

# iMovie Tutorial

## An overview of how to edit digital video using iMovie HD '06

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## Section 1: Connecting a Camera and Importing Video into iMovie

After filming your digital video, it's time to import the footage into iMovie. Connecting the digital camera and importing the video onto your hard drive is the first step to editing your movie.

### Getting Connected

To import the digital video clips into the computer, you must first connect the digital video camera to your computer via the FireWire port. The FireWire cable will normally be a standard 4-pin-to-6-pin cable. The 4-pin side goes into the camera while the 6-pin side connects to the FireWire port on the computer.

1. Connect the video camera to the computer with a FireWire cable (**Figure iMovie.1**).

Note: **FireWire** is an Apple created industry standard for high-speed technology connections. It is used for digital video, external drives, and video conferencing hardware. On the video camera, the 4-pin port is usually under a flap and labeled as FireWire, iLink, DV in/out, or IEEE 1394.

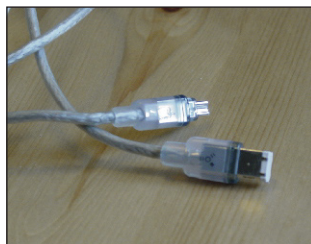


Figure iMovie 1

2. The camera needs to be set to the **Playback Mode** before importing. The switch near the

Record button will have a few settings. Depending on the make and model of your video camera, one of these settings will be VCR, VTR, or Play. Set the switch to whichever of these settings is on your camera (**Figure iMovie 2**).



Figure iMovie 2

Note: Once the switch is on the **Playback Mode**, the viewfinder will be activated. There may also be a light indicating that the camera is on.

### Importing (Capturing) Digital Video Into iMovie

Before editing your footage, you must first import the clips into iMovie.

1. With the camera turned on, set to its **Playback Mode**, and connected to the computer, open the iMovie application by clicking on its **Dock** icon.

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2. If this is a new project, click on **New Project** during the opening screen. If you are importing additional footage into a continuing project, then make sure that you choose **Open an Existing iMovie Project**. If you will be doing very little editing and only want to add titling, audio, and transitions, you can use the **Make a Magic iMovie** button (Figure iMovie 3).



Figure iMovie 3

**Note:** Creating new projects, opening old projects, or making Magic iMovies can also be performed in the **File Menu**. iMovie 6 also allows users to open multiple projects.

**Tip:** Be sure to make note of what you name your video project and where you save it. The default save location is the **Movies Folder**, but that can be changed to anywhere on the hard drive. You also need to be sure to select the correct format for your video in the **Create Project Window**. The most common format choice will be DV, but iMovie also has options for **DV** widescreen (16:9), high definition, MPEG-4, and iSight, (Figure iMovie 4).

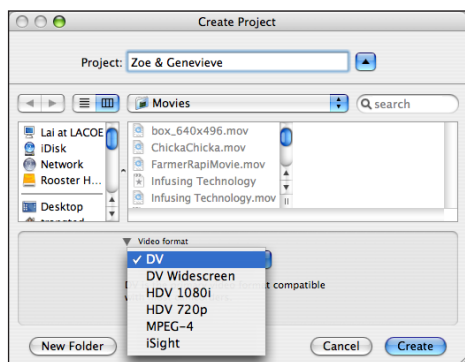


Figure iMovie 4

3. Click on the little picture of the camera on the **Import/Edit Slider** (Figure iMovie 5). This puts your computer into the **Camera Mode**. In the **Camera Mode**, the playback controls can be used to control your connected video camera. You can review your footage and decide on what clips you would like to import. This is also the screen you need to have on when you are exporting your video back to camera.



Figure iMovie 5

4. To import your footage, click on the **Import Button**. When done capturing your footage, you can click on the **Stop Button** (represented by the square) or on the **Import Button again**. The **Import Controls** also allow you to play, fast forward, rewind, pause, and cue up footage prior to importing it into your project (Figure iMovie 6).
5. Disconnect the camera after all the video has been imported. Once you have video clips on the **Clips Shelf**, you're ready to begin the different steps to editing your video. Clicking on the **Scissors Switch** will allow you to edit your movie.



Figure iMovie 6

**Note:** During the import, thumbnail pictures of the video clips will appear on the **Clips Shelf**. If the camera has been set-up correctly (date and time is set), then a new clip is created for each time the record button was pressed on the video camera during filming. Each clip will have the total time indicated on the top of the frame and the name of the clip on the bottom of the frame. You can change the name of the clip by clicking once on the name and typing a new one. You can also change the name by selecting the clip and pressing **\_I** to **Get Info**.

**Tip:** Turn off the video camera after you have finished importing footage.

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## Section 2: Using the Timeline

The Timeline has often been called the heart of iMovie. This is where you can visually see the entire movie project with the audio tracks.

It's often beneficial to begin a project by putting all the clips you would like to use into the **Timeline**. There are two timeline views that can be activated by a pair of buttons above and to the left of the **Timeline** (**Figure iMovie 7**). The **Storyboard View** or **Clip View** is represented by a little film clip icon. This view enables you to see all your clips in the **Timeline** as uniformly-sized squares. The **Timeline View** can be selected by clicking on the little clock. This mode displays all the pieces of your video in lengths relative to their time. In this view, you can see the two extra audio tracks, edit audio levels, or synchronize the audio to the video.



Figure iMovie 7

**Note:** iMovie is a “drag-and-drop” program. You can basically accomplish any task through dragging and dropping or by clicking on an apply button.

1. Begin by viewing all the clips you have stored on the **Clips Shelf**. Users can preview a clip by selecting it and clicking on the play button.
2. When you find a clip you definitely want to utilize, click and drag it to the **Timeline** to add it to your project.

**Tip:** Because of the uniform size, it is often easier to use the **Storyboard View** while adding clips to your project.

