

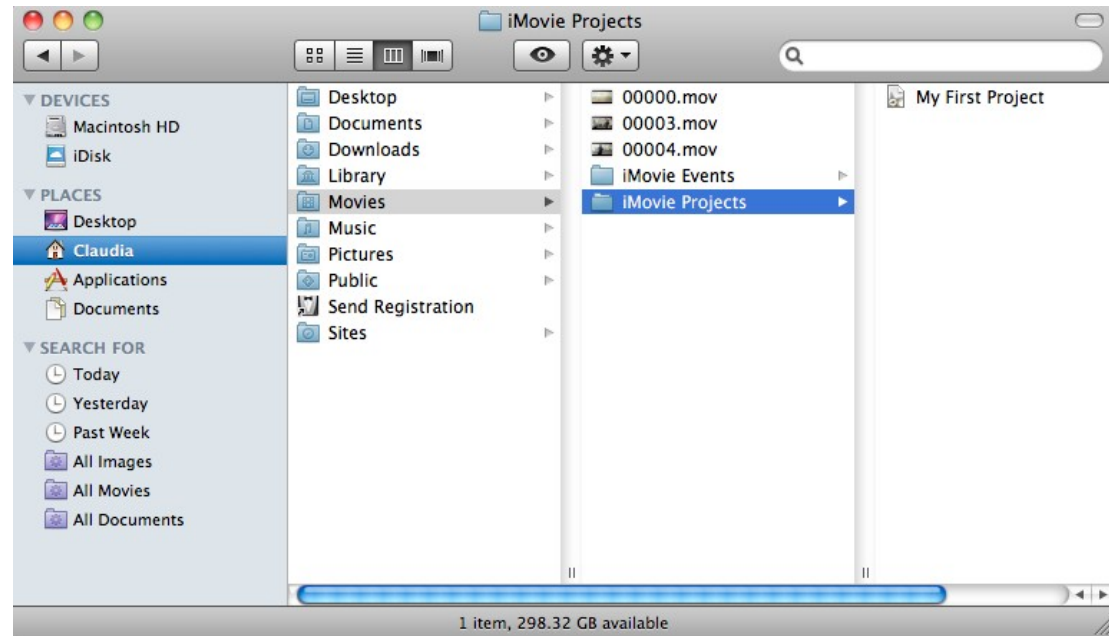
iMovie: Getting Started

Understanding iMovie Organization

Understanding iMovie Organization

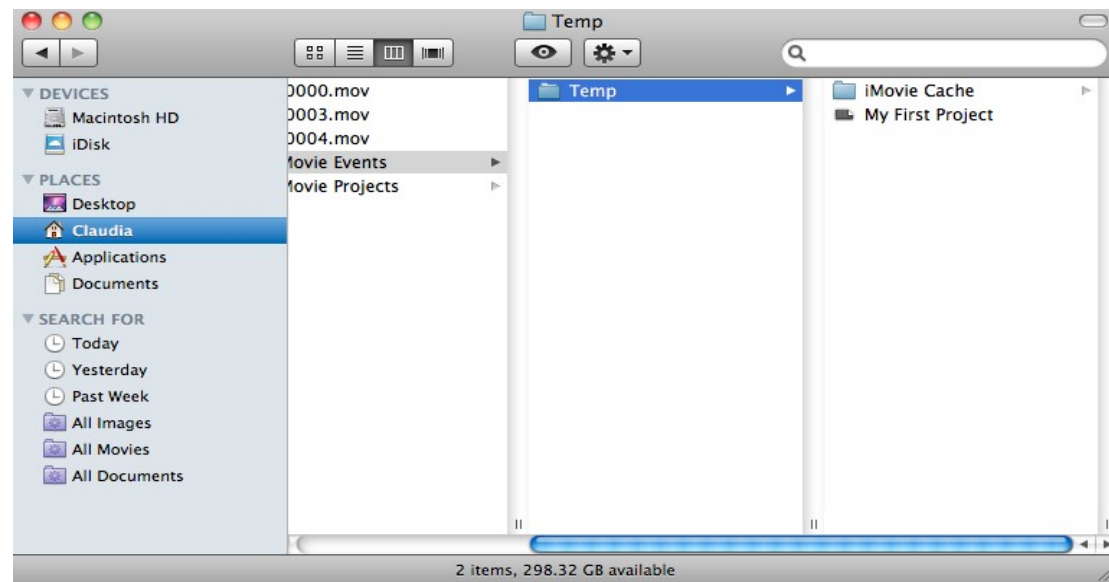
Movie Projects

- All your movie projects will be automatically saved here



Event Projects

- All your captured video footage will be stored here

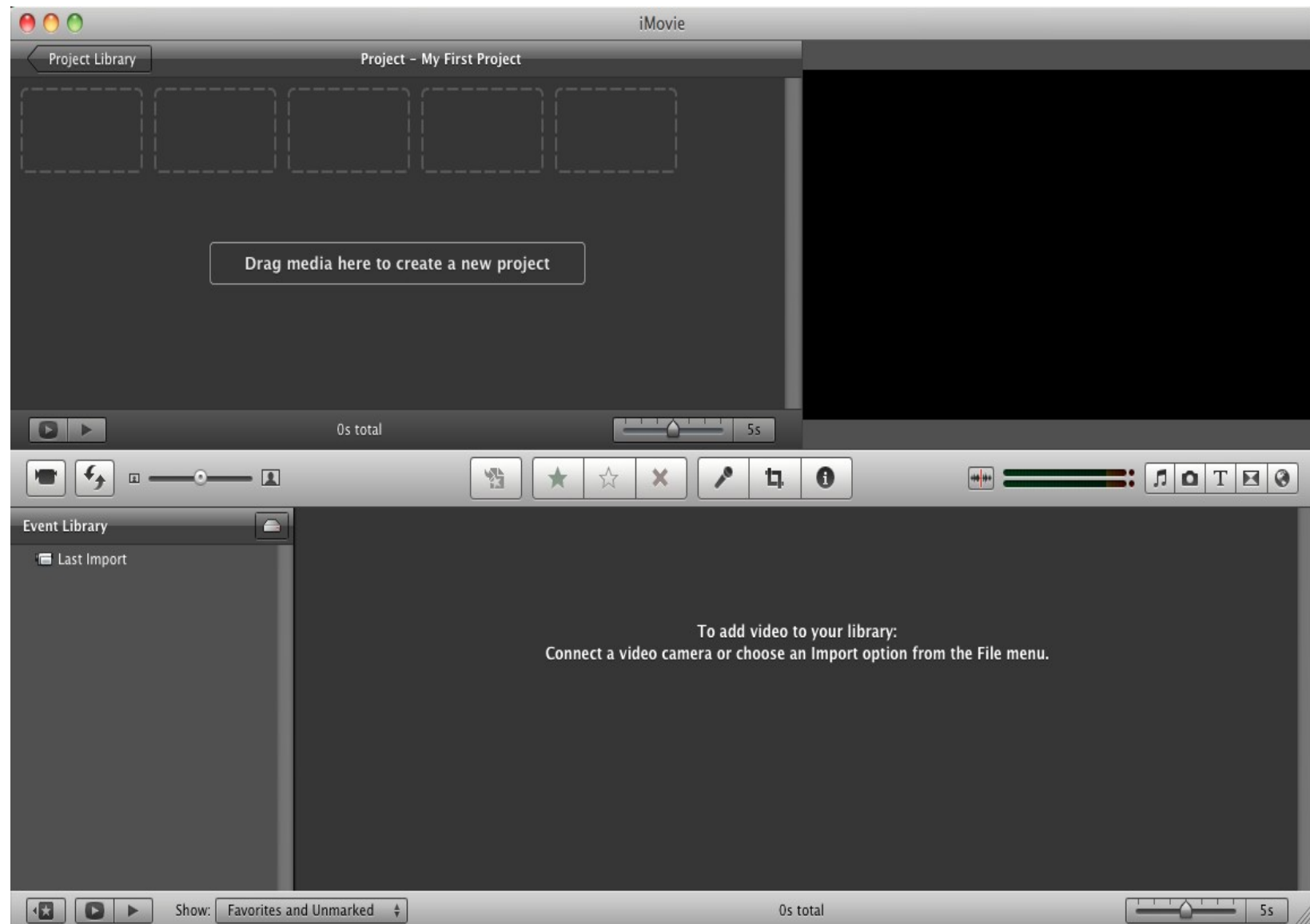


•NOTE: This version of iMovie autosaves. You will not find a manual save option.

Opening a New Project

Opening and Saving a New Project

- When you open iMovie, a blank version of the software will pop up. The next thing you will do is import and/or capture footage.



