

*This documentation includes a basic overview of iMovie as a part of the iLife '11 suite, and it includes instructions on using iMovie '11 to create a video project from start to finish.*



## Connecting Your Camcorder to the Computer

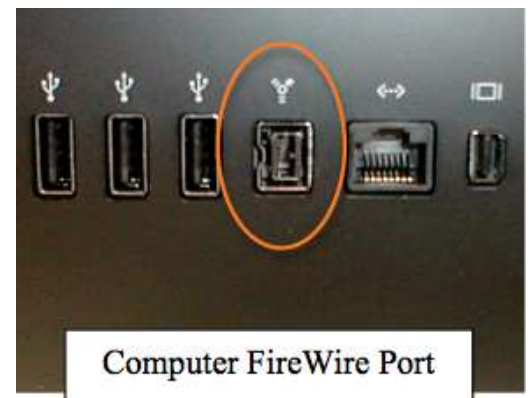
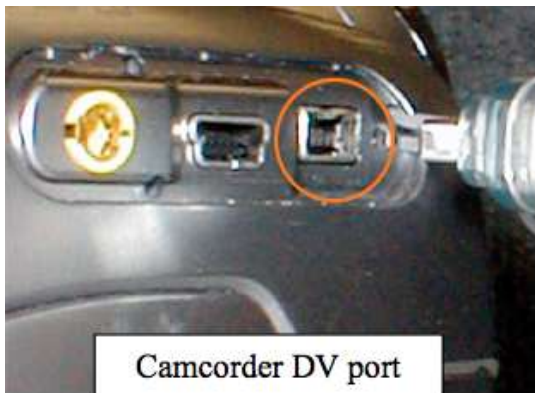
Once you are satisfied with the footage you have recorded using a digital camcorder, you can edit it on your computer using iMovie '11. To upload your video footage into iMovie, you'll need the necessary cabling to connect the camcorder to the computer.

You will need a FireWire cable, with one end that connects to the FireWire port on the computer and another end that fits in the DV port on the camcorder, like the one pictured at right.

Plug the DV end of the cable into the camcorder DV port. On the camcorder pictured, the DV port was under a protective cover along the side of the camera, though the location of the DV port may vary from camcorder to camcorder.



Next, plug the FireWire end of the cable into the computer's FireWire port. On the Mac pictured, the FireWire port was located on the back of the monitor, though on other computers a port may be on the front or back of the CPU.

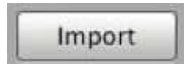


## Uploading Your Footage to iMovie

After connecting your camcorder to the computer, turn the camcorder on and set it to Play/VCR mode. Then launch iMovie by clicking the **application icon** on the dock or the Application folder. If an Import window doesn't open automatically, you can open the **File** menu and choose an import option. You can also click the **camera** button on the left side of the middle toolbar to open the Import window.



There are two settings for importing video, Automatic and Manual. Automatic is best when you would like to import all of the contents of the tape. When you choose Automatic, the program will automatically rewind the camera and start importing from the beginning. Manual is best when you would like to import a specific section of the tape. It allows you to navigate through your footage by rewinding and fast forwarding within iMovie so that you can choose where you would like to start and finish importing the footage.



After selecting an import setting, click the **Import** button.

Before the footage begins importing, a window will appear prompting you to save your movie. Select a location to save in the first drop-down option. Selecting the **UserSpace** will automatically save the file in the Movies folder in your personal user space on the hard drive of the computer on which you are working. (*Never try to save to the Denison network; this will fail!*) Next, name your movie in the **Create new Event** box. In the future, you will have the option of adding new footage to an existing event, but for your first import you must create a new event and name it. When you have finished, select **OK** to begin importing.



When your footage has finished importing, click **Done** to stop importing. iMovie will



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your footage and place them in the lower section of the screen as filmstrips.



## Editing and Manipulating Video Clips

Once you have added all of the clips you would like to include in your project, you can edit and refine your selections.



To rearrange clips, click and drag a clip to a new location. Before you drop the clip, a green bar will appear to show exactly where the clip will be placed.