3. If there are any clips that you definitely want to throw out, you can delete them. They will go to the trash and remain there until you empty the trash in the **iMovie Menu Bar** (**Figure iMovie 8**).

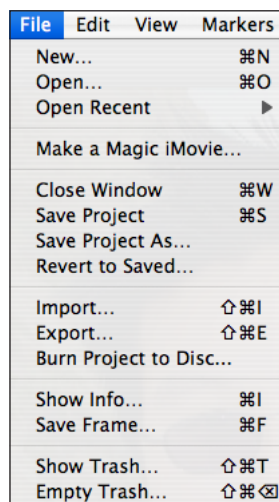


Figure iMovie 8

**Note:** The **Trash Area** will tell you how many megabytes or gigabytes of clips you have thrown out. There is also an indicator for how much free space is still available on the hard drive (**Figure iMovie 9**).

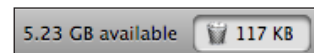


Figure iMovie 9

**Tip:** If the free space on the hard drive is dwindling, and playback begins to stutter, delete some clips you don't need and empty the trash. To empty the trash, navigate to the **File Menu** and select **Empty Trash**.

4. When you're dragging clips to the **Timeline**, make sure they are all in the correct order you want.

**Tip:** Before deleting and emptying the trash, make sure you really want to get rid of those clips. If you have ample hard drive space, it's often easier to allow spare clips just to stay on the **Clips Shelf** until the whole project is completed. To view the contents of the Trash, click on the trash icon or navigate to the **File Menu** and select **Show Trash**.



Figure iMovie 10

**Note:** You can view what you have added to your **Timeline** by clicking the **Play Button** (**Figure iMovie 10**). There is also a **Play Fullscreen Button** that will play your video on the fullscreen. The blue triangle and line that move while the video is playing is called the **Playhead**. If you have one clip selected on the timeline, you will only view that single clip when you press the **Play Button**. If you click somewhere else on the iMovie screen, it will de-select that individual clip and allow you to view the whole project.

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## Section 3: Adding Themes, Titles, and Credits to Your Movie

Titles and credits are two of the things that separate an iMovie from an unedited video recording. There are a number of titling options that range from silly to professional. New to iMovie 6 are cinematic themes that add animated, artistic flair to your video.

### Titles and Credits

Titling is one area in iMovie that is almost entirely customizable. Among the things that can be altered are the type of title, length of time the title appears, font, font color, font size, and background for the title (over black or superimposed on a clip). The **Titles Panel** also has choices for subtitling and credits.

**Note:** iMovie has several different options for editing and enhancing your video project. All of these areas are accessed through the **Control Palette**. The options include **Clips, Themes, Media, Editing, and Chapters**. Some of these have additional options. For example, the **Media Button** is the way to access the images in the iPhoto library as well as audio (music and sound effects).

1. Click on the **Editing Button** in the **Control Palette** (Figure iMovie 11). This will display more options at the top of the **Control Window** that include **Titles, Transitions, Video FX, and Audio FX**. Selecting the **Titles Button** will give you multiple selections of the possible titles that you can use. Some of the titles are grouped into families. Clicking on a title family will expand the list to display similar titling effects.

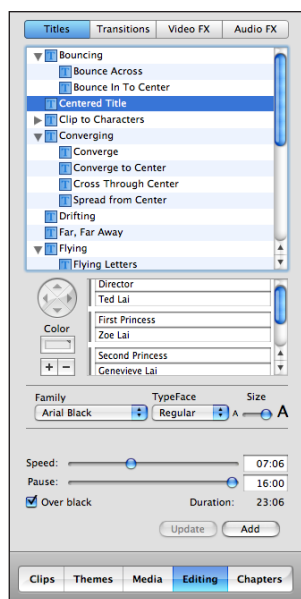


Figure iMovie 11

**Note:** To input a title, enter words in the text field. Additional text field boxes can be added to certain titling choices by clicking on the **Plus Button**. This is especially useful for long titles and for credits.

2. There are several options for altering a title. The customizing options are below the titling choices (Figure iMovie 12). The **Speed Slider** is used to adjust how quickly or slowly the title will appear. Some title styles also allow you to use the **Pause Slider**. The length of pause will vary the amount of time the title's text will stay on screen before moving on or disappearing.

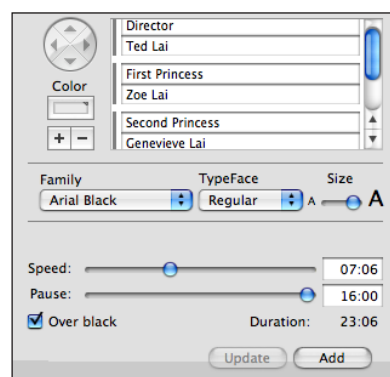


Figure iMovie 12

**Note:** The total time for the title will appear in the thumbnail picture at the top of the panel. It is broken into the number of seconds and frames the title is active. For example, 12:15 would be 12 seconds and 15 frames. There are 30 frames per second.

**Note:** If you put the title over a clip, the clip must be long enough for the length of the title. For example, if a title is 5 seconds, the clip needs to be at least five seconds if the title is superimposed over that clip.

3. The round quad-directional button will allow you to alter in which direction your title moves. Not all titles allow the motion to change. Some titles, like Bounce Across, also allow you to alter other aspects of it, like the amount of 'wave' in the title.
4. The **Color Box** allows you to change the color of the font. The **Over Black Box** will put your title over a black screen. This is the option to select if you don't want any clips to be covered by a title.

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5. Choose a font from the **Family** pull-down menu. The style of the font can be altered with the **Typeface** menu. The font size can be adjusted with the **Text Size Slider**.