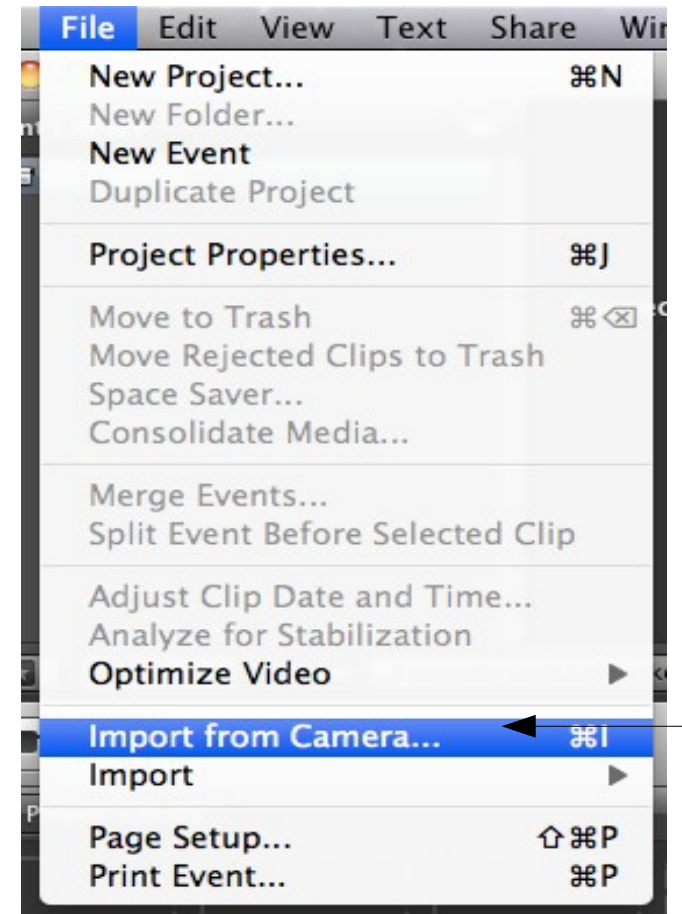
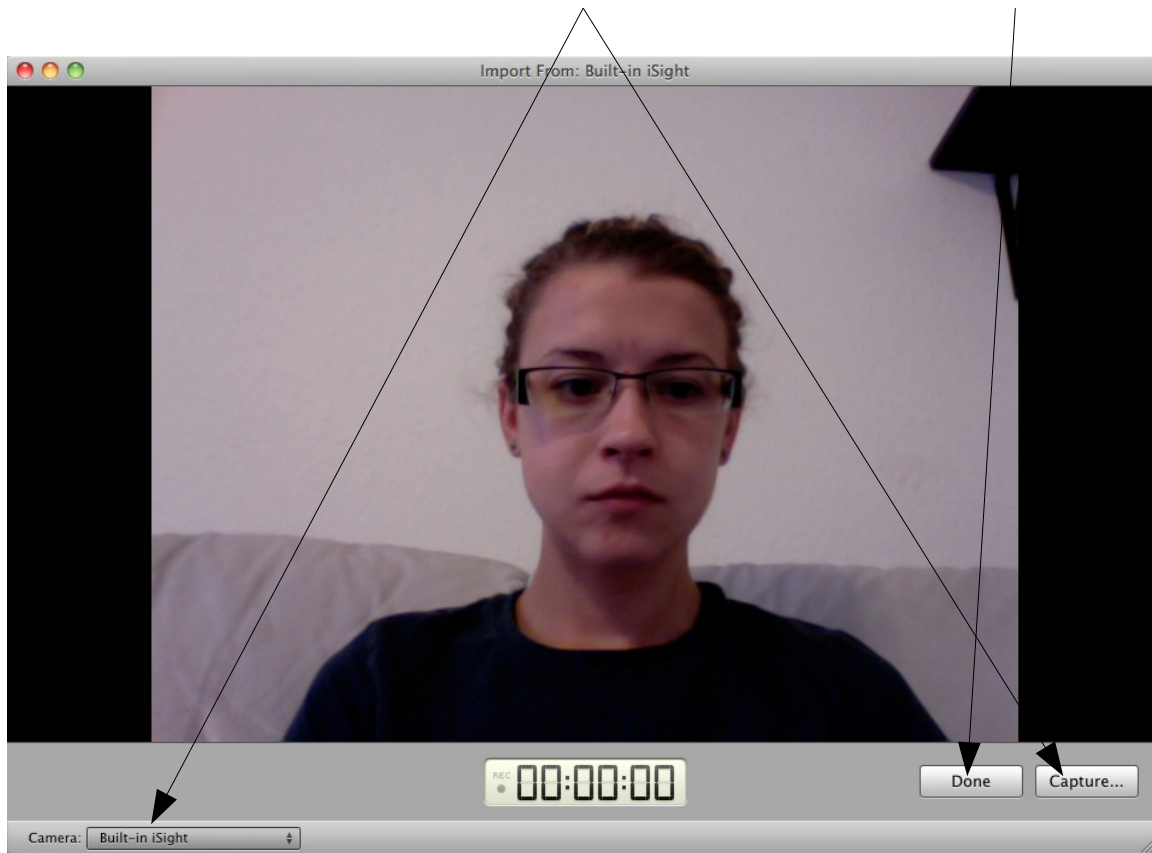
Capture Footage

Log and Capture

•One of the easiest ways to record and capture footage is to use the iSight on your laptop. This allows you to record directly from your laptop. To do this, go to: File → Import from Camera

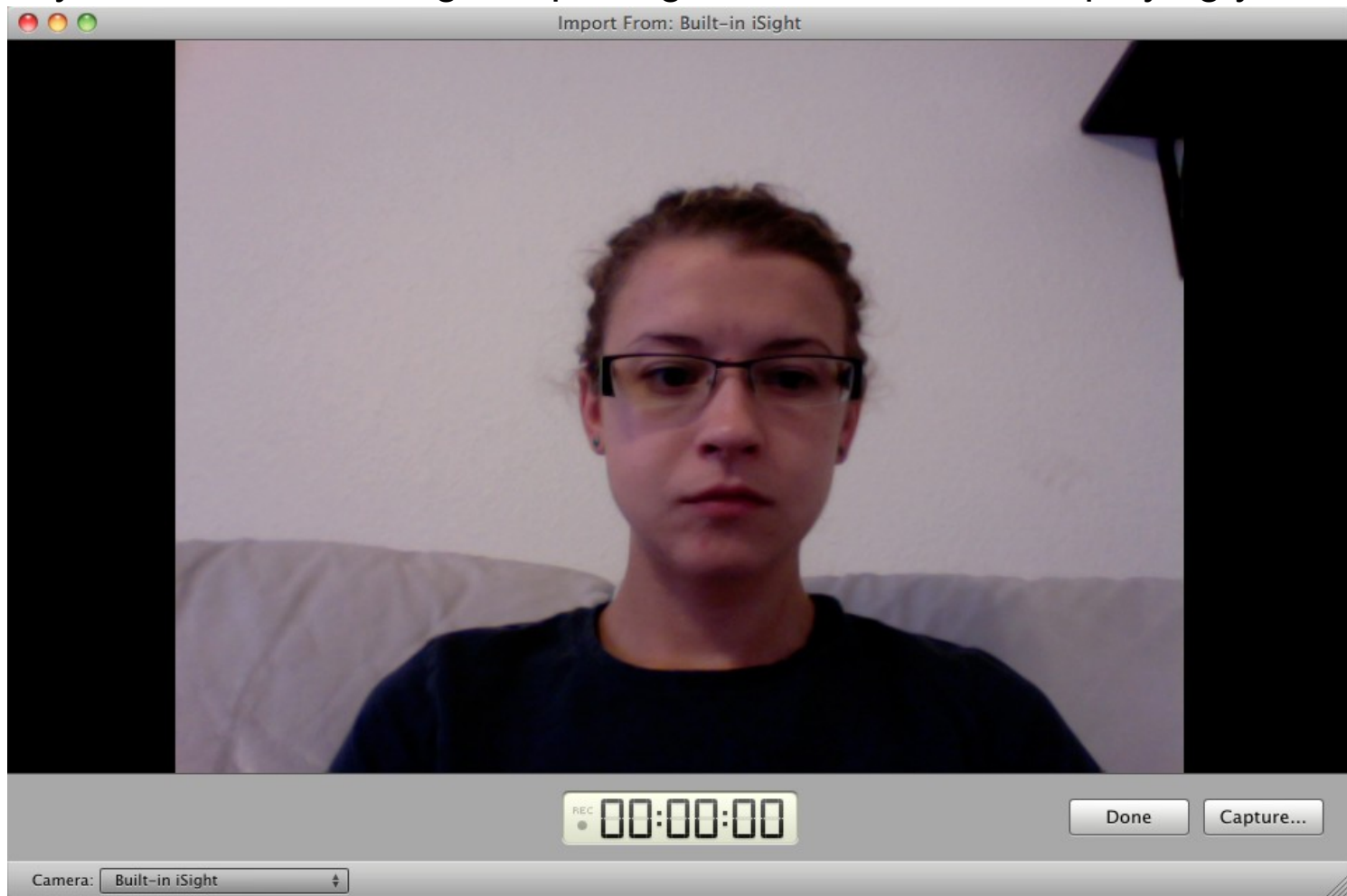
•There is a capture button on the right and a drop-down menu on the left from which you can select your camera.

•If no camera is connected to your laptop, the only option will be your iSight. Once you're ready, click the “Capture” button, when you're finished, click “Done.”



