iMovie '11

Introduction to Video Editing on a Mac

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This handout based on: iMovie '11

June 15, 2012   JC Gray Sawyer

Introduction

Apple iMovie is a user-friendly digital video editing application that is pre-installed on most Macintosh computers. iMovie '11 is capable of importing video from tape-based camcorders as well as flash memory, hard drive, DVD camcorders and still cameras. The program can also record live video through a camcorder or webcam. This document introduces the interface and basic functionality of iMovie.

Get Started

Click the star-shaped **iMovie** icon in your *Dock*. If the icon is not in the Dock, click **Finder** in your *Dock* and choose **Applications > iMovie**.

The first time that you open iMovie you will be presented with a welcoming screen. Take note of the *Video Tutorials* button that will link you to a number of helpful online videos explaining how to use iMovie's basic features.

Click the Welcome Screen's **Close** button and you will be in the main iMovie screen.

The Interface

Click the **Project Library/Edit Project** buttons to toggle betwen the *Project Storyboard* view (above) and the *Project Library* view (cut-out below) for easy scanning of your completed projects and your work in progress.

The *Edit Project* button takes you to a Project Storyboard to assemble & edit video projects.

The *Project Library* provides you with a list of projects you have built.

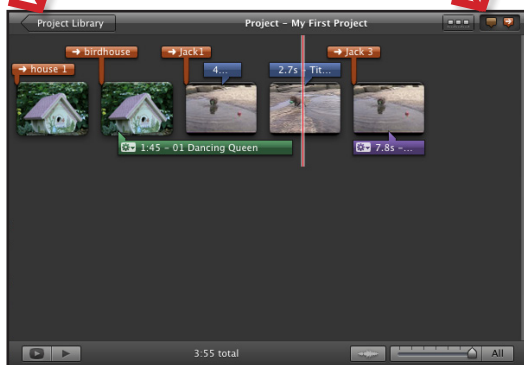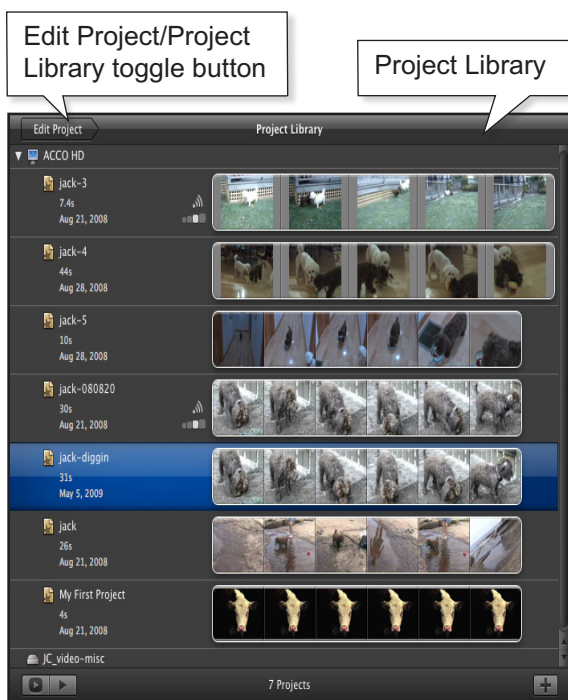The *Viewer* area is used to watch a selected video clip play.
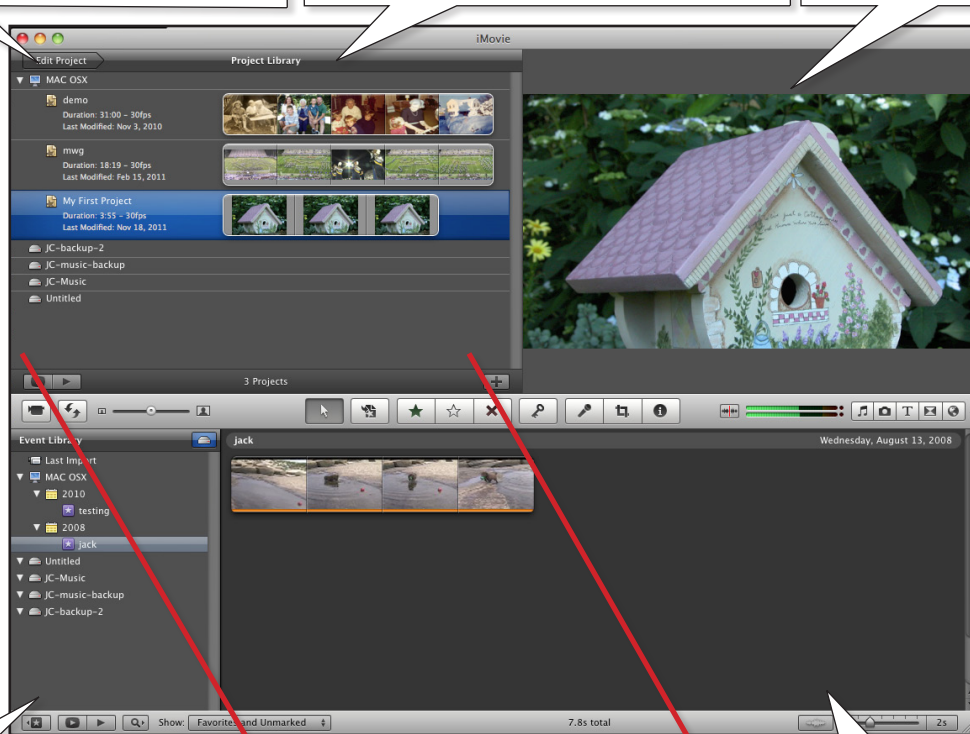
Toolbar