*Tip:* Larger font sizes are usually easier to read in the titles and credits, but subtitles usually have a smaller font. If you have a title over a dark background, choose a brighter font color and vice versa. The longer a title, the smaller the font will be.

7. When you are ready to insert the title, select the colored 'T' next to the style you have chosen, and drag it to the section of your movie where you would like to insert it. Alternately, users can select the **Add** button or click the **Check** mark on the preview screen. It will appear as an extra clip and begin rendering. When the red line goes across the clip and disappears, then rendering is complete.
8. Subtitles and credits can be added in the same way as titles. Credits are found in the **Titles Panel** within the **Scrolling Family** (Figure iMovie 13). The main formatting difference between titles and credits is that the text in the credit fields works in pairs. For example the top box can be used for the role and the bottom box for the person who took that role. To add more text fields, click on the **Plus Button** in the **Titles Panel**.

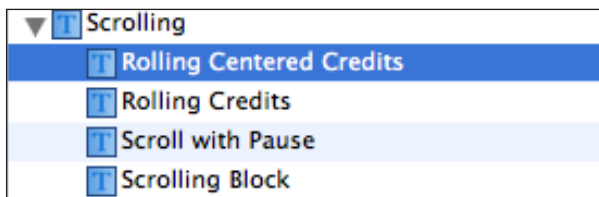


Figure iMovie 13

*Tip:* In titles, subtitles, and credits, always check the spelling before beginning to render.

9. Once rendered, titles can be deleted, moved, or edited. To edit an existing title, select it in the **Timeline** and navigate back to the **Titles Button**. You can now make changes to it. Click on the **Update Button** when you are done.

*Note:* Titles can be added anywhere in a movie.

*Important Tip:* Save frequently.

## Themes

Themes are cinematic animation clips that integrate images and text. They are new to iMovie 6 and are similar to the full-motion themes found in iDVD. There are multiple families of themes that can be accessed by selecting the **Themes Button** on the **Control Palette** (Figure iMovie 14). Themes can be used in lieu of titles and credits, or they can be added in addition to them.

1. First of all, a theme must be selected. Click on the **Themes Button** and select a family of themes. The various groups can be accessed by the drop down menu at the top of the **Themes Panel**. The groups include **Travel, Road Trip, Pass Through, and Reflections**. Once a family has been selected, choose a specific theme style (i.e. Open, Credits, Bumpers, Lower Thirds).

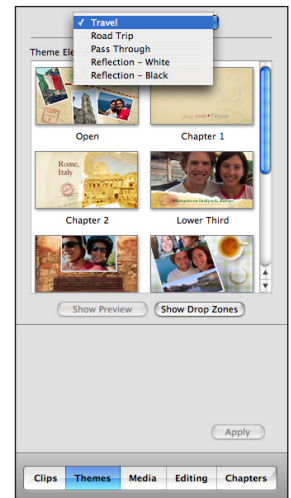


Figure iMovie 14

2. A **Drop Zone** window will become available (Figure iMovie 15). If the grey Drop Zone window does not appear, click on the **Show Drop Zones Button**. Drop zones give users easy drag-and-drop functionality for adding images and video into the chosen theme. To add a video to an open drop zone space, click on **Clips** and select a video clip to go into a space. To add a photo to an open drop zone space, click on the **Media** button, choose **Photos**, and select an image to drag onto the drop zone. Each numbered space in the **Drop Zone** window corresponds to a dark grey area in the theme.

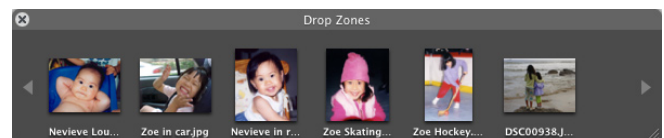


Figure iMovie 15

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3. Some themes require text for the title or the credits. Enter the appropriate information.
4. Preview the customized theme in the **Viewer Window**. If no preview is playing, click on the button marked **Show Preview**. When the theme is customized, all images and video added to the **Drop Zone** window will appear in the theme (**Figure iMovie 16**). Click on the **Apply** button or the **Check** in the **Preview** to add the theme to your movie.

*Tip:* Add themes and titles between segments to lend a touch of class to a movie.



Figure iMovie 16

## Section 4: Audio

Another professional touch in iMovie is the ability to add audio into your project.

### Adding Audio

**Audio** refers to any sound you might add to your movie. These include sound effects, music, and audio dubbing (recording narration or other sounds). Apple has integrated the iLife applications seamlessly, so iPhoto, GarageBand, iTunes, iMovie, and iDVD work very well together. This means that your entire iTunes Library, including music you have created in GarageBand, is available for any movie you create. There are three libraries of sound effects that come with iMovie 6.

*Tip:* There are several extra audio and special effects created by third-party companies. If you do a general search on the Web for 'iMovie effects' or 'iMovie sound effects,' you can find some great add-ons to iMovie.

1. To add to or alter the audio, make sure that you are in the **Editing Mode** (scissors switch).
2. Click on the **Media Button** in the **Control Palette**. This accesses the audio and photo libraries. Click on the **Audio Button** at the top of the **Media** panel (this might be default selection). Activating the **Audio Button** will allow you to add audio from a CD, iTunes, or GarageBand (if the GarageBand file has been saved as an iLife Preview). The Audio Button also gives you the ability to record your own voice or sounds or add any of the built-in sound effects (**Figure iMovie 17**).

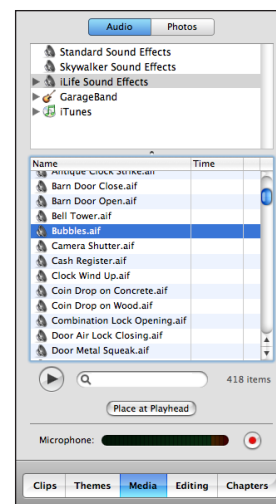


Figure iMovie 17

3. To add music to your video, select iTunes, Audio CD, or GarageBand. Choose the specific song desired and drag it to one of the **Audio** tracks in the timeline. You can also add it by clicking on the button marked **Place at Playhead** and it will be placed wherever the playhead is.