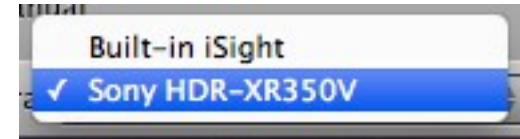
Log and Capture

- If you have already recorded footage on another camera, you can connect your camera to your laptop and capture the footage with iMovie. The captured footage will import directly into your File Storage Area.
- To choose a connected camera for import, choose your camera from the drop down menu. Make sure your camera is in “playback” or “VCR” mode.
- Next you will capture footage like you would with the iSight. Just make sure you rewind your tape to the place you would like to begin capturing. Imovie should start playing your camera for you

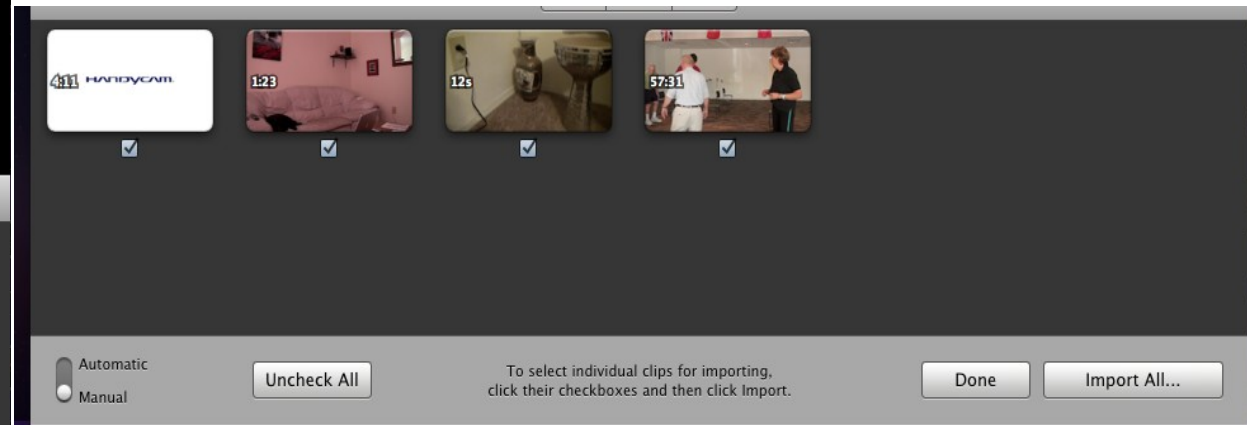
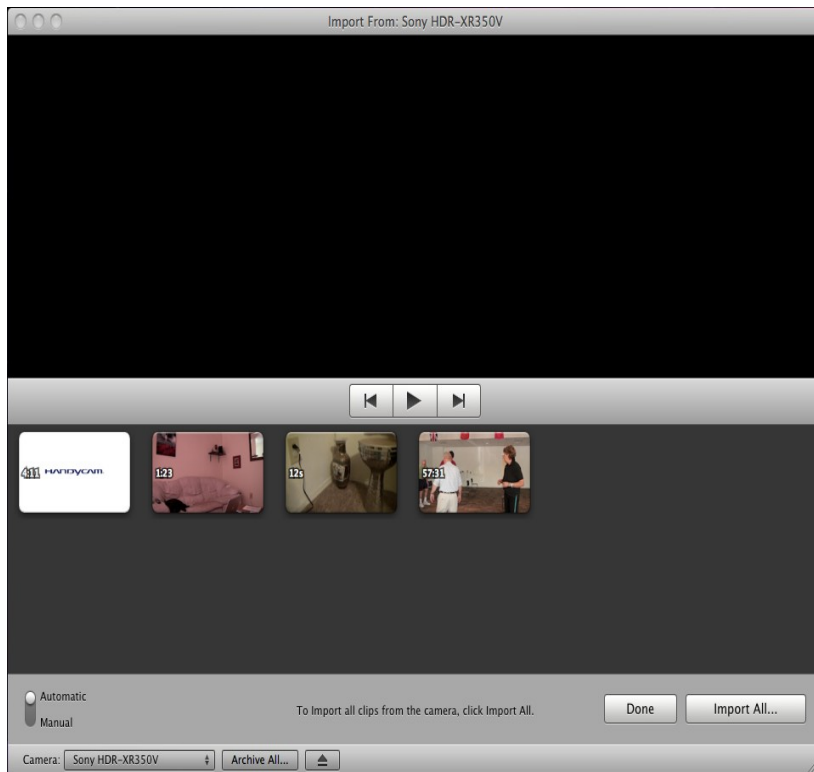
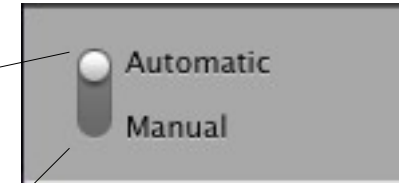


Log and Capture

- If you have already recorded footage on another camera, you can connect your camera to your laptop and capture the footage with iMovie. The captured footage will import directly into your File Storage Area.
- To choose a connected camera for import, choose your camera from the drop down menu. Make sure your camera is in “playback” or “VCR” mode if your camera runs off of tapes.

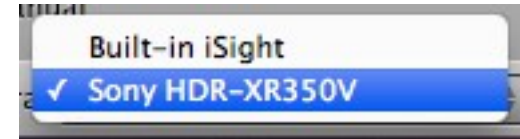


- Next you will capture footage. This can be done automatically (all footage will be imported) or manually (you can choose which clips you want to import)

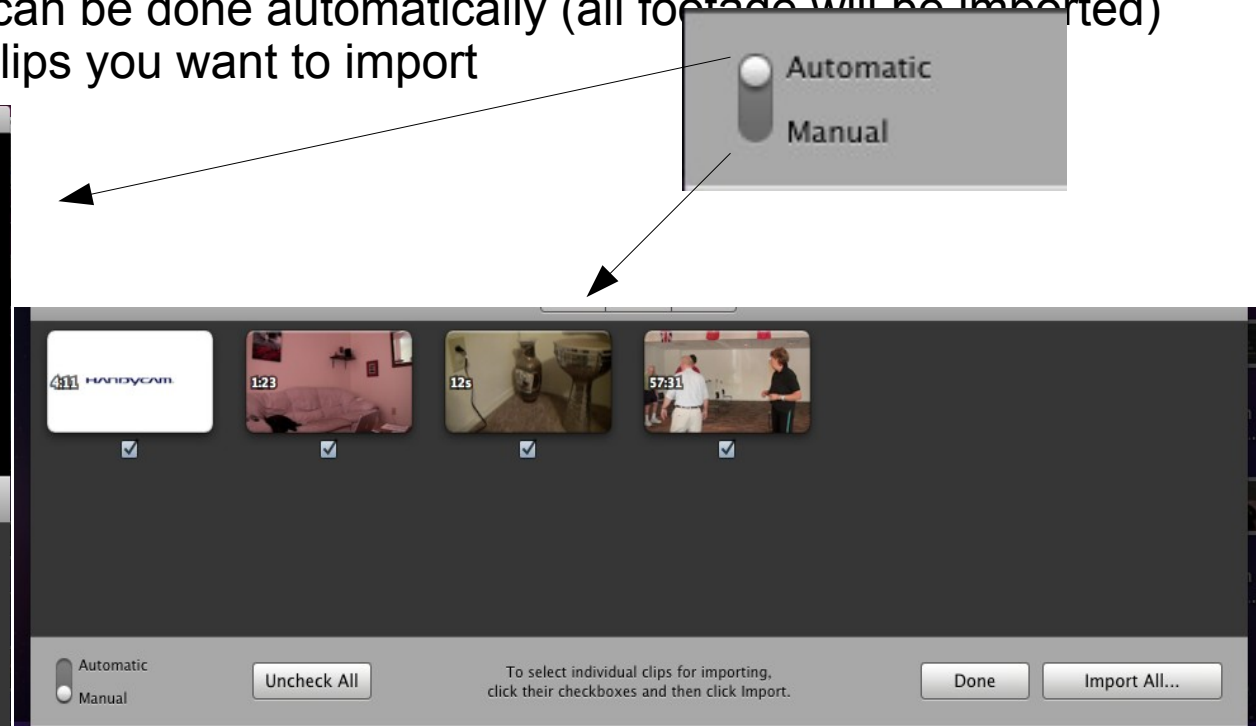
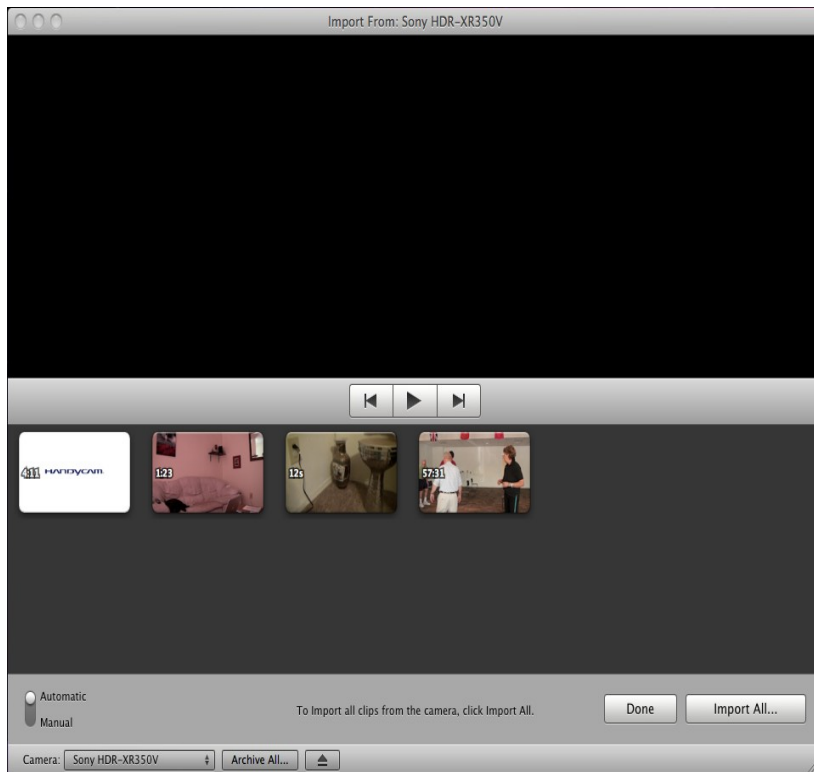


Log and Capture

- If you have already recorded footage on another camera, you can connect your camera to your laptop and capture the footage with iMovie. The captured footage will import directly into your File Storage Area.
- To choose a connected camera for import, choose your camera from the drop down menu. Make sure your camera is in “playback” or “VCR” mode if your camera runs off of tapes.



