



## **iMovie '11 Tutorial**

# GETTING STARTED

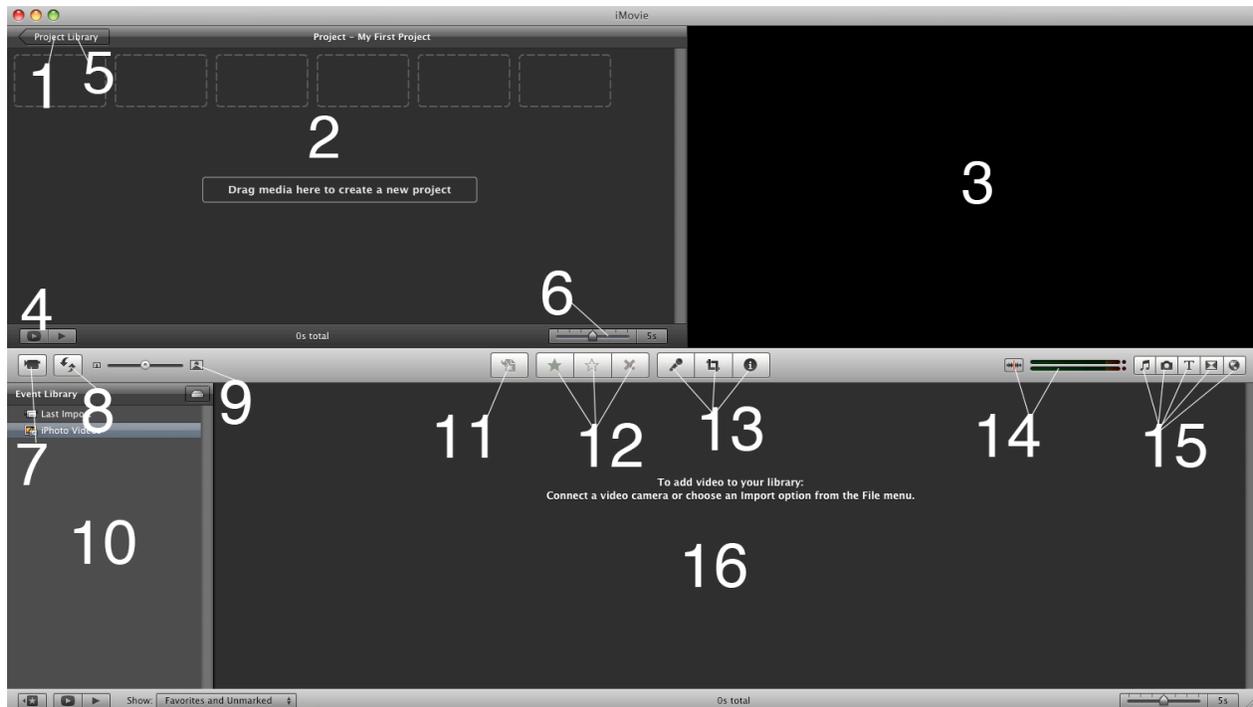
iMovie 11 is consumer-level digital video editing software for Macintosh. You can use iMovie 11 to edit the footage you film with digital video cameras and HD video cameras. The sections below will help you use iMovie 11 to edit your video efficiently. If you are unfamiliar with iMovie 11 you may want to have a look at an overview of the iMovie 11 screen, to learn some of the menus and buttons.

## TABLE OF CONTENTS

01. Getting Started	Pg.	2
02. Creating a new iMovie 11 Project	Pg.	3
03. Importing Video Clips into iMovie 11	Pg.	4
04. Previewing your movie	Pg.	5
05. Adding Clips to Your Project	Pg.	6
06. Clip Adjustments	Pg.	7-8
07. Adding Media	Pg.	9
08. Adding Titles	Pg.	9
09. Adding Transitions	Pg.	9
10. Adding Animation	Pg.	9
11. Sharing Your Video	Pg.	10
12. Saving your Project	Pg.	11-13