The *Event Library* lists your captured video.

The *Event Browser* area is used to skim through captured video.

The *Edit Project* button opens a project's *Storyboard* view.

Project Storyboard

Edit Project/Project Library toggle button

Project Library

Project Library

The *Project Library* keeps a list of the projects that you are working on organized in one place. The *Project Library* displays previews of each project, along with their names, length, creation date, and whether or not they have been shared with Y*ouTube*, *iTunes*, *MobileMe*, or the *Media Browser*.

- Click the **Project Library** button (top left) to access your *Project Library*.
- To edit an existing project, double-click the **project icon**, or select the project and click the **Edit Project** button at the top left of the *Project Library* window.
- Go to **File > New Project** to create a new project.

You can organize your projects within folders in the *Project Library*.

1. Go to **File > New Folder**.
2. Name the **folder**.
3. Drag-and-drop **projects** into the folder.

Event Library

Event Browser
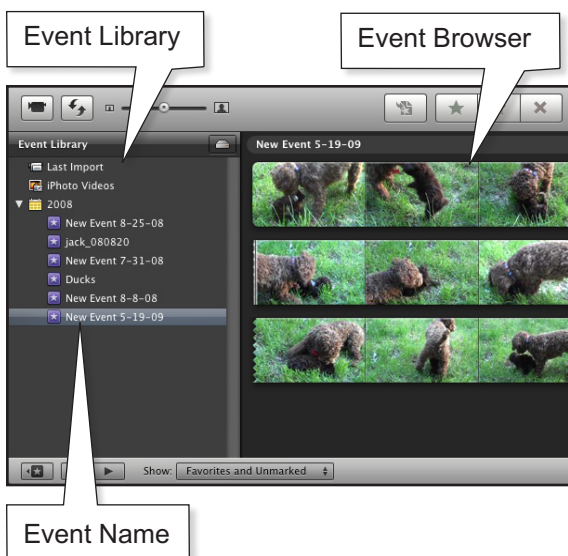
Event Name

Event Library

The *Event Library* (bottom left) is a repository of the all the video that you have imported to your computer and/or external hard drive.

- To create an event, go to **File > New Event**.
- To playback an event, click on an **Event name** and the video clips from the event will appear in the *Event Browser* (bottom right). When you drag the **pointer** over a clip, a red line (the *Playhead*) will appear and the clip will play back in the *Viewer*. Or press the **spacebar** to view the video in real-time.
- To delete an event, highlight the **event name** and then go to **File > Move Event to Trash**. When you empty the Trash bin, the video files will be removed from your computer and/or external hard drive.
  Warning! When the Trash bin is emptied these files are gone for good.
- To merge events, drag the **name of an event** onto the name of another event. Enter a **name** for your merged event in the dialogue box and click **OK**.
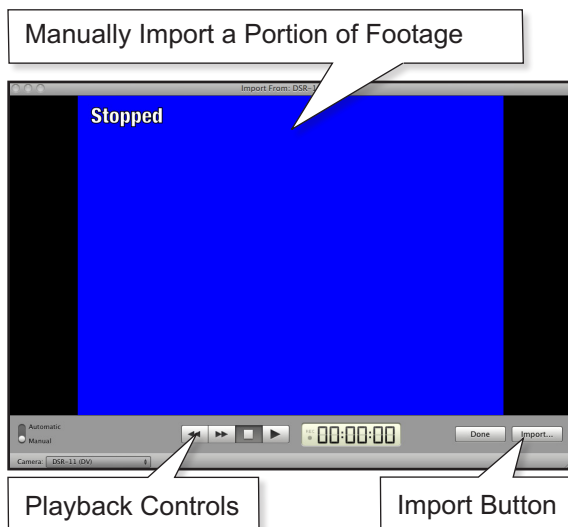
Import Video