- Next you will capture footage. This can be done automatically (all footage will be imported) or manually (you can choose which clips you want to import)



Log and Capture

- Once you're done, the footage will show up in the File Storage Area.

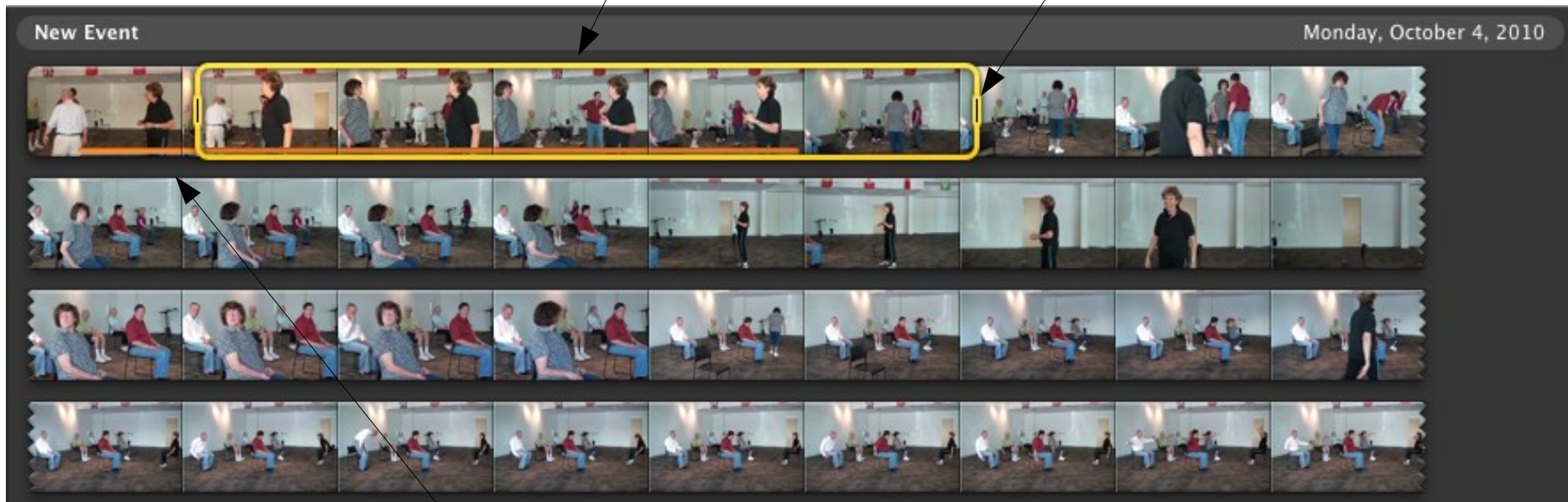


- Continue recording and storing clips until you have all the clips you want for editing.

Editing and Transitions: Getting Started

Editing and Transitions: Getting Started

- Once you have imported your files, you can select portions of your video and drag them into your Timeline. To do this, click on the clip in the File Storage Media area at the beginning of clip portion you wish to use. Next drag the mouse to the end of the clip portion you want to select. Let go. Place the mouse somewhere on the selected clip, click, and drag it to the Timeline. If you need to adjust the length of your selected clip after your first selection, then click on the double lines on the sides. The arrow icon will change.



- Once you have added a clip to the Timeline, you will see an orange line on the footage

Editing and Transitions: Getting Started

•This button has the same function as clicking on and dragging a highlighted piece of footage. Once you have highlighted a clip, you can push this button and the file will transfer over to your timeline.



Here are some other buttons that allow you to edit in the Storage File Area:

Green Star: This button lets you mark your favorite footage by putting a green line through it

White Star: This button removes the green line

Red X: Delete the clip from your Storage File Area

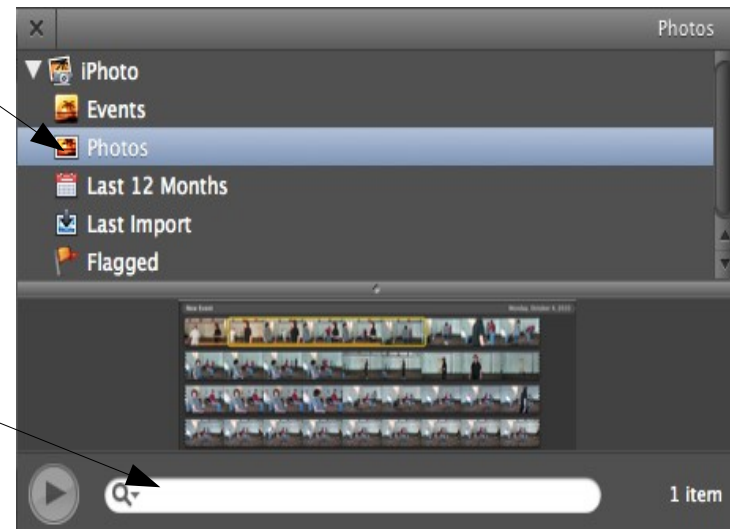
Editing and Transitions: Getting Started

- Aside from adding video to the timeline, you can also add any extra music/sound files, photos, or external video files.



- New files can be imported by clicking the buttons here to open up the audio and photo import windows

- Files can only be imported from iPhoto (for photos) and iTunes (for music/audio)
- Note: Imported files can only be dragged into the timeline. When you have a file, just click and drag it to the timeline.
- If you know what file you're looking for, you can use the search area to narrow down to your file.



Editing and Transitions: Getting Started

- Most editing will be done by 1. dragging clips around in the timeline, 2. shortening and lengthening the ends of the clips, and 3. cutting/splitting clips.
- In the timeline, you can move the ends of the clips in and out to lengthen or shorten the end of the clip.
- To cut a clip in half, move the scrubber to the location you want to cut and control or right click on the scrubber. Choose “Spit Clip.”
- Before we get too far, there is one important thing to note about iMovie. This software is NON-DESTRUCTIVE. This means that when you edit or delete material in the timeline, you are NOT deleting it permanently. The easiest way to experience this is by dragging a file down into the timeline and moving the ends of the file back and forth. By shortening the beginning or end of the clip, you are not deleting the material. This is apparent because you can expand the clip back out again.*

Editing and Transitions: Getting Started

- Now that you know how to import material, drag material into the timeline, and cut material, you are ready to incorporate transitions, add effects, and insert text.
- If you look to the left most end of your clip (whether it be photo, video or audio), you will find a little icon that looks like this



VIDEO



AUDIO

- Click the little arrow and your video and audio manipulation/effects options will pop up.
- You can also highlight a clip and use this button to pop up the information window..



Editing and Transitions: Video Adjustments

- Below are the video adjustment options you receive when you click the information tab for video.