*Note:* When you add a sound, iMovie will automatically switch the project to **Timeline View**.

*Tip:* For fine tuning an audio clip's start time, you can move a sound effect or song by dragging it on the timeline or by clicking it and using the left and right arrow keys. The selected clip or sound will move one frame at a time with the arrow keys.

4. To add sound effects, click on the specific Sound Effects library and select the sound effect to add. You can sample the sound by double-clicking on the sound effect or selecting it and clicking on the **Play Button**. When you find an appropriate sound effect you like, drag it to one of the audio tracks or select **Place at Playhead**.
5. To record narration, voiceovers, or self-made sound effects, select Audio in the Media panel. Click on the red **Record Button** and begin speaking or making noise. Click on the **Record Button** a second time to stop the recording (**Figure iMovie 18**).

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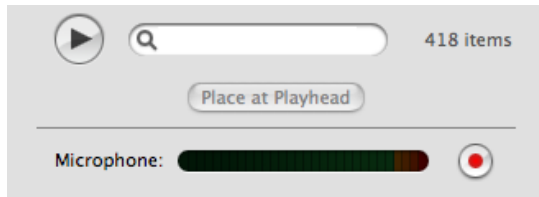


Figure iMovie 18

*Tip:* For optimum audio quality, put the sound source approximately 6-10 inches away from the microphone.

## Editing Audio

All audio levels can be adjusted by going to the **View Menu** and clicking on the **Show Clip Volume Levels (Figure iMovie 19)**. This will reveal audio reference lines along each of the audio tracks (there is one included with the video and two audio tracks under the video track).



Figure iMovie 19

1. Click on the line to create an action point. These points can be dragged up or down to fade in or fade out the audio of a track or sound effect. Alternately, if fading in and out is not required, the clip volume can also be adjusted as a whole with the **Clip Volume Slider (Figure iMovie 20)**.
2. Music and sound effects can also be shortened. Make sure that the **Show Clip Volume Levels** is not selected so that iMovie understands you are editing the length of the sound. When you drag the cursor to the beginning or end of a sound clip, you will see a black arrow to indicate you can edit the length. Click and drag the arrow inward to shorten a song or sound clip.

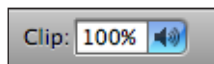


Figure iMovie 20

*Note:* The **Clip Volume Slider** can also be used to adjust the audio on a video track. To do so, select the video and slide the **Volume Slider** less than 100%. Audio tracks can also be muted by bringing the **Volume Slider** down to 0% or de-selecting that track's **Volume Box (Figure iMovie 21)**.

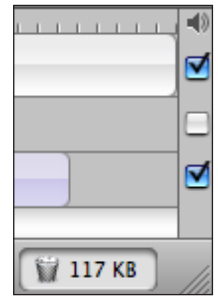


Figure iMovie 21

*Tip:* You can shorten songs and utilize a fade in or fade out to set the audio to match the video.

*Tip 2:* The **Clip Volume Slider** can also be used to increase the volume of a video clip if the recorded audio is low.

## Section 5: Working with Photos

Because of the tight integration of the iLife Suite, adding still photos to your iMovie is also a simple process. By clicking on the **Media Button** in the **Control Palette** and selecting **Photos**, you can include any photo from your **iPhoto Library**. The **Photo Panel** also gives you several options for displaying your photos in iMovie.

1. To add photos, click on the **Media Button** in the **Control Palette**. Clicking on the **Photos Button** opens the **Photo Panel (Figure iMovie 22)**.
2. You can select a specific album inside of your iPhoto Library by clicking on its name.
3. Select the photos you want to include from your iPhoto Library.

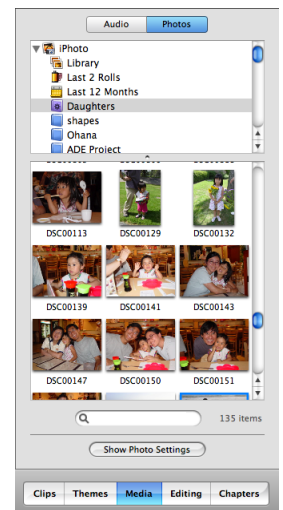


Figure iMovie 22

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4. To modify photos before importing them, use the **Photo Settings** palette. If it does not open automatically when an image has been selected, click on the **Show Photo Settings** button (**Figure iMovie 23**).

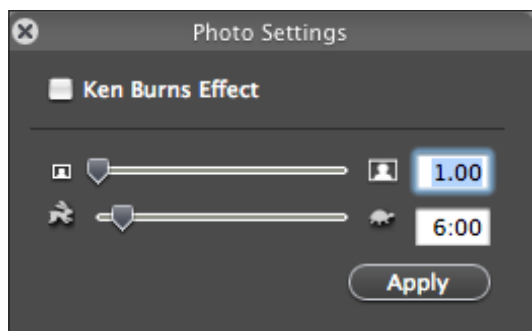


Figure iMovie 23

5. The **Hare and Tortoise Slider** will adjust the total amount of time the photo will appear. The **Zoom Slider** will adjust how much each photo will be enlarged.
6. When you have modified the photo you want to import, click on the **Apply Button**.

**Note:** To import photos not in your iPhoto Library, go to the **File Menu** and select **Import**. Locate the image you want to add and click on the **Import Button**.

7. The photos will be inserted in your **Timeline**, but you can drag them to the **Clips Shelf** or anywhere else in the movie.