# 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.



01. **Project Library (Click)** - where all movie projects on computer are displayed
02. **iMovie Project** - shows current position in clip and is used for editing
03. **Monitor Window** - views clips or your final iMovie project
04. **Play Project** - can play selected movie project either in viewer or full screen
05. **New Project (Click)** - allows you to start a new movie project
06. **Frame Adjustment** - allows you to see thumbnails of clips by amount of frames per thumbnail within (the same feature is available in the **Source Video** window)
07. **Import** - where you import footage from your webcam or video camera
08. **Flip Switch** - swaps the Source Video and the iMovie Project from top to bottom
09. **Adjusts** size of thumbnails used in iMovie
10. **Event Library** - where all the events (groups of clips) on computer are displayed
11. **Add selection** - allows you to add clips to your project
12. **Favorites Tab** - allows you to select favorite clips, or parts of clips, or just remove clips all together.
13. **Options Tab** - this is where you can work on voice overs, cropping images, to adjust audio, or adjust video
14. Turns on/off **Audio Skimmer**
15. **Edit browsers** - different editing browsers such as adding music, photos, text, transitions, and animations
16. **Source Video** - shows all events from a particular source that can be used for editing

# CREATING A NEW iMOVIE 11 PROJECT

To open a new project :

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



Figure 1.

3. When the iMovie 11 screen appears, click **New Project**, or you can access other projects by clicking on them in the **Project Library** located by clicking the **Project Library Tab** in the top left corner of the iMovie window (Figure 2a). The **New Project** button is the button designated with a plus sign in the lower right hand corner of the **Project Library** window (Figure 2b)
4. Click on the **Plus sign** button to create a new movie project.



Figure 2a



Figure 2b

5. You will name your project and then select the **Aspect Ratio** for your project, either 4:3 fullscreen\* or 16:9 widescreen\*. Note: fullscreen footage is shaped more like a square; widescreen footage is shaped more like a rectangle (often with black bars at the top and bottom of the screen). You also have the option to select what type of project you will be working on. iMovie 11 now allows for the creation of **Movie Trailers** using specified templates which can be selected from the **New Project** menu. If you want to create a normal movie project you may select a **Theme** at this time as well. A frame rate drop down menu is also available to select different choices. For playback in the United States you should leave the default of **30 fps - NTSC** selected. There also is a check box and drop down menu which will allow you to apply transitions to every clip within a project. By checking the **Automatically Add:** check box you may specify a transition using the drop down menu.

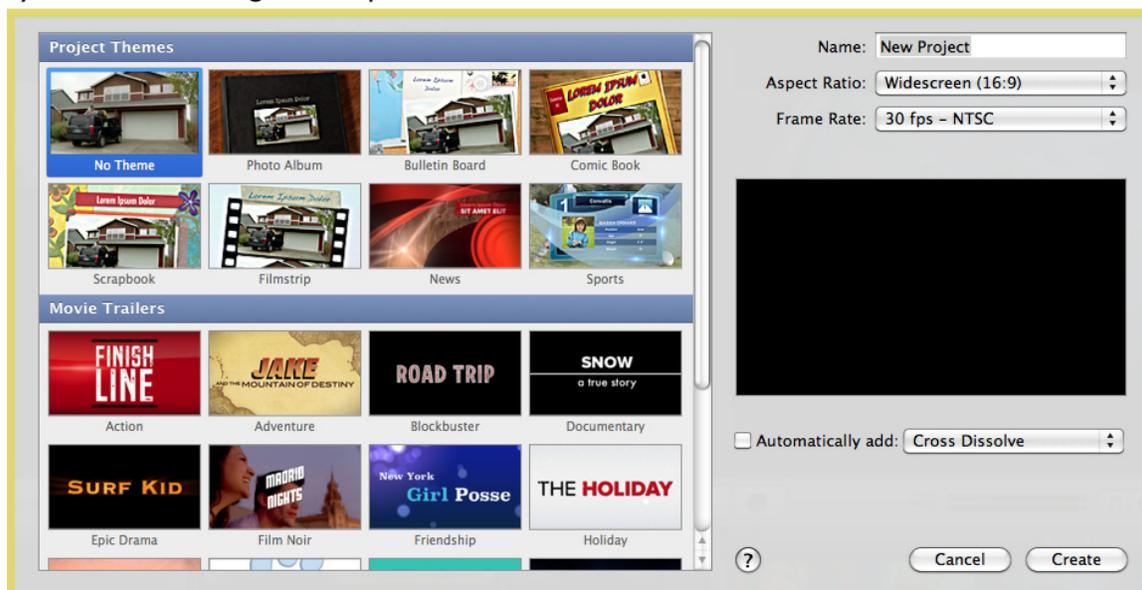


Figure 2c

# IMPORTING VIDEO CLIPS INTO iMOVIE 11

Before you can edit your footage you must import it into the computer.