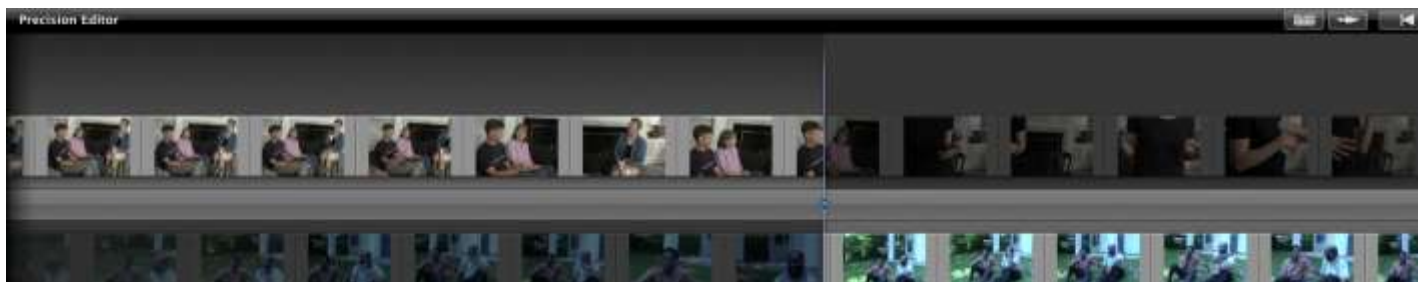
To trim a clip and eliminate any unwanted video, select the clip and drag the right and left edges of the yellow box outlining it, placing the start and end bars exactly where you would like the clip to begin and end. When you are happy with the clip, open the **Clip** menu and choose **Trim to Selection**. *This will delete all footage from the clip that is not inside the yellow box.*

If you need to trim your video more precisely, click on the **blue Action** button in the bottom left corner of a clip to open a pop-up menu that allows you to edit more



precisely.

The top two options, Precision Editor and Clip Trimmer, allow you to fine-tune your video clips. Choosing **Precision Editor** will open the Precision Editor window, allowing you to edit the transition between clips. The blue transitional bar in the middle of the Precision Editor window marks the division between the two clips. You can drag it so that one clip cuts the other at just the right moment. You can also adjust the sound of the clips by selecting the **Audio** button. By dragging the audio clips around you can use the audio from one clip with the video from another. Click **Done** when you are finished with the Precision Editor.



Choosing **Clip Trimmer** will allow you to closely trim the ends of a clip. After selecting it, the Clip Trimmer window will open, and you will be able to drag the edges of the yellow box to include the exact section of the clip you would like to use.

The Action pop-up menu also presents three adjustment options, including **Clip Adjustments**, **Video Adjustments**, and **Audio Adjustments**. When you select any of these options, the **Inspector** window will open. This window allows you to adjust different aspects of your clip, including the color of the video, and sound, as well as adding visual effects to your clips. Use the tabs along the top of the Inspector to navigate the different tools offered.



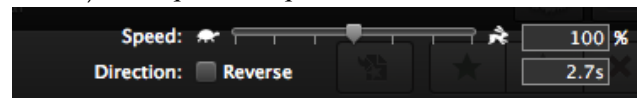
The Video Adjustment option allows you to alter the color and light in a clip or photo. It may be best to try different options to see what you prefer. iMovie makes it easy to undo your changes by choosing **Revert to Original** in the bottom left corner of the window. This will undo any changes you have made so

you can feel free to try different effects without permanently changing your video clip.



Under the **Clip** tab, you can choose different effects to apply to your video by clicking on the button next to **Video Effect** (by default, it will say **None**). The Inspector will then display various effects from which you can choose. You can also stabilize your video using the Clip tab if it appears shaky. To do this, check the box next to the **Stabilization: Smooth clip motion** option, and iMovie will work to

smooth your clip. Depending on the length of your clip, this may take a *long* time. To apply a fast-forwarding or slow-motion effect, click and move the **Speed slider**. Moving it to the left (toward the turtle) will slow the clip and to the right (toward the rabbit) will speed it up. You can also check the **Direction: Reverse** box below the speed slider to put the clip in reverse.



You also have the option to crop an unwanted section from your clip. To do this, select **Cropping & Rotation** in the Action pop-up menu that appears by clicking the **Action** button. (Clicking the **Crop** button under the Viewer will also open the cropping options. A green box will appear around your clip, allowing you to drag its edges to include what you would like to appear in the movie. Choosing **Fit** in the upper left corner will include the entire frame. When you are finished, select **Done**.



## Enhancing Your Movie



You can use iMovie to add audio, still images, titles, transitions, and maps to your video project. First, click on the icon in the media bar that corresponds to the element you would like to add.