## Creating Still Frames vs. Saving Frames

When working with iMovie, you can create a low-resolution image from your video footage. Any frame of footage can be converted to an image. There are two ways to do this. One way is to use the **Create Still Frame** option.

1. Move your playhead to the frame that contains the image that you want to use. This can be from a photo or video clip.
2. From the **Edit Menu**, select **Create Still Frame**. This creates a still frame that will appear on your **Clips Shelf**.

**Note:** You can edit the name of the still frame and adjust the length of time that it will play, but you cannot use the **Ken Burns Effect** to add panning or zooming functionality to it. To edit a clip's title or duration, double click the clip to access its information and change it.

**Saving a Frame** is similar to creating a still frame, but it allows you to save the image as a JPEG file. This provides more flexibility, but requires an extra step to import it into your project. The greatest benefit to saving a frame is that, as a JPEG, you are able to manipulate it with the **Ken Burns Effect**.

1. Move your **Playhead** to the frame that contains the image that you want to use. This can be a frame from a photo or video clip.
2. From the **File Menu**, select **Save Frame**. Enter a name and select a location to save your frame. You will also be given an option for the format of file (JPEG or PICT).

**Tip 1:** Be sure to note where you saved your image, or you will have difficulty importing it back into your project.

**Tip 2:** Stick to JPEG files because they are universal to any computer platform. PICT files are an image format often found on Apple Computers but not widely used on Windows machines.

3. Go to the **File Menu** and select **Import**. Navigate to where you saved your frame and select it. Click on the **Import Button**.
4. Your file will appear on the **Clips Shelf**. After dragging it to the timeline, you can use the **Ken Burns Effect** on it or change its name.

**Note:** A still frame created from a video clip will often look blocky. This is a result of the relatively lower-quality image sensors on a video camera vs. a digital still camera. Some cameras that have 3 CCDs (or 3 chips) or are high definition, will have a higher quality than a single CCD digital video camera when creating a still image from a frame.

## Using the Ken Burns Effect

The **Ken Burns Effect** allows you to pan across and zoom in or out of your photo. These effects can be customized and even turned off.

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**Note:** Ken Burns is the award-winning filmmaker whose documentaries are famous for panning across and zooming in and out of photos. The dramatic effects highlight different parts of the photo or reveal fine details to the viewers.

**Tip:** Do not select the **Ken Burns Effect** box if you are importing multiple photos. Each photo will import more quickly and without effects. You can modify or add effects to each image individually.

1. Select the box labeled **Ken Burns Effect** found in the **Photo Settings** palette (**Figure iMovie 24**).

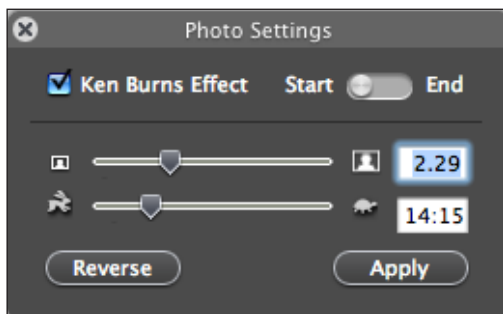


Figure iMovie 23

2. To zoom in on a photo, select a photo, press the **Start Switch**, and use the **Zoom Slider** to move to 1.00 or any other low number. Press on the **End Switch** and move the **Zoom Slider** to a greater number. Click on the **Apply Button**.
3. To zoom out of a photo, select a photo, press the **Start Switch**, and use the **Zoom Slider** to move to a number greater than 1.00. Press on the **End Switch** and move the **Zoom Slider** to a lesser number. Click on the **Apply Button**.
4. To pan across a photo, set the **Start** and **Finish Zoom** to the same value. Move your cursor over the preview picture in the **Viewer Window**. By clicking and dragging, you can move a photo. Change the center of the image to a different section in the start and end. Click on the **Apply Button**.

**Note:** The longer the duration of the photo, the slower the pan and zoom effects will be.

**Note 2:** Images can have a simultaneous pan and zoom.

**Tip:** By importing the same photo multiple times, you can incorporate a variety of effects on an image, like zooming in, holding for a few seconds, panning across, and zooming out again.

## Section 6: Video FX and Audio FX

Effects can be added to any video, still image, or audio segment. Used appropriately, they can alter the mood of a video, create amusing effects, or add a touch of professionalism to a movie project.

### Video FX

**Video FX** are any visual effects applied to a video clip or still image. Some **Video FX** include adding rain, altering colors, and changing the speed of a clip. Through the **Video FX Panel**, you can even age a film, cause an earthquake, or enlarge a character's nose.

1. To begin adding special effects, click on the **Editing Button** in the **Control Palette**. Next, click on the **Video FX Button** at the top. This will open up the **Video FX Panel** (**Figure iMovie 25**).

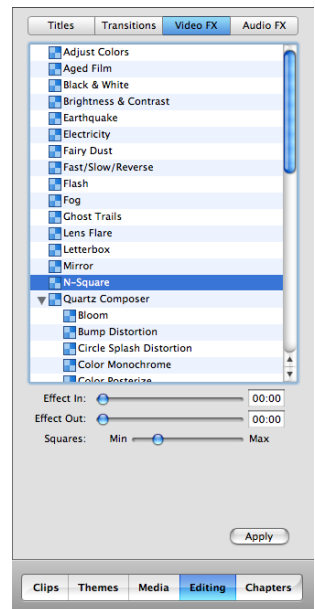


Figure iMovie 25

2. To add an effect to a clip, you must first select the image or video clip you want to change, then click on the special effect you want to use to modify it. A preview will appear in the **Viewer Window** (**Figure iMovie 26**). When you've decided on an effect, just click on the **Apply Button**, and it will render the effect.



Figure iMovie 26

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3. It is also possible to add effects to the titles and credits. Some effects can be layered. For example, a clip with rain can also be black and white.