To start importing footage, do the following:

1. Click on the **Camera Mode** icon to make sure iMovie 11 is in **Camera Mode** (Figure 3).



Figure 3.

2. Depending on the type of camera being used the display will vary slightly. When using a mini DV camera the **Camera Mode** will need to play through selected clips in real-time to capture (Figure 4a). Flash memory cameras have a different window interface (Figure 4b) which displays whole clips as they were captured in camera. Since the flash memory camera writes these videos to files directly, real-time capture is not necessary.

3. Set the switch on the left to **Automatic** if you want iMovie to log the clips for you.

4. To manually capture using a mini DV camera, click the **Capture** button to start importing and stop to end that particular clip. You can use the VCR controls on the camera to move the tape to where you would like to import it. To manually capture using a flash memory camera, click the check box below each clip that you wish to import and select **Done**.

5. When you capture/import your clips, it will ask you to add the clips to an existing event, or to create a new event. You will also have an opportunity to select whether you would like iMovie to apply image stabilization, search for people within clips or both by using the drop down menu next to the check box labeled **After Import Analyze for**. If you would like to use this feature, be sure you check the check box and select what option you would like iMovie to apply it to your video. (Figure 5).



Figure 4a.



Figure 4b.

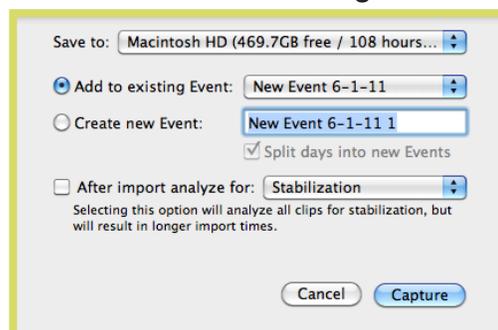


Figure 5.

6. When you have reached the end of your footage, click the **Done** button to stop importing.

## 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** under the **Project Library** to preview the entire movie (Figure 6).

**OR**

Click on the **Star Icon** to open the clip menu. Select **Clip Trimmer** (Figure 7), which brings it to **Trim** mode, and you may preview the individual clip by clicking the **Play** icon, which is also located under the **Project Library**.



Figure 6.

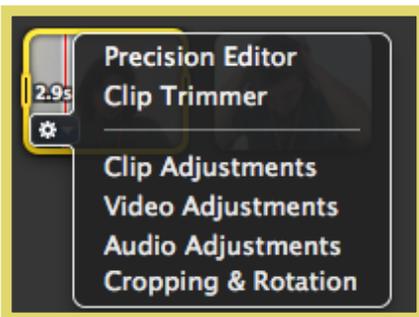


Figure 7.

2. Your movie will play back in the **Monitor Window** (Figure 8)



Figure 8.

## ADDING CLIPS TO YOUR PROJECT

To add clips to your movie:

1. Click on any of the clips within the **Event 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 **Project Browser** to add it to your movie (Figure 9).
3. The **Clip Adjustment Bar** (Figure 10) alters how many frames of each clip appear as a thumbnail. Adjusting this can make selecting larger or smaller portions of clips easier.



Figure 9.



Figure 10.

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

1. Click and drag them to a new position, which is apparent when you see a bold green line appearing when you try and reposition your clip.

You also have the option to split clips into pieces.

1. Click on the clip you would like to split and use the yellow box to select the portions of the clip that you would like to separate.
2. Then click **Split Clip** in the edit menu.

To remove clips from your iMovie 11 project:

1. 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: **Trim**, **Crop**, **Adjust Audio**, **Adjust Video**, and **Voice Over**.

To **Trim** a clip: click the **Sun Icon** that appears when you hover your mouse over a clip in your project (Figure 11). Select **Clip Trimmer**.

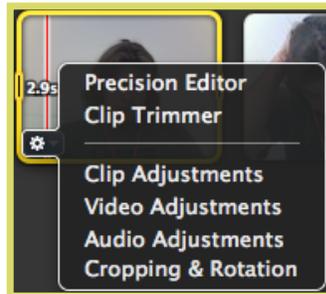


Figure 11.

Just like when inserting a clip, just drag the sides of the yellow box to manipulate what portion of the video is included in your project (Figure 12). Press the **Play** button to preview your clip; press done when finished.