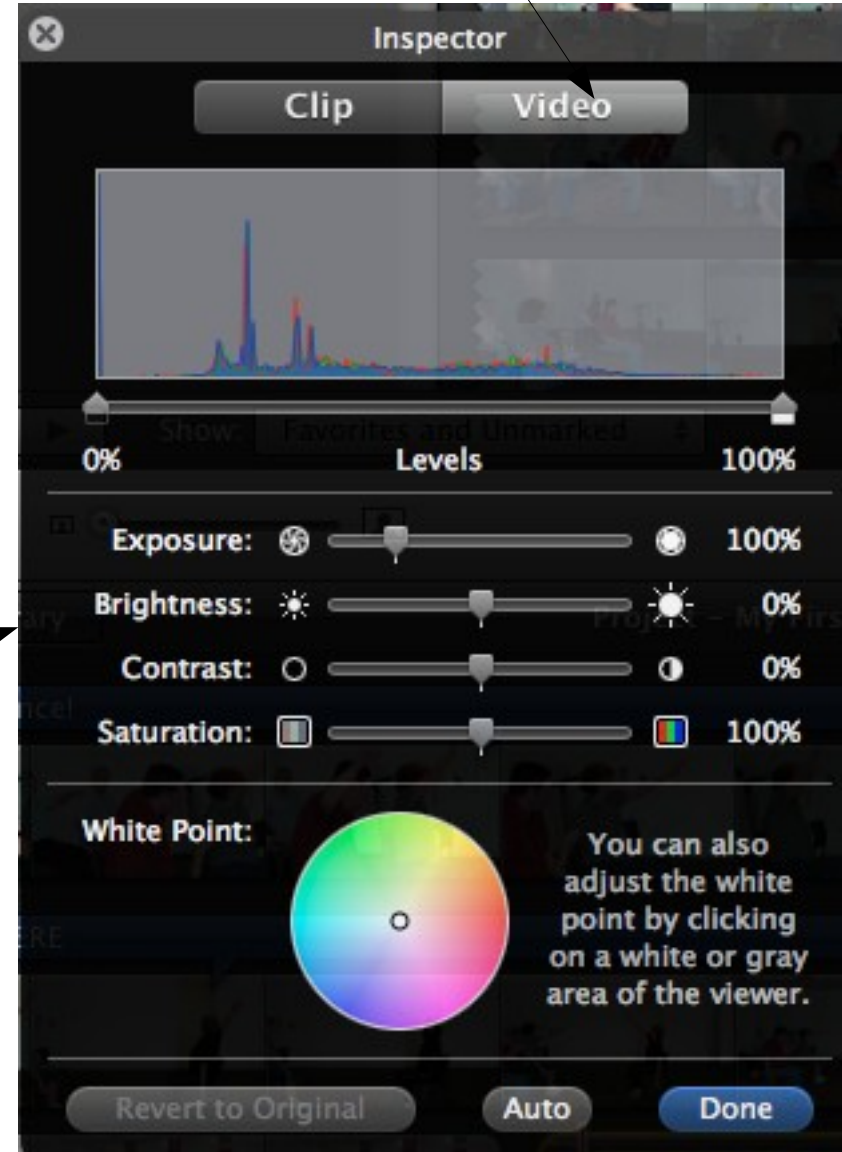
Clip edit options



Duration: Adjust the length of the clip

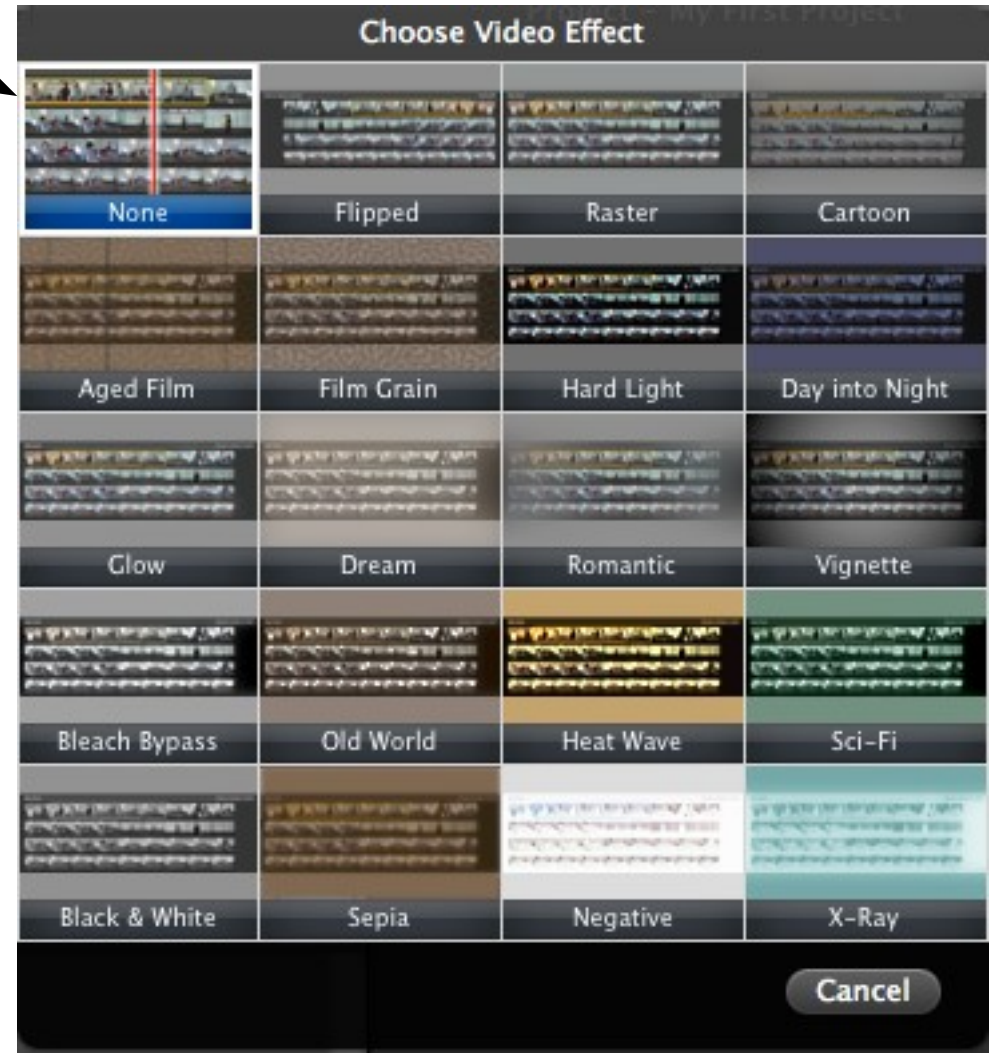
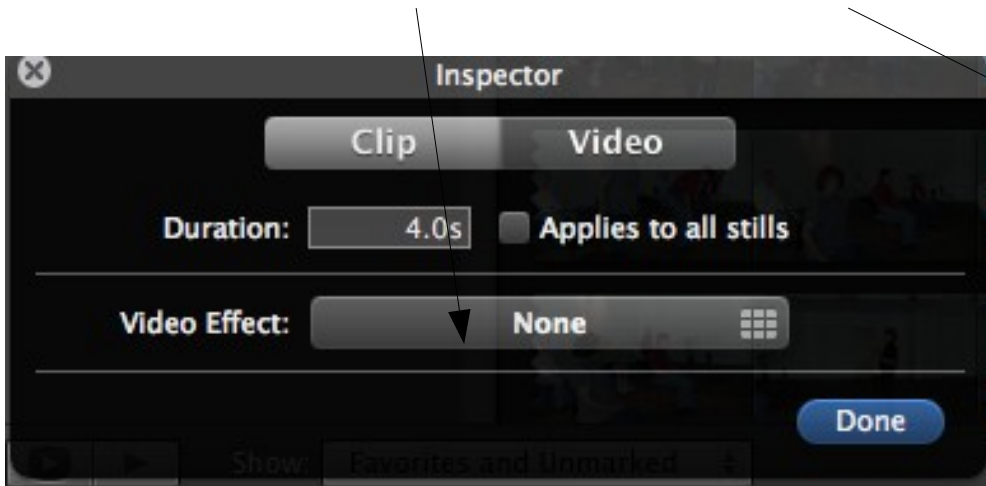
These options are usually used to make the video clip "look better" or more like what our naked eye sees. Try these different effects out to see how they affect your video

Video edit options



Editing and Transitions: Video FX

- Next we have Video FX. Video FX are different effects that can be placed on a video clip to alter the way it looks.
- Click on this button and the video FX window will pop up.

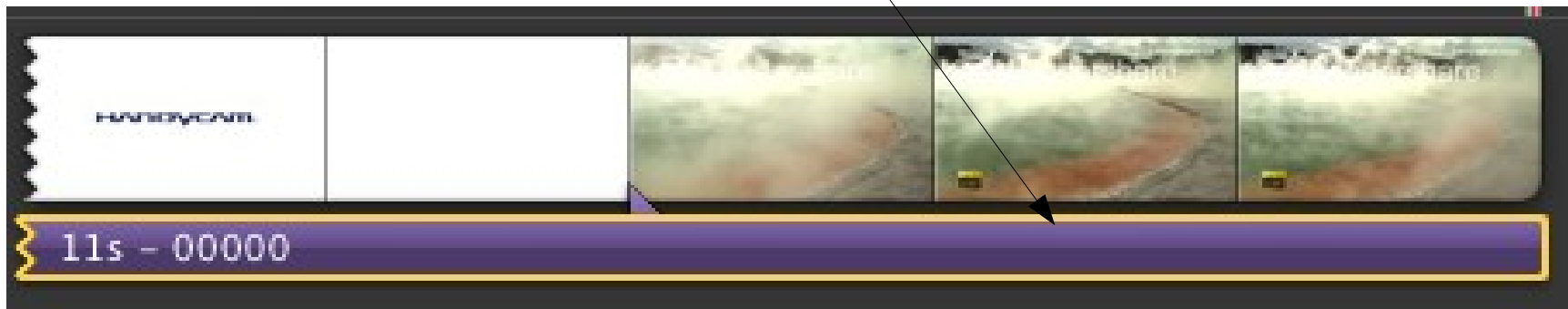
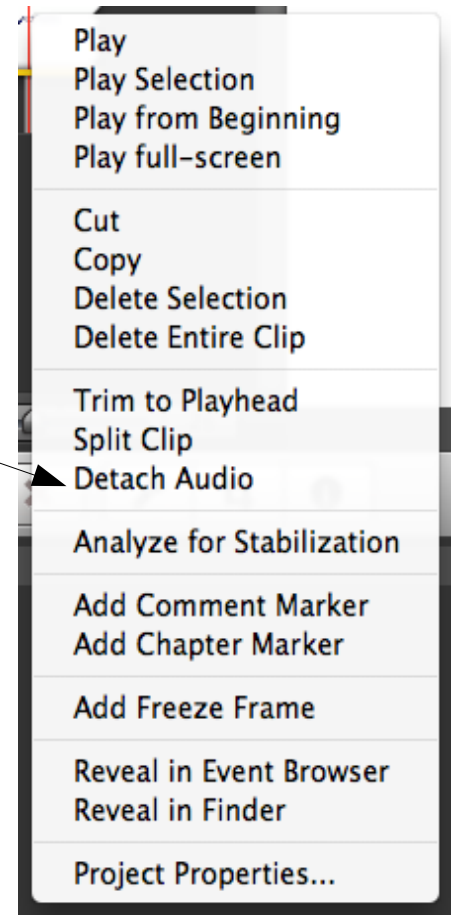


- Hover the mouse over the different video FX and you will see how they affect the video clip you have chosen to manipulate.