Import from a Tape-based (MiniDV) Camcorder

Import From Window

Automatic/Manual Switch
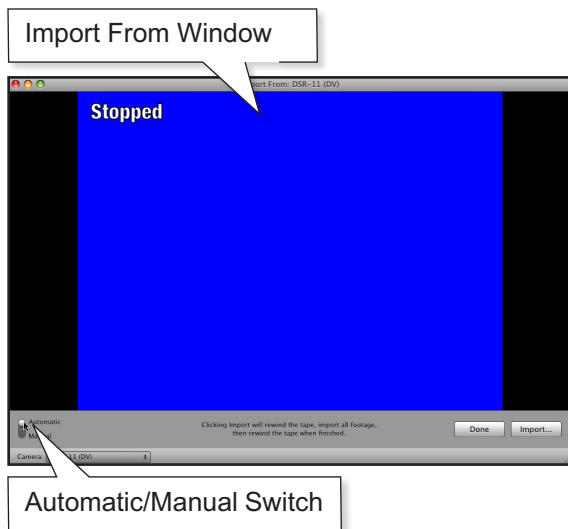
Import Entire MiniDV Tape

1. With iMovie open, connect your **DV camera** to the computer using the appropriate **FireWire cable**.
   Note: In most cases this is a 6-pin to 4-pin FireWire cable. FireWire may also be referred to as iLink or IEEE 1394.

2. Turn on your **camcorder** and set the playback mode to **VCR** (or **VTR**, or **Play**). The *Import from* window will automatically open.

3. Toggle the **Automatic/Manual** switch (lower left) to **Automatic** and click **Import**.

4. The *Save To* dialog box will open.
   • Choose a location to save your video clips.
   • Add your footage to an **existing Event** or create a **new Event**.

5. Click **Import**.

6. iMovie will let you know when the tape import is complete. Click **OK** to close the *Import from* window.
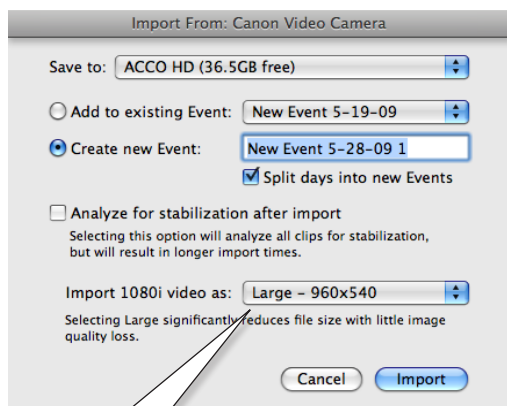

Manually Import a Portion of Footage

Playback Controls

Import Button

Import a Portion of a MiniDV Tape

1. To import a portion of the tape, toggle the **Automatic/Manual** switch (lower left) to **Manual.** Use the *Playback Controls* to locate the beginning of a video segment that you would like to capture and click **Import**.

2. The *Save To* dialog box will open.
   • Choose a location to save your video clips.
   • Add your footage to an **existing event** or create a **new event**.

3. Click **Import**.

4. When you have captured the duration of footage that you would like to import, click **Stop**. You may now re-cue your tape and begin importing another segment of footage.

5. When you are finished with the import process, click the **Done** button.

Import format menu

Import From Window

Selection Checkbox   Done button

Import from a Tapeless Camcorder

1. With iMovie open, connect your **DV camera** to the computer using the camcorder's **USB cable**.
2. Turn on your **camcorder** and set it to **Computer mode**. (See your camcorder's instruction manual for specifics.)
3. iMovie will generate thumbnails and open the *Import From* window.