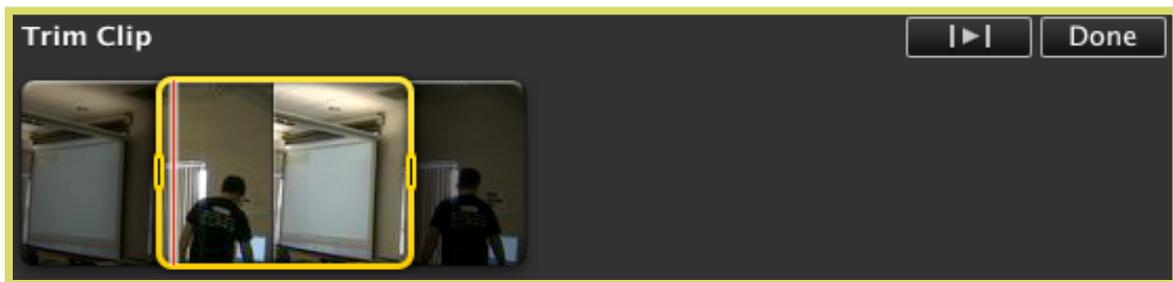


Figure 12.

To **Crop** a clip: click on the **Cropping** icon in the thumbnail of any clip, or clip on the cropping icon in the **Options Tab** (Figure 13) and then clicking on the clip you'd like to crop.



Figure 13.

## CLIP ADJUSTMENTS CONT.

You can then resize the green box (Figure 14) that appears on the clip to control how much of the footage will be visible.

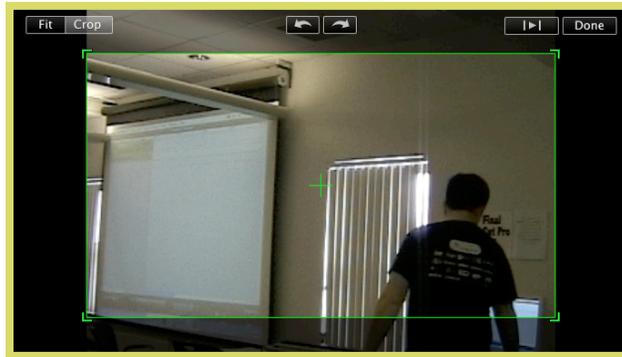


Figure 14 .

To **Adjust Audio** in a clip:

1. Click on the **Sun Icon** in the thumbnail of the clip (Refer back to figure 11) and then select **Audio Adjustments** from the menu.
2. You can adjust the audio of the clip, add an audio fade-in or fade-out, or apply ducking—which makes other sounds, such as music, “duck” below the volume of your clip.

To **Adjust Video** in a clip:

1. Click on the **Sun Icon** located in the bottom left corner of the thumbnail of any clip and select **Video Adjustments** (refer to Figure 11).

This will allow you adjust the following:

**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

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

1. Click the **Microphone Icon** on far left of the **Options Tab** (Figure 13). You have the options to select which microphone you would like to use, control the level at which your voice records, apply noise-reducing vocal enhancement, and play your projects audio while you record.
2. When you are ready to record click on the clip you would like to record a voice over for.
3. After a three second countdown just begin talking as your video plays.

## ADDING MEDIA

iMovie 11 gives you the option of adding sound files or images to your project. To add a sound file:

1. Click the **Music Note** icon in the **Edit Browser** (Figure 15).
2. Browse for the sound file that you would like to add and drag it into your project.

To add an image file, click the **Camera Icon** in the **Edit Browser**, browse for the film, and then drag it into your project.



Figure 15.

## ADDING TITLES

To add titles to a clip, click the **“T” icon** on the **Edit Browser** (Refer back to figure 15). 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 clicking the **Show Fonts** button at the top of the preview window.

## ADDING TRANSITIONS

To add transitions to your project click the **Transition Icon** on right of the **Edit Browser** (Figure 15a).



Figure 15a.

Then drag the type of transition you would like to the place in the time line that you choose.

## ADDING ANIMATIONS

To add animations to your project, click the **Animations Icon** on far right of the **Edit Browser** (Figure 15b).



Figure 15b.

Then take the animation of your choice, click and drag it into the time line in the appropriate area.