Editing and Transitions: Audio FX

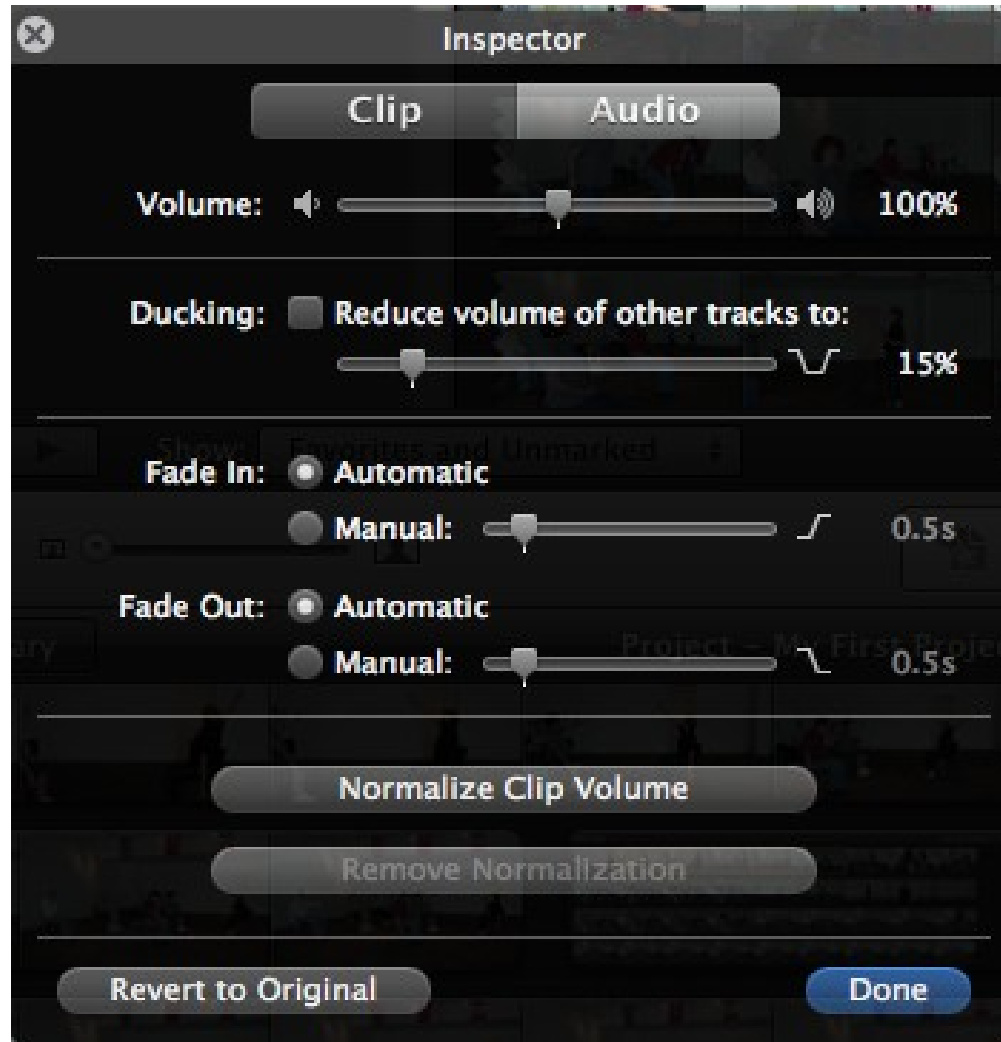
- The easiest way to work with the audio file from a video clip is to extract it so that you can see the audio separately in your Timeline. To do this, right click on the video clip and choose “Detach Audio.”

- Your audio will show up as a purple line under your clip.



Editing and Transitions: Audio FX

- When you click the information icon for your audio, this will show up. Like video adjustments, these effects are intended to make audio sound better, rather than distort the audio.



Editing and Transitions: Photo FX

- Lastly we will talk about Photo Effects.
- Here are some other options for working with your Photos:

•**Fit:** Fits entire image into the window, if the aspect ration of the picture is different than the window, you will see black space, as in this image

•**Crop:** Allows you to crop your image

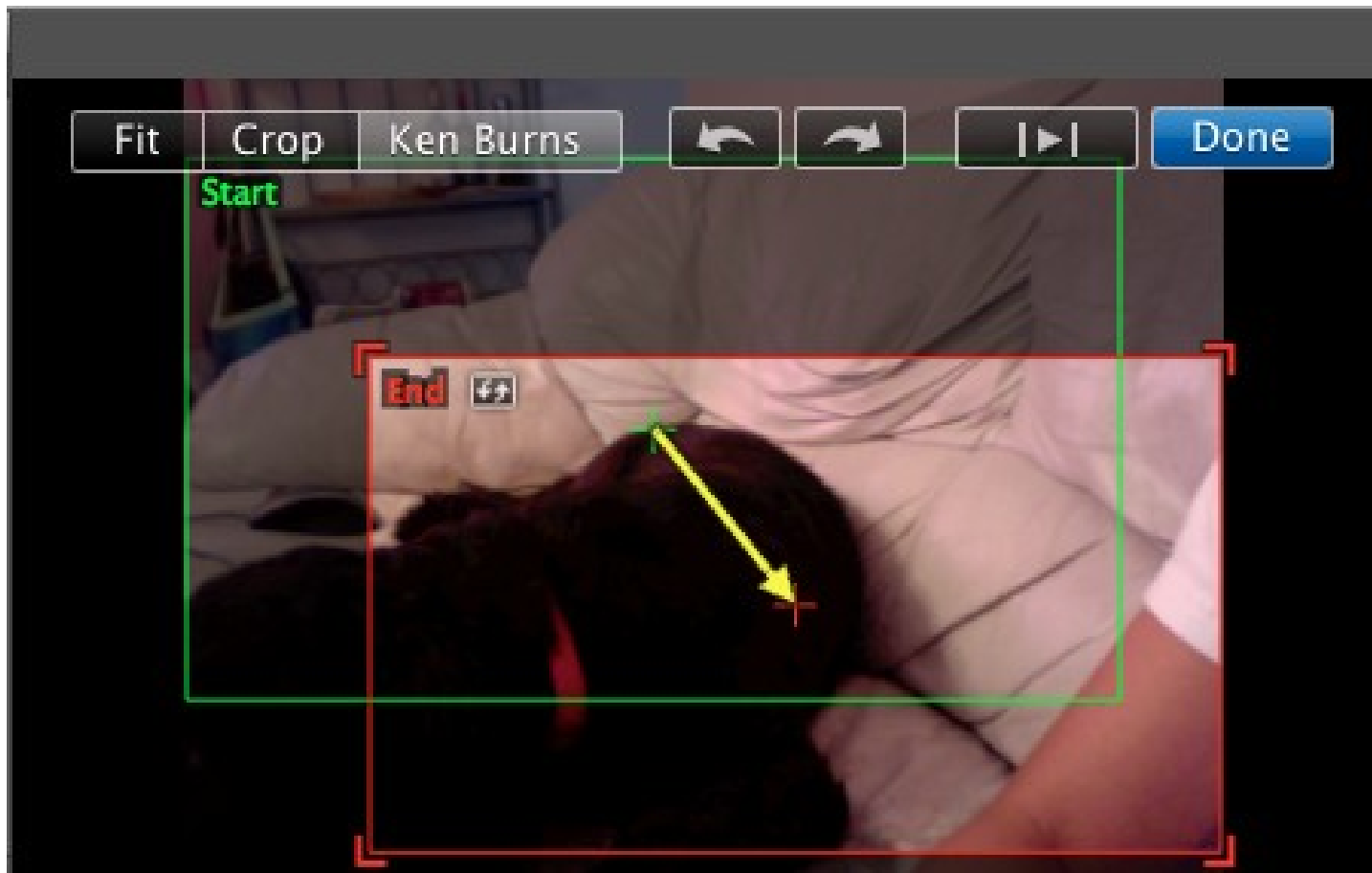
•**Ken Burns:** Makes images move across the screen.