Import All Clips

1. To import all of your video clips, toggle the **Automatic/ Manual** switch (lower left) to **Automatic**
2. Click **Import All**.
3. The *Save To* dialog box will open.
   • Choose a location to save your video clips.
   • Add your footage to an **existing Event** or create a **new Event**.
   Note: If you have a high-def DV camera, in the *Import 1080i video as* dropdown menu select either **Large — 960x540** or **Full — 1920x1080** format.
4. Click **Import**.
5. *iMovie* will let you know when the import is complete. Click **OK** to close the *Import* window.

Import Selected Clips

1. To import selected video clips from your DV camera, toggle the **Automatic/Manual** switch (lower left) to **Manual.**
2. Select the **checkboxes** for the clips you want to import.
3. Click **Import Checked**.
4. The *Save To* dialog box will open.
   • Choose a location to save your video clips.
   • Add your footage to an **existing Event** or create a **new Event**.
   Note: If you have a high-def DV camera, in the *Import 1080i video as* dropdown menu select either **Large — 960x540** or **Full — 1920x1080**.
5. **Click Import**.
6. When the import is complete iMovie will provide a message to let you know. Click **OK** to close the message.
7. Click **Done** to close the *Import* window.

Import iMovie HD Projects

1. Go to **File > Import > iMovie HD Project**.
2. The *Save To* dialog box will open.
   • Navigate to the iMovie HD file that you want to import.
   • Choose a location to save your imported project.
   Note: If your previous project was High-Definition, from the *Import 1080i video as* dropdown menu, select either **Large — 960x540** or **Full — 1920x1080** format.
3. Click **Import**.

The imported project will NOT contain effects, titles, credits, music, narration, sound effects or special transitions.

Import Existing Video Files from a Hard Drive

1. Click *Finder* in the *Dock* and navigate to the **video file** that you would like to import.
2. Drag the **file icon** from its current location onto an *Event* in the *Event Library*. The video file will be copied into the *Event*.

   or,

1. Go to **File > Import > Movies**. The *Save To* dialog box will open.
2. Navigate to the **file** that you want to import.
3. Choose a **location** to save your file.
   Note: If your video is High-Def, in the *Import 1080i video as* dropdown menu select either **Large — 960x540** or **Full — 1920x1080** format.
4. Select the radio button to either **Move** or **Copy** your file(s).
5. Click **Import**.

Assemble Video Projects

Arrange Your Workspace

You can optimize your iMovie workspace needed for particular tasks.

- Click the **Swap** button in the toolbar (left side) to switch the positioning of the *Event Browser*/*Event Library* and *Project Storyboard*/*Project Library*.

- Drag the **toolbar** up or down to re-size respective areas of the iMovie window.

- Hold down the **Command-8**, **Command-9**, or **Command-0** keys to quickly resize the *Viewer*.

You can adjust the size of the thumbnails of your video clips to show single or multiple frames.

- Drag the **Filmstrip Length** slider (at the bottom right corner of the *Project Storyboard* and *Event Browser*) to the right to view clips as a single thumbnail. This is great for resequencing clips!

- Drag the **Filmstrip Length** slider to the left to spread clips into multiple frames.

Drag the **Thumbnail** slider to the right or left to enlarge or shrink thumbnails.

Filmstrip Length Slider

Swap button

Thumbnail slider

View Events & Projects

Video footage in iMovie is represented by a series of *filmstrips*. *Filmstrips* are composed of frames from a single video clip—they are, in essence, miniature movies of the raw footage. The techniques of *skimming* and *playing* the filmstrips are integral to the editing process.

Audio Skimming Button

Toolbar

Skimming

Skimming enables you to quickly get a sense of what footage is in your filmstrip.

To skim, move (DO NOT click-and-drag) your **cursor** across a filmstrip. A red vertical line, the *Playhead*, will move along with your cursor and play back (forward or reverse) your video in the *Viewer* at whatever speed you skim through the filmstrip.

To turn off the audio while *skimming*, click the **Audio Skimming** button so that it appears faded (grayed-out).

Filmstrip

Cursor

Playhead

Playing

Playing allows you to view your filmstrips in real time.
To play a section of video, place your **playhead** at a position in the filmstrip that you would like to begin viewing. Press the **spacebar**. To stop playing, press the **spacebar** again.