## SHARING YOUR VIDEO

After you have made the finishing touches to your video it is time to share it with the world. iMovie 11 gives you a number of different options for exporting your video.

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

**Media Browser** – this option exports your video to the media browser to be used with other programs like iWeb

**iTunes** – this sends your video straight to your iTunes library

**iDVD** – this allows you to export your movie into iDVD, which is DVD creation software that allows users to create menus and burn their project to a DVD for playback on DVD players

**MobileMe Gallery** – this allows users that have a MobileMe account to upload photos and videos to the web

**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

**CNN iReport** – this option allows you to upload your video directly to CNN iReport

**Podcast Producer** – exports video to Podcast Producer for the creation of podcasts

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

**Export using Quicktime** – this is an advanced option that allows for the greatest control of export

**Export Final Cut XML** – this option exports a file that can work within Final Cut Pro

**Remove from** – allows users to remove uploaded the project from selected online accounts such as Facebook, Youtube and Vimeo

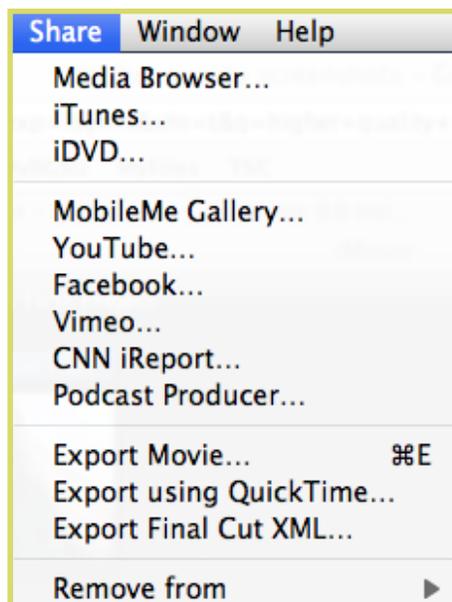


Figure 16

## SAVING YOUR PROJECT

Saving in iMovie 11 is similar to iMovie 09. 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 storage device to save your project to. Usually it is safe to acquire one that has at least 20 GB of available space.

### Saving from a campus computer:

- 1 Plug your hard drive in the firewire 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 Next, click on the hard drive (Figure 17) of the computer that you are working on.



Figure 17.

- 4 Click on the **Users** folder (Figure 18).



Figure 18.

- 5 Click on **Your Username** (Figure 19).



Figure 19.

- 6 Click on the **Movies** Folder (Figure 20).



Figure 20.

- 7 Here you should see two folders. One will be named **iMovie Projects** and the other will be named **iMovie Events** (Figure 21).



Figure 21.

Note: You need both of these folders in order for your project to properly save.

## SAVING YOUR PROJECT CONT.

8 Select both folders by clicking on one, holding down **Shift** and selecting the other (Figure 22).



Figure 22.

9 When both folders are highlighted click and drag them over the symbol that represents your external hard drive/storage device (Refer back to figure 17).

10 You should see a plus symbol, which lets you know that it is alright to add these files to your drive.

11 Allow the computer enough time to save the folders and then you are able to eject your disk and work on your project at a later time.

### Saving from your personal computer:

1 Plug your hard drive in the fire wire 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 Click **Go** on the **Finder Menu Bar**. (Figure 23)

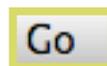


Figure 23.

4 Click the **Home** option from the drop down menu (Figure 24).

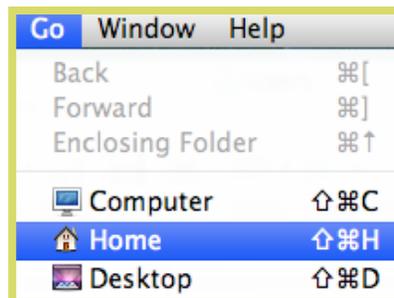


Figure 24.

5 Click on the **Movies** folder (Figure 25).



Figure 25.

6 Here you will see two folders. One will be named **iMovie Projects** and the other will be named **iMovie Events** (Figure 26).



Figure 26.

## SAVING YOUR PROJECT CONT.

7 Select both folders by clicking on one and hold down **Shift** and selecting the other (Figure 27).



Figure 27.

8 When both folders are highlighted click and drag them over the symbol that represents your external hard drive/storage device.

9 You should see a plus symbol, which lets you know that it is alright to add these files to your drive.

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