For advanced editing options, open the **iMovie** menu and choose **Preferences**. Within the **General** tab, check the box next to **Show Advanced Tools**. For information about using these tools, please refer to the separate documentation for the iMovie '11 Advanced Tools at <http://www.denison.edu/offices/computing/support/training/documentation.html>.



## Adding Audio

To add audio, first click the **Audio** button located in the media bar. This will open the **Music and Sound Effects** sidebar. You can then use included sound effects or you can import audio from GarageBand or iTunes to create a soundtrack.



To preview an audio clip, you can double-click its title or simply select a clip and click the **Play** button. When you have chosen an audio clip to attach to a specific video clip, select and drag it into the project window over the clip. The red play head will appear over your video to indicate where you are about to place the audio, and a green bar will appear under your footage to indicate the location and duration of the added audio file.



To add clips, window without hovering over a video clip, to let you know that the clip is in the



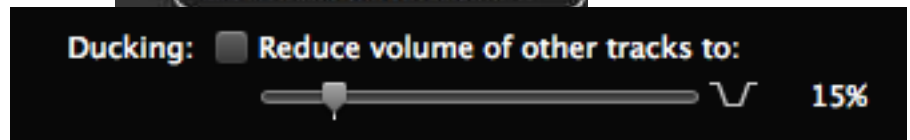
audio as background to your drag a clip into the project The background will turn green background.

To adjust audio clips included in your video **green audio** button on the left edge of the audio clips by choosing **Clip Trimmer** and edges of the yellow box to include only the keep.



project, click the audio clip. Shorten dragging the audio you wish to

Double-clicking the **audio clip** in the Project Window will open the Inspector. Within the Inspector,



you can adjust the volume of the audio clip to fade in and out or balance the volume of the audio with that of the video clip. You can continue to move the volume around until you achieve the desired

balance. Clicking the checkbox next to **Ducking** will allow you to turn the volume down on other tracks to highlight the audio on your selected track.



To extract audio from an entire clip, select the clip from which you wish to remove audio. Open the **Clip** menu and choose **Detach Audio**. Now, the audio will appear as a purple line under the clip and you are free to move and edit it separately.

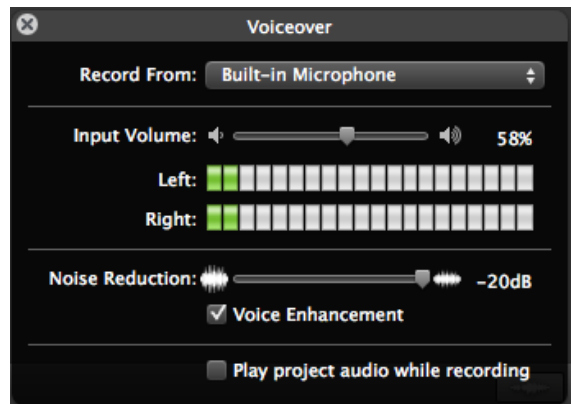


To take audio from a portion of a clip, hold down the [Command ⌘] and [Shift] keys and drag the audio clip over the video clip that you want the audio to be applied to. When you drop the clip, it will then be linked with the new video clip. You can then select, move, and edit the audio clip.

voice to play clicking on the



You can record your own over top of your footage by **Voiceover** button, found in the center of the menu bar, and the Voiceover window will open. Choose the appropriate settings, including whether you are recording from a built-in or external microphone and the noise reduction necessary, based on background noise that you are recording over.

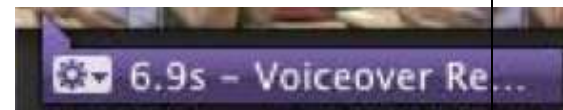


When you have chosen the proper settings in the Voiceover window, click on the spot in your footage where you would like to begin recording. A countdown will appear in the Viewer window to indicate



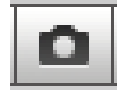
the beginning of the recording. Speak clearly into the microphone, and while you record, a red tint will cover the footage on which you are recording. When you are finished, click on the video clip again to stop recording.

After recording, a purple line will appear under your footage to show the exact location and duration of your voiceover. If you need to, you can now move your voiceover recording by sliding the purple line to its exact location.



## Adding Pictures

To add pictures to your iMovie project, click on the **Photos** icon in the menu bar. This will open the Media Browser, which allows you to import from your iPhoto library.