*Note:* Effects, titles, and transitions will render faster when they are applied individually, but the total time involved in rendering things one at a time is about equal to the amount of time it takes to render multiple items all at once.

*Tip:* Do not try playing your video while rendering is going on.

## Audio FX

**Audio FX** are any digital changes to the audio of video clips, music, or sound effects. Through the use of **Audio FX**, voices can be altered and echo and reverb can be applied. There are also a host of other filters to improve or transform audio in iMovie.

1. To begin adding special effects, click on the **Editing Button** on the **Control Palette**. Next, click on the **Audio FX Button** at the top. This will open up the **Audio FX Panel (Figure iMovie 27)**. There are several choices of audio effects.

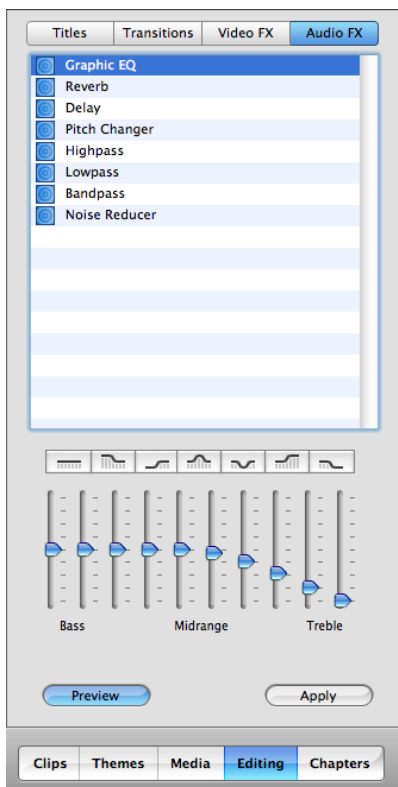


Figure iMovie 27

2. To add an effect to a clip, you must first select the video or audio clip you want to change then click on the special effect you want to use to. By clicking on the **Preview Button**, the altered audio will play in a loop. When you've decided on an effect, just click on the **Apply Button**, and it will render the effect.

3. Audio effects can be layered. For example, a clip with an echo can also have the noise reduced.

*Tip:* **Audio FX**, especially the **Pitch Change**, are fun for students, but emphasize the need for clear communication to students before they change their voice to sound like a chipmunk.

## Section 7: Editing Clips

Editing clips includes splitting single sections of video into two or more separate clips or cutting out any unwanted sections at the beginning, middle, or end of a clip. This step can be completed during the dragging of good clips to the Timeline, however, some people prefer to do the fine editing right before adding Transitions.

*Note:* A useful feature in iMovie, added since iLife Suite '04, is the ability to perform "non-destructive" editing of clips. Filmmakers can now edit the beginning or ending of a clip (the **Mark In** and **Mark Out** points) without cutting them out permanently. This style of editing allows for more flexibility when fine-tuning a project.

1. To split a clip into more than one segment, it needs to be selected. Advance the **Playhead** to the exact moment you want to split the clip. From the **Edit Menu**, select **Split Video Clip at Playhead (Figure iMovie 28)**. You can also use the keyboard combination of **\_T** to split the video clip. This will cut the clip into two pieces.

*Note:* Users can also split audio by selecting an audio clip instead of a video clip. In the Edit Menu, the choice Split Audio Clip at **Playhead** will appear.

*Tip:* For more precision in selecting where you split the video, use the arrow keys to advance the **Playhead** one frame at a time.

2. To **Cut** or **Crop** a video clip, use the small triangles located at the bottom of the viewing screen. The first triangle on the left is the **Mark In** and the second triangle on the right serves as the **Mark Out** point (**Figure iMovie 29**). The **Cut** and **Crop** functions are also located in the **Edit Menu**.



Figure iMovie 29

3. **Cutting** the video means that you will cut out anything inside the **Mark In** and **Mark Out** points. It deletes the section that is selected between the points (the yellow portion).
4. **Cropping** the video means that you will delete sections of the video that are outside the **Mark In** and **Mark Out** points (the blue portion).

*Tip:* When cropping clips, make sure you leave some **Handles**. These are the spaces at the beginning and ending of each clip. If you are planning to have **Transitions** between clips, it's a good idea to have handles of approximately one or two seconds at the beginning and end of each clip. This amount can always be cut or cropped out later.

5. To edit without permanently changing the original clip, make sure that **Show Volume Levels** is not selected. Just like editing the length of a sound clip or song, position the cursor at the edge of the video clip. A black arrow will point at the clip that will be shortened. Click and drag the beginning or ending of the clip to change the **Mark In** or **Mark Out** points.

*Tip:* Non-destructive editing is especially helpful if a project needs to be edited to a specific amount of time (i.e. a 30-second commercial or public service announcement). It is also great for fine-tuning the final edit of a scene.

*Note:* You can only stretch a clip to its original length. iMovie will not add more time to a clip if there aren't adequate handles at the beginning or end of the clip.

## Section 8: Adding Transitions

**Transitions** are the effects that visually link two clips together. Transitions are usually added after all titles, credits, editing, and effects have been completed. Adding any of these things afterward will automatically make the transition ineffective (imagine stitching a quilt together and deciding to change a single panel after stitching it). Many filmmakers like to add a soundtrack after the movie is completed. Others like to have a soundtrack in mind in order to edit the movie and add transitions artistically. There are several transitions available that are customizable.

*Note:* Transitions will take a portion of each clip that it links, so having adequate handles is essential for longer transitions.

*Tip:* There are several third-party transition makers. By doing a general search on the Web for 'iMovie transitions,' you can find many cool transitions not included in iMovie.

1. To add transitions, click on the **Editing Button** in the **Control Palette**. Next, select the **Transitions Button** at the top of the window. This opens the **Transitions Panel** (**Figure iMovie 30**).