•**Rotation buttons:** Allows you to rotate your image in 90 degree increments



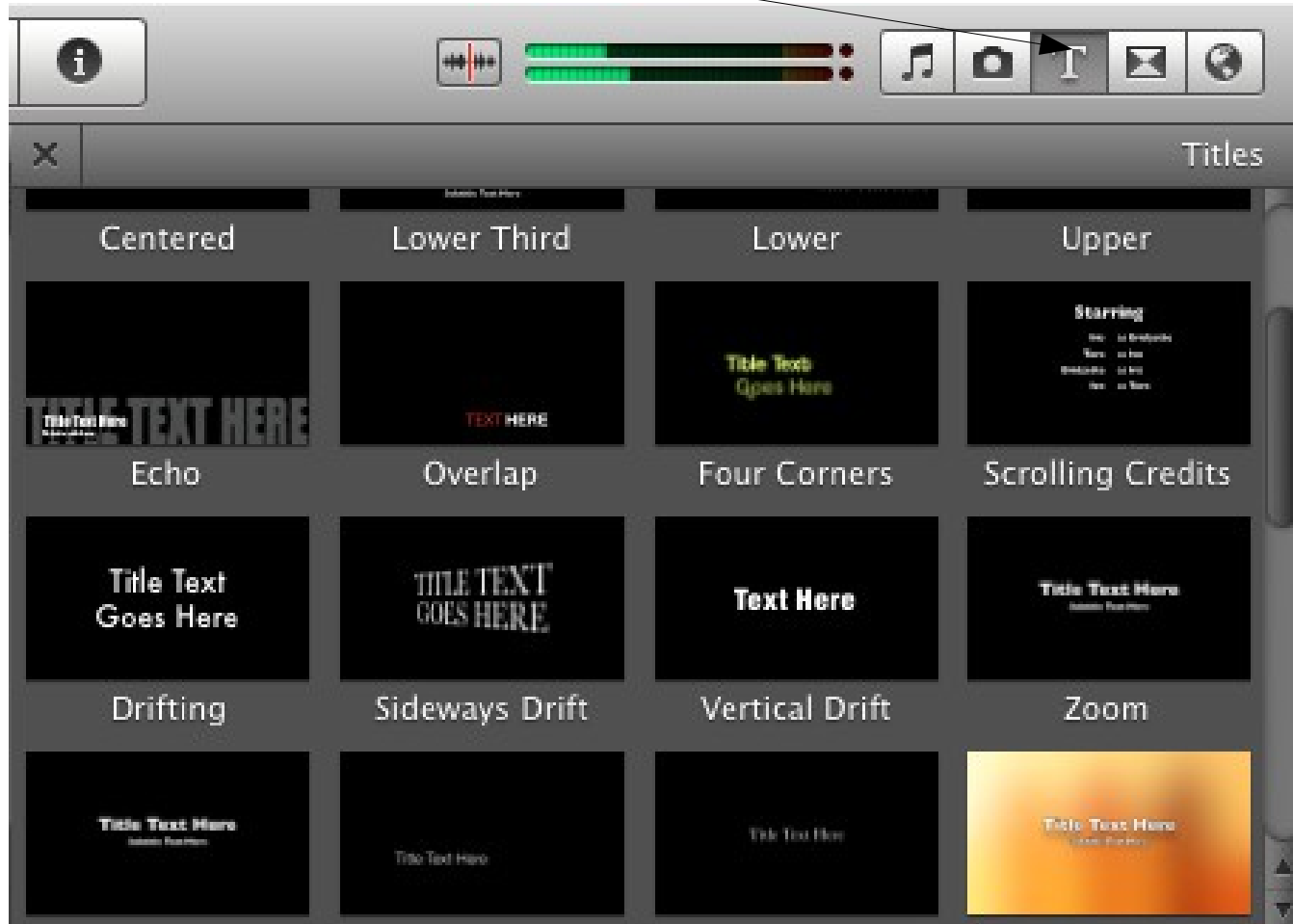
Editing and Transitions: Photo FX

- To use Ken Burns, you will see two boxes, one green (start window) and one red (end window). These represent the beginning and end points of your clip. For the duration of your clip, your image will move from the beginning to the end point.
- Note that if you choose a long distance between your green and red box, and your clip is short in length, the image will appear to be moving very quickly.



Editing and Transitions:

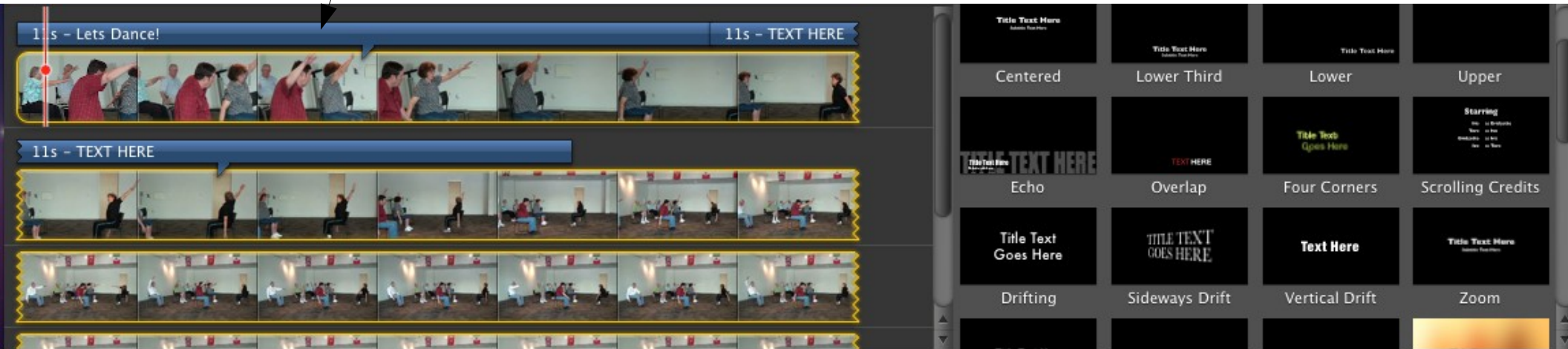
- Another way to work with footage is to add text to your movie. To look at text options, click on the button with a “T” in it.



- You will see several options for animated and still text. If you hover your mouse over these options, they will animate a preview so you can see their behavior.

Editing and Transitions:

- Once you have chosen a text style, drag it to your timeline. It will show up as a blue line above your video clip.

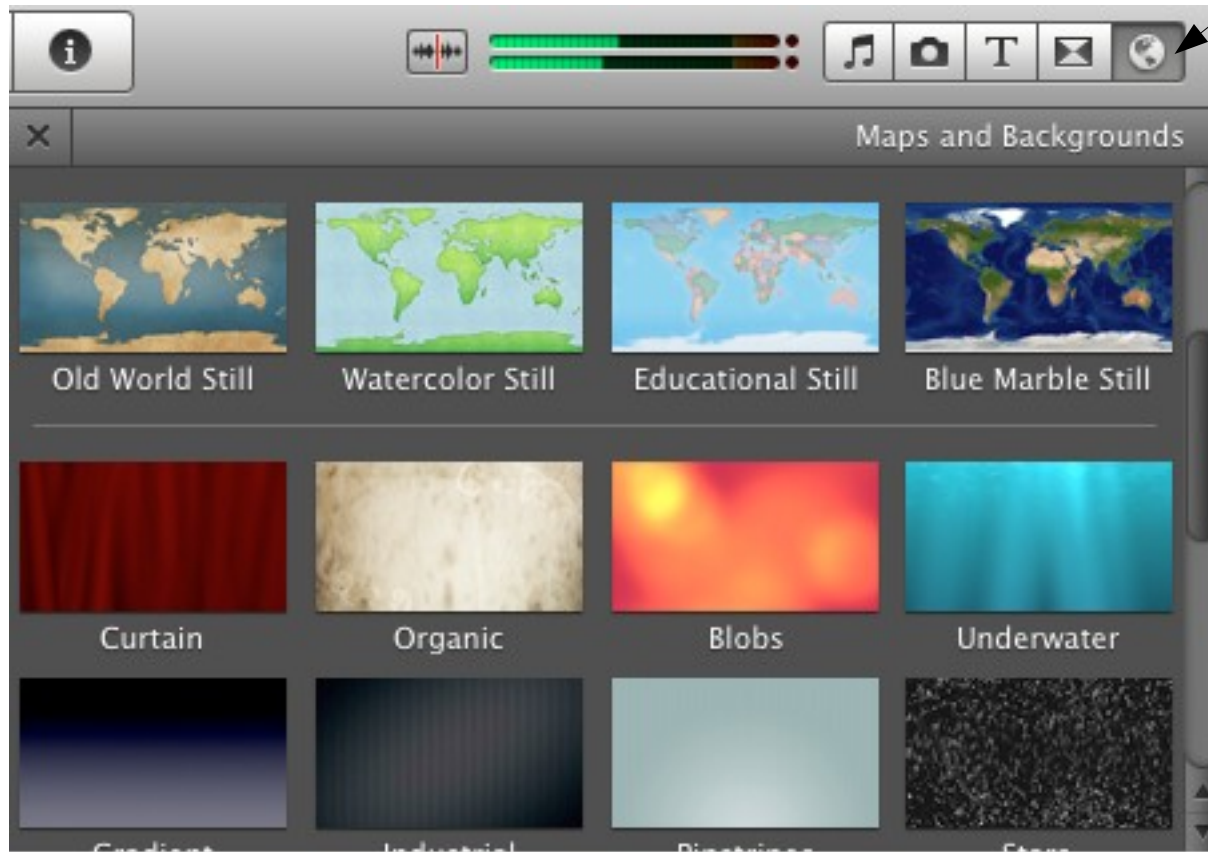


- Once you have it in your timeline, you can edit the text. You will do this directly in the viewer window.



Editing and Transitions: Backgrounds

- If you would like to have your text on a blank screen (rather than on top of video), there are background styles you can choose from. To view the backgrounds, click on the globe icon.

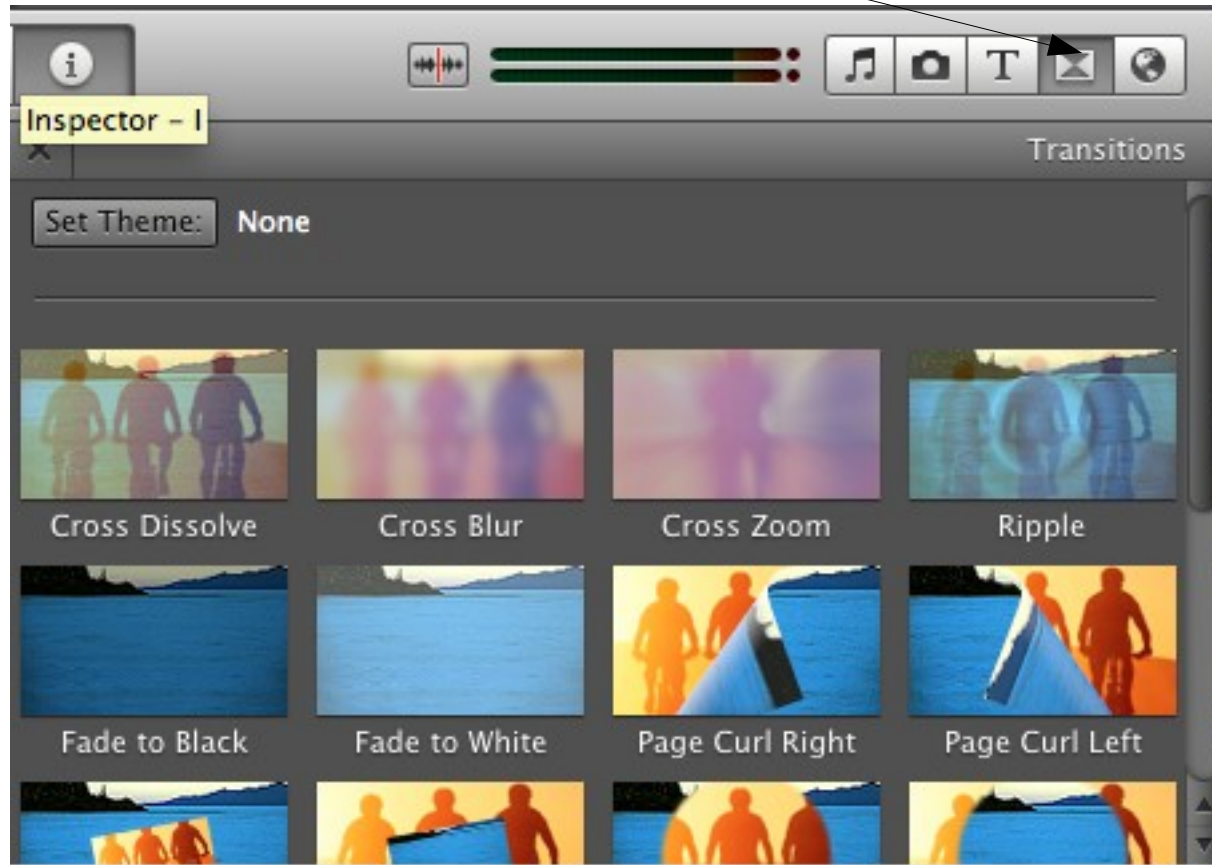


- Once you choose a background you like, drag it into your timeline. It will show up in your actual timeline amongst the clips.

- NOTE: All video clips, photos, and backgrounds will show up in your main clip sequence. Text appears above the main clip sequence, and audio below the main clip sequence.

Editing and Transitions: Transitions

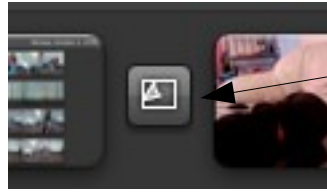
- Once you have your clips edited and set in the Timeline, you can add transitions. This affects the way one clip moves to another.
- Press this button to see the Transitions.



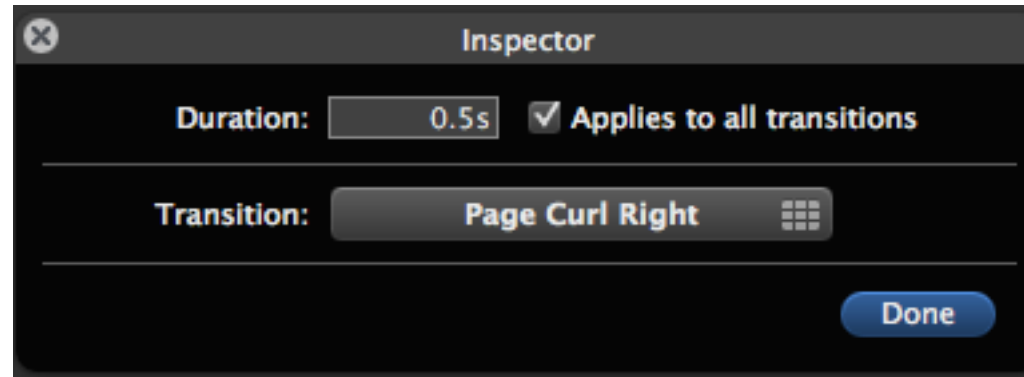
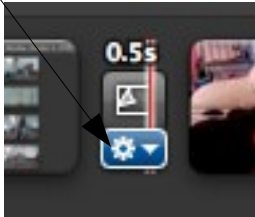
- You will see the different transition options. Hover your mouse over the transitions and you will be able to see what they do.

Editing and Transitions: Transitions

- Drag the transition between the two clips you want to affect. You will see this when you do it.

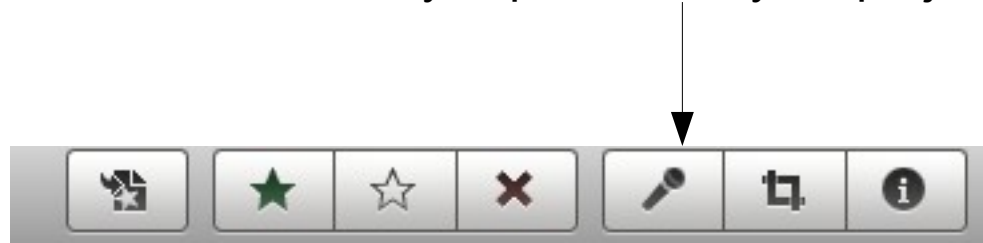


- If you want to alter the transition length or actual transition, then click on the information button. This window will pop up.

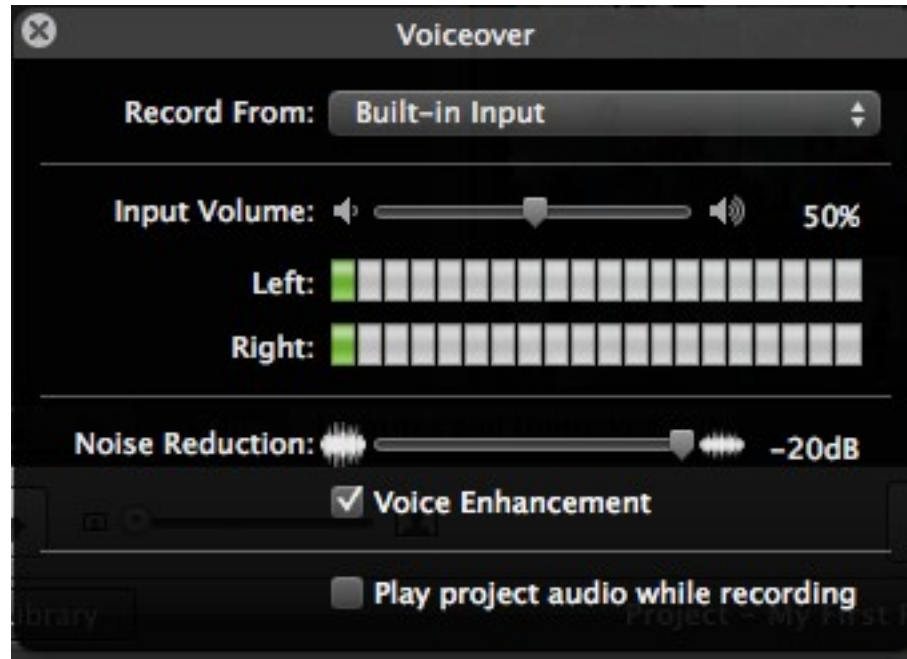


Editing and Transitions: Voice Over

•If you wish to create new audio or voice overs for your movie, you can do this by clicking on the microphone button. This works in the same way as your iSight capture in that you can record material which will be automatically imported into your project.



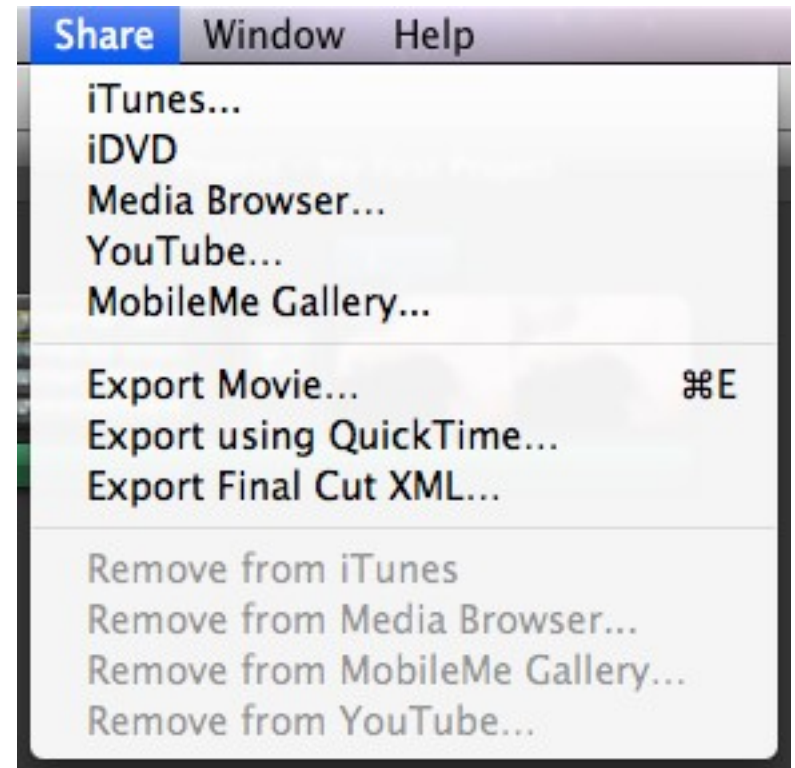
•Once you press the button the window below will pop up. As you can see there is a drop down menu titled “Record From.” If no external microphone is connected to your laptop, you will record from your built in microphone. However, if you have an external microphone connected, you can choose it from this drop down menu.



Compressing Footage

Compressing Footage

- Once you have edited your footage you are ready to compress your footage to either post online or burn onto a DVD.
- There are several compression types that you can choose. I will suggest a few for the most common video uses.
 - Compression into a movie
 - Compression into a .mov quicktime file
 - Compression for DVD
- To compress footage, go to the share tab
- I suggest using either “Export Movie” or Export using QuickTime” for the web



- To export for a DVD, use the iDVD option
 - iDVD will automatically open and your video will automatically be imported into iDVD

Other Important Information

Other Important Information

Don't forget that the footage is NON-DESTRUCTIVE. Have fun and explore the different tools available. It won't permanently alter your footage. If you need to start back from the beginning, just drag the original raw footage file from you File Storage Area back into the Timeline.

***Any editing done in the timeline does NOT affect the raw footage files in the File Storage Area