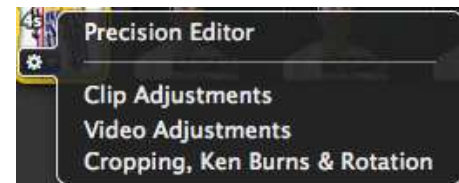
Some file types will not be recognized by iMovie. It is best to use JPEG or TIFF images. If you have photos that are not in JPEG or TIFF format, you can convert files using Adobe Photoshop or another image editing program.

To bring a photo into your movie, click on the image you would like to insert and a blue box will outline the photo. The photo will also be displayed in the Viewer window. Click and drag the photo into your iMovie project. A green bar will appear to indicate where you are about to place the photo.



Once you have inserted photos into your iMovie project, you can now edit them like all of your other clips. Click the **Action** button in the lower left corner of the picture and you will see different editing options available to you.

By choosing **Clip Adjustments**, you can adjust the duration of photos in a video using the Inspector window. By default, photos added into iMovie are set to appear in the project for 4 seconds. You can also apply video effects to your clip through the Inspector.

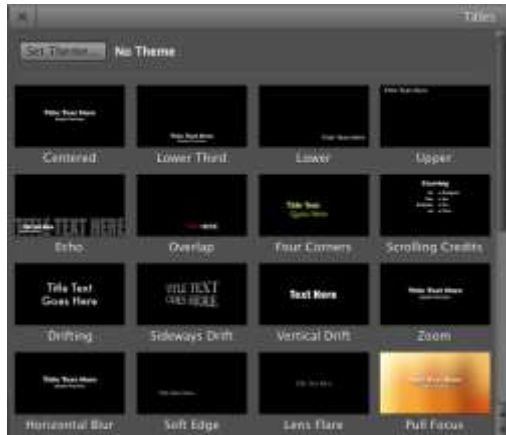


The Action menu also includes the option **Cropping, Ken Burns & Rotation**. Select your photo and either double click on the small crop icon in the top left corner of the photo within the Project window or click on the **Crop** button in the menu bar. You will then be able to edit the photo in the Viewer window, using the buttons across the top of the window to apply different crop options to your photo. When you have finished modifying your photo, click **Done** in the upper right corner of the Viewer.



## Adding Titles

You can add text and titles to your movie to add interest and clarify aspects of your video. Click on the **Titles** button in the media bar to open the menu.



The Titles menu allows you to browse many different title options as well as choose a theme for the movie, which will automatically add titles and transitions to your project. To preview a title, hover your cursor over it. When you choose one that you like, select the **title** and drag it into the Project window. You can choose to place the title over top of your clips, at the beginning or end of your project, or between clips. If you drag a title over a clip, the footage behind it will have a blue tint; if you are dropping it between clips, a green line will appear to specify its location.

When you let go, if you are adding the title where there is no video footage you will be prompted to choose a backdrop for your title, select one and it will be added to your project. To edit the title that you inserted, click on the blue bar to select it and edit it within the Viewer window



You can adjust the font, color, size and alignment of the title by clicking the **Show Fonts** button in the upper-left corner of the Viewer.



Click the **Play** button in the Viewer to preview your changes, or click **Done** when you are finished.

## Adding Transitions

You can insert transitions into your iMovie project to ease the flow between scenes and give your project a more professional look.



Click on **Transitions** button to open the Transitions menu. You can preview the different transitions by holding your mouse over their thumbnail images. When you have chosen the transition you would like to use, select its **thumbnail**, drag it into your project, and drop it between clips.

If you would like to place a transition within a clip rather than in between two clips, you must first split the footage. Click on the **clip** to select it and adjust the yellow outline so that one edge is at the beginning or end of the clip and one end is placed where you would like the clip to split. Once it is adjusted, open the **Clip** menu and select **Split Clip**.



You can now insert a transition within the clip by dragging it into the gap that you just created.



**Note:** The clip will split at both the beginning and end of the outline, so if you only want one division you must place either the left or the right edge of the yellow outline at the beginning or the end of the clip!

To edit your transitions, first select the transition by clicking on it and click the **Action** button. From the menu that opens, you can choose to use the **Precision Editor** to select exactly where you would like your transition to occur or choose the **Transition Adjustments** option to open the Inspector window and adjust the duration of the transition or change the type of transition used.