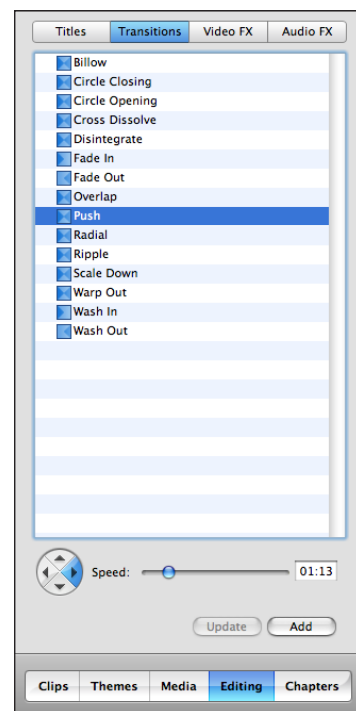


Figure iMovie 30

# iMovie Tutorial

2. Position the **Playhead** between the two clips you want to add a transition. Select a transition.
3. Click on the **Preview Button** to see what the transition will look like.
4. The transition can be customized in two ways. Alter the **Speed Slider** to modify how long the transition will take. If the transition moves the image, then the circular Direction arrows will change which way the transition will go.
5. When you have chosen a transition and customized it, drag it between the clips you are putting together or click on the **Add Button** to begin rendering it.
6. Add transitions between as many clips as desired.

*Note:* Many movies use a **Fade In** or **Wash In** before the first clip begins and use a **Fade Out** or **Wash Out** after the final clip in a scene.

7. After all transitions are rendered, you are essentially finished with your project.

*Tip:* View your movie before calling it a 'wrap.' Sound may need to be adjusted slightly.

*Tip 2:* Use Transitions sparingly. They can change the overall length of a film and detract from what the project is communicating.

## Section 9: Publishing Your Work

Once you're finished with your movie, it's time to publish or distribute your work. Sending your work out in a variety of formats is known as **Sharing** or **Exporting**. There are several options for exporting your movie. All of these options can be found in the **File Menu** under **Export** or in the **Share Menu** (**Figure iMovie 31**). The next three sub-sections are about the options for **Sharing to Videocamera, QuickTime, or iDVD**.

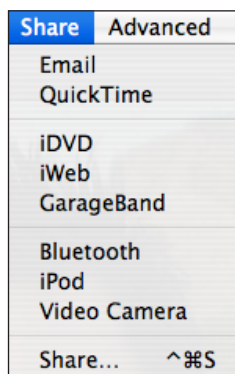


Figure iMovie 31

*Note:* The **Export Window** has eight icons at the top to compress your movie for sharing via **Videocamera, QuickTime, Email, Bluetooth, iDVD, iPod, iWeb, and GarageBand**. For example, the **iWeb Option** compresses the video for easy use within a webpage created with **iWeb**. The **GarageBand** option sends the movie to **GarageBand** for adding more professional music, sound effects, or narration. The **iPod** option compresses it for playback on an iPod or as a video podcast.

*Note:* Whether you use the **Export Window** in the **File Menu** or the options from the **Share Menu**, the results will be the same.

*Tip:* The hot-key combination to **Share** is shift-⌘-E.

### Exporting to Camera

This option sends your movie back to the DV tape. From the DV tape, you can transfer to a VHS tape or connect to an LCD projector. Sending back to a tape provides a high-quality, uncompressed copy of your movie.

1. Connect your video camera to the computer with a FireWire cable, turn it on, and select the **Camera Switch** in the iMovie interface for importing and exporting video.
2. Go to the **Share Menu** and select **Video Camera**. This will open the **Export Window** and pre-select the video camera option (**Figure iMovie 32**).

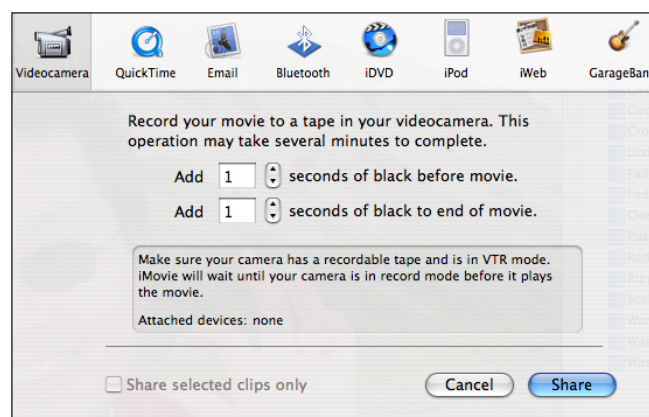


Figure iMovie 32

# iMovie Tutorial

3. Enter how many seconds of black you want at the beginning and ending of your movie.
4. Click on the **Share Button** and wait for the movie to finish exporting.

## Exporting to QuickTime

This choice gives you the most options for customizing your exported movie. There are several preset options that compress your movie appropriately for different mediums. These choices include **Email, Web, Web Streaming, CD-ROM, and Full Quality DV**. Apple has named these options for the medium that you intend to use to deliver your movie. For example, if you are sending the movie through Email, then choose the **Email Option**. The **CD-ROM Option** is appropriate for movies that will be played in a CD drive. **Exporting to QuickTime** has many of the same options as the preset buttons for sharing, but it will save a copy to your hard drive. This enables a user to archive movies more easily.

**Note:** Depending on the system and memory of your computer, movies played from a CD-ROM may not play smoothly on the screen. This is especially true on a laptop. It's best to copy the movie onto the hard drive prior to playing it.

**Tip:** Export movies as **Full Quality DV** if you want to archive them, create video compilations in iDVD, or to use with DVD Studio Pro. You will not need a camera connected to your computer for the QuickTime sharing options. However, you will need enough hard drive space to save the QuickTime file.

**Note:** There is also an **Expert Settings** selection that allows you to save your movie in a number of other formats including AVI, MPEG-4, and Toast VCD. This option allows you to save parts of your movie, like one image or the soundtrack, as a separate file. Video CDs created with *Toast Titanium* are lower-quality than a DVD, but they will fit on a single CD and playback in a VCD Player.

1. Go to the **Share Menu** and select **QuickTime**. This will open the **Export Window**.
2. Choose the format for your movie via the drop-down menu (**Figure iMovie 33**).

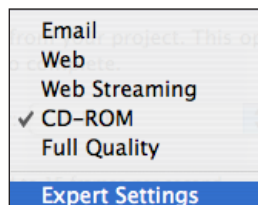


Figure iMovie 33

3. After deciding on your options, click on the **Share Button** and wait for the movie to finish exporting.

## Exporting to iDVD

If your movie is the centerpiece of an iDVD project, then selecting **iDVD** in the **Share Menu** or **Export Window** will automatically send your project to iDVD. If you want your DVD to play **Chapter Selections**, then be sure to click on the **Chapters Button** in the **Control Palette** so that you can set **Chapter Markers**. This will allow you to jump to specific sections of your movie quickly and create **Chapter Selections** on the DVD (**Figure iMovie 34**).

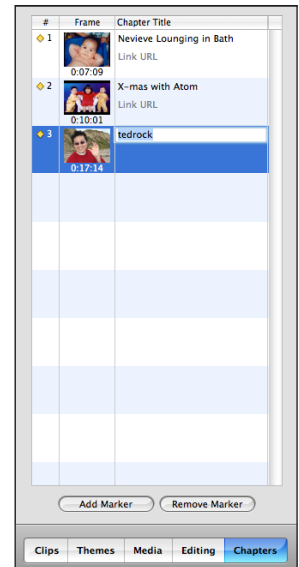


Figure iMovie 34

**Tip:** All iMovie projects can be accessed from iDVD when they are in the **Movies Folder** (the default).

**Note:** **Chapter Markers** can also be used in a video podcast.

1. Select the **Chapters Button** in the **Control Palette** to create **Chapter Markers**.
2. Advance the **Playhead** to the important sections of your movie. For each section, click on the **Add Chapter Button** and name your chapter.
3. When all the **Chapter Markers** have been placed, you can export your movie for iDVD by selecting iDVD in the **Share Menu**.
6. Click on **Share** to send your project to iDVD.

**Note:** If you do not have a **SuperDrive**, you can still create an iDVD project and later transfer it to a SuperDrive enabled PowerMac.

# iMovie Tutorial

## Section 9: Making Magic iMovies

In iMovie HD, there is a simplified workflow solution called 'Make a Magic iMovie.' This selection in the opening window will lead the user through the process of creating a video quickly and easily with titles, transitions, and a soundtrack. It can even create an iDVD Project when it's done.

**Tip:** **Magic iMovies** are most appropriate for videos that require a minimum of editing. Concerts, recorded plays, and other commemorative events are appropriate choices as **Magic iMovies** because they don't require extra titling like subtitles.

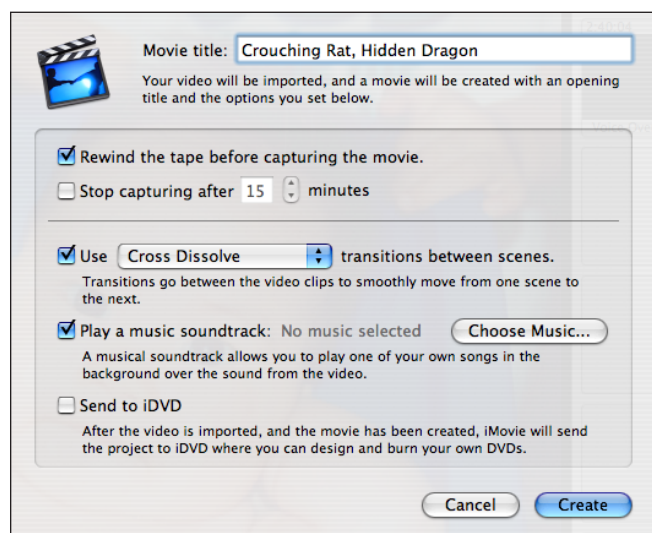


Figure iMovie 35

1. To begin a **Magic iMovie**, select it in the opening screen. Alternatively, you can navigate to the **File Menu** and select **Make a Magic iMovie** from the choices. This activates the **Magic iMovie Options Window (Figure iMovie 35)**.
2. Enter a title for your **Magic iMovie** and select the format (DV unless you are doing a widescreen or High Definition video).
3. The **Magic iMovie Options Window** will allow you to set a standard transition between all clips or none at all. This is also the screen that gives you options for your music and whether or not you want it to be sent to iDVD automatically.

**Note:** If the **Send to iDVD** box is selected, you will not have a chance to do any fine-tuning and further editing. Without the box checked, the user can fine-tune the editing, titles, and audio.

4. If you elect to add music to your **Magic iMovie**, you will be prompted to click on the **Choose Music Button**. This will open an additional window where you can select one or more tracks from your **iTunes Library** to add to your movie. You can also adjust the volume of the video and music with the **Audio Mixing Slider**. When your audio selections have been made, click the **OK Button**.
5. After music has been selected, you can check the **Magic iMovie Window** to get an overview of your selections and then click on **Create** to begin the process.
6. The **Magic iMovie Progress Window** will open and automatically import video clips, add titles, create transitions, add music, and send to iDVD (if selected).
7. If the **Send to iDVD** box isn't checked, then the movie will finish and you will have an opportunity to edit, add effects, or use any of the features