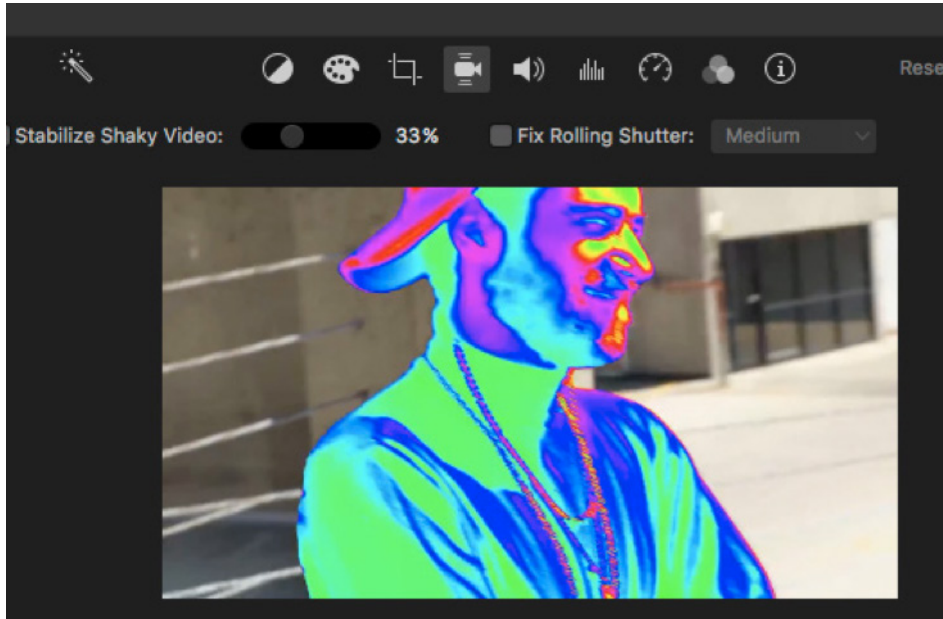


Figure 8.

To Trim a clip, select the clip you wish to trim, right click and select **Show Clip Trimmer**. The Trimmer will open in the timeline. From there you can move the white “In” bar to the place where you wish the clip to start (Figure 9). You can repeat the process for the white “Out” bar as well. If you don’t want to change the duration of the clip but you would like to change the starting point, you may click on the clip (not the white bars) and scroll left or right. This will move the clip but it will not change the duration of the clip in your timeline. Once you are finished you click **Close Clip Trimmer**.

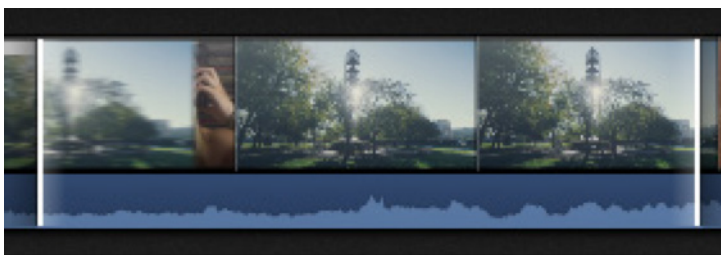


Figure 9.



To Crop a clip: select the clip you wish to crop then double click on it or select it and click on the **Cropping Tool** shown in Figure 10.

CLIP ADJUSTMENTS CONT.

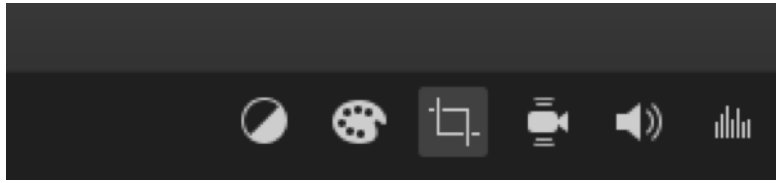


Figure 10.

When in the Cropping Menu there are three options you can use to adjust your clips: Fit, Crop to Fill, and Ken Burns (Figure 11).

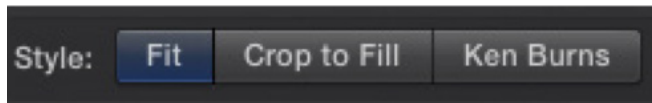
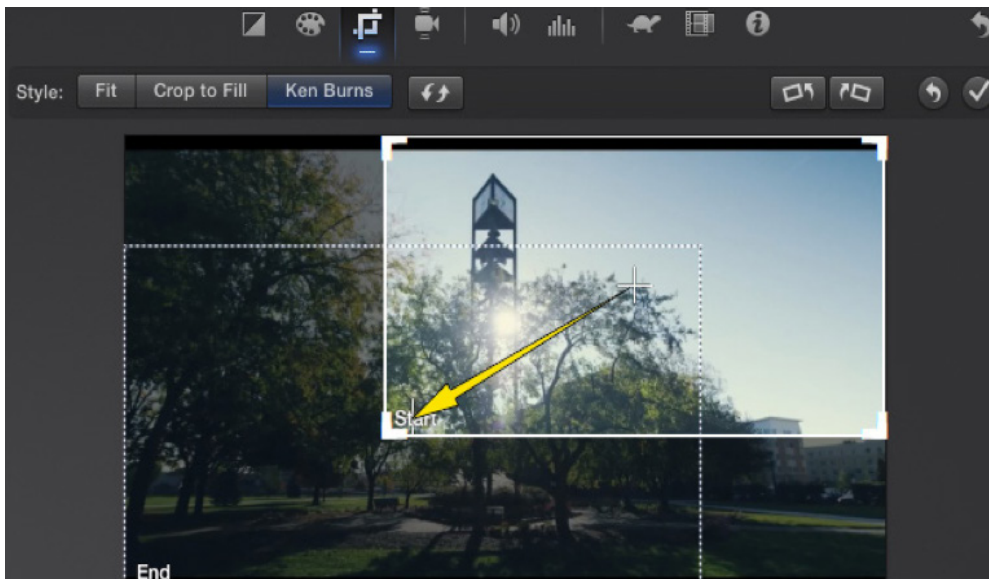


Figure 11.



CLIP ADJUSTMENTS CONT.

To **Adjust Video** in a clip:

1. Click on the **Adjust Button** located in the center of the Program Window. Then select the painters color pallet. (Figure 12) From there you have three options: Exposure, Contrast Brightness, Saturation, and Warmth.

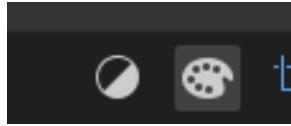


Figure 12.

This will allow you adjust the following (Figure 13):

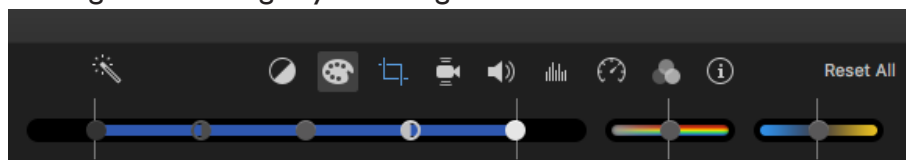
Exposure – shadows and highlights

Brightness – overall light levels

Contrast – difference between white a black

Saturation – color intensity

White Point – changes color range by resetting the color white



Exposure/Contrast/Brightness

Figure 13.

Saturation White Point (Temp)

To add **Voice Over** to any clip:

1. Click the **Window Tab** on top left of the **Menu Bar**. (Figure 14) Then select **Record Voiceover**.
2. Once the voice over controls show up in the Project Window you can begin to record your voice over or select the voice over options in the voiceover controls for more options. You have the options to select which microphone you would like to use, control the level at which your voice records, and play or mute your projects audio while you record.
3. When you are ready to record click on the clip you would like to record a voice over for.
4. After a three second countdown just begin talking as your video plays.

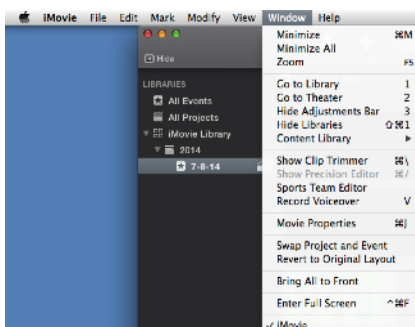





Figure 14.

ADDING MEDIA

iMovie gives you the option of adding sound files or images to your project. To add a sound file:

1. Click the **iTunes** icon  in the Audio tab of the Content Library. (Figure 15)
 - 1a. If you wish to just add an Apple Sound Effects click on the **Sound Effects** icon  below the iTunes icon.
 - 1b. If you wish to use a GarageBand file you have created select the **GarageBand** icon. 
2. Browse for the sound file that you would like to add and drag it into your project.

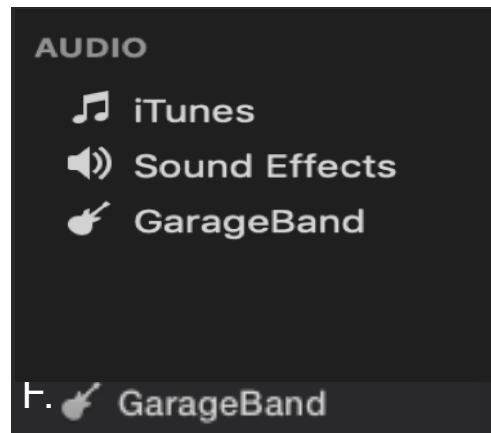
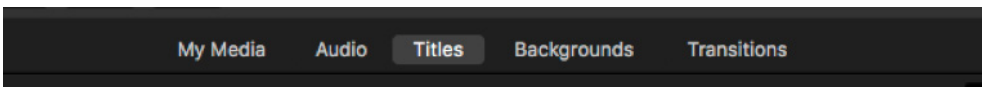


Figure 15.

ADDING TITLES



To add titles to a clip, click the **Titles** icon on the Main Toolbar. Once you have selected the type of Title you would like to add, just drag the title on top of the clip you would like to add it to. Then click within the thumbnail of the clip to alter the titles to suit your video.

Note: You can adjust the font of the titles by double clicking on the text to open the Fonts tab.

ADDING TRANSITIONS

To add transitions to your project click the **Transition** Icon in the Main toolbar. Then drag the type of transition you would like to the place in the time line that you choose.

SHARING YOUR VIDEO

After you have made the finishing touches to your video it is time to share it with the world. iMovie gives you a number of different options for exporting your video.

Under the Share tab (Figure 16), you can choose from the following:

Theater – Saves your video for optimized playback through iMovies Theater on that computer

Email – this option allows you to send your video directly through your email set up on that computer

iTunes – this sends your video straight to your iTunes library

YouTube – this option allows you to upload your video directly to YouTube

Facebook – this option allows you to upload your video directly to Facebook

Vimeo – this option allows you to upload your video directly to Vimeo

File – this is the most commonly used option, you can choose the size of your video file in order to optimize its performance.

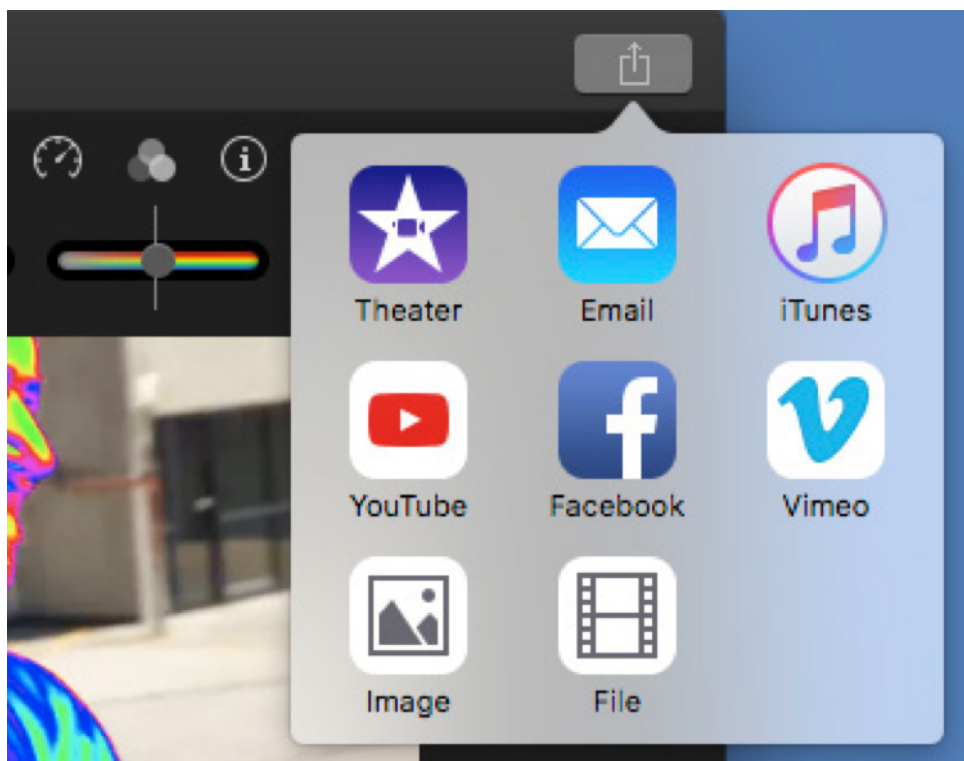


Figure 16.

SAVING YOUR PROJECT

Saving in iMovie is similar to previous versions of iMovie. You are no longer required to continually save your project to avoid data loss. The program automatically saves your project to the computer's hard drive as you are working.

When you are finished with your project and plan to work on it at a later point you will first need to make sure that you have a large enough external hard disk (drive), or flash drive to save your project to. Usually it is safe to acquire one that has at least 20 GB of available space.

Copying your Project to a different computer:

1. Plug your hard drive or flash drive in the firewire port or USB port in the back or on the side of the computer.
2. Make sure that you are able to see the symbol that shows your hard drive has been recognized by the computer.
3. In iMovie, go to **File** then click **Open Library** then select **New** (Figure 17).
4. Then in the Save Dialog box in the **Where** drop-down menu select your external storage. Then name your library and click **Save** (Figure 18).
5. With the new library established on your external storage, click on the library that you want to copy and drag it onto your external storage (Figure 20).
6. After your library is copied you will see two libraries on your external storage. One is created automatically when you create the new library image on your external storage and the one that you copied (Figure 19). You may delete the extra library by right-clicking on the library that you wish to delete and click **Move Event to Trash**.
7. Now you are able to eject your external storage and open it on a different computer. To open the copied project plug your external storage into a computer that has iMovie installed on it and then open the iMovie Library on your external storage by double-clicking it. It will open up iMovie and your library will be there ready for you to edit.
8. If you wish to put the project on a different computer and clear it off of your external storage, you are able to just drag the library from your external storage and drop it into the computer's library titled iMovie Library.

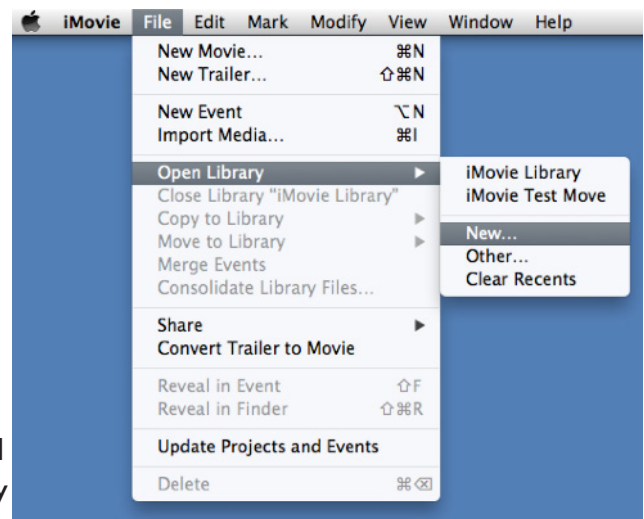


Figure 17.

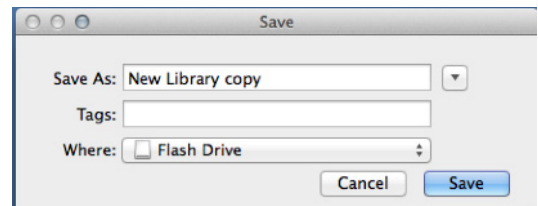


Figure 18

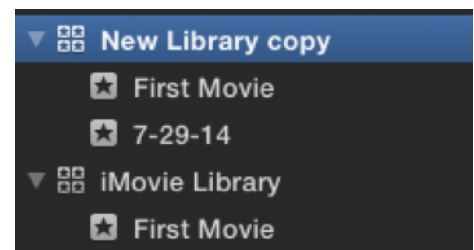


Figure 19.  A PLACE FOR INNOVATION
BGSU.