To modify the duration of all of your transitions uniformly, either mark the checkbox next to **Applies to all transitions** in the Inspector window or open the **File** menu and choose **Project Properties** and adjust Transition Duration there. When you are happy with your settings, click **OK**.



## Adding Maps & Backgrounds

iMovie includes the ability to add animated maps and globes to your project. This can provide interesting transitions in travel footage or in video projects in which you discuss different locations. To add a map or background to your project, click on the **Maps, Backgrounds, and Animatics** button in the Media bar.



This will open the options seen at right. The top two rows of globes and maps can be animated to move from one location to another. The bottom row of stills cannot be animated, but simply appear like a photo that you can crop and adjust. Below this are various backgrounds that you can add to your project which also work like photos in your movie.



Choose the map or background you would like to add, click the **image thumbnail** and drag it into your project. If you chose to add an animated map, it is important that you customize your map to show the correct locations. To do this, click on the **Action** button in the corner of the map in your project. Select **Clip Adjustments** from the menu that appears to open the Inspector window.



In the Inspector window, you can change the duration of the clip, add a video effect, and customize the locations shown on the map or globe. Click on the **Start Location**, which defaults to San Francisco. This opens an alphabetical list of locations. Begin typing and the list will narrow. Choose the **location** you would like to enter.

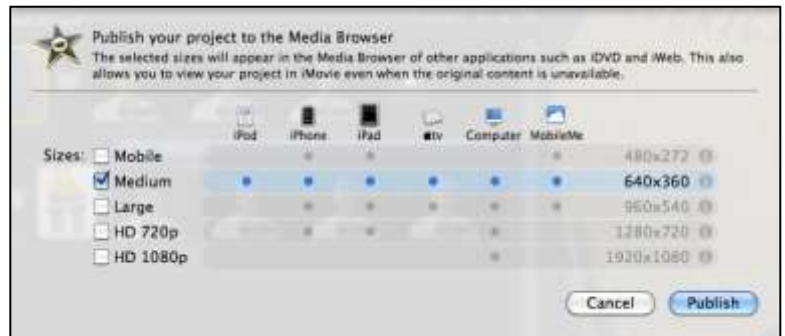
**Note:** Most small towns and suburbs will not appear as options in iMovie. Instead, choose the closest large city and change the name that is displayed on the map. To change the way it is displayed, type in the specific name you would like to appear in your project in the text box at the bottom of the window.

## Exporting Your Final Movie

Before sharing your final project, you can preview it in the viewer window by moving the play head to the beginning of the project and hitting the [Space] key or pressing the **Play** button under the Project window. You can also preview your project in full screen by clicking the **Full-Screen Play** button on the left edge of the Menu bar.



At this point, your project is not in a format to share with others—it is a project file, not a finished movie file. You have several options to export your movie and share it with others. If you want to burn your movie onto a DVD using iDVD, open the **Share** menu and choose **Media Browser**. This will open the publishing window where you can choose an appropriate size for your movie. The chart displayed makes size suggestions by placing dots to indicate the dimensions that will work best with the intended medium of your movie. When you have chosen the best size, click the **Publish** button; this will export your movie so that it will appear in the Media Browser of other iLife applications, including iDVD. You can now launch iDVD and begin creating your DVD project. (For more information on creating iDVD projects, please see Denison's documentation on using iDVD.)



If you would like to share your movie on a DVD but do not want to create a menu or chapters, you can select the **DVD** option from the **Share** menu, and your movie will be sent straight to iDVD where you can then burn it to a disk. There is no need to add a menu or titles; when you insert the finished DVD into a DVD player your movie will simply begin playing.

If you wish to share your movie as a vodcast (a video podcast), open the **Share** menu and choose **iTunes**. This will open the Publish window and prompt you to choose the best size for your project. After selecting a size based on iMovie's suggestions, click the **Publish** button. Your movie will begin compressing, and when it is finished iTunes will automatically launch and your movie will appear in the application.

To export your project as a movie file, open the **Share** menu and choose the **Export Movie** option. iMovie will then prompt you to save the project being exported and choose the best size. Choose a name and location for your movie. *Do not save your movie file to a network drive. When you are ready, click **Export** to begin creating your movie. This may take a long time.* When iMovie has finished creating your movie file, quit the application and locate your file.

For more information on using iMovie, consult Apple's documentation found in the Help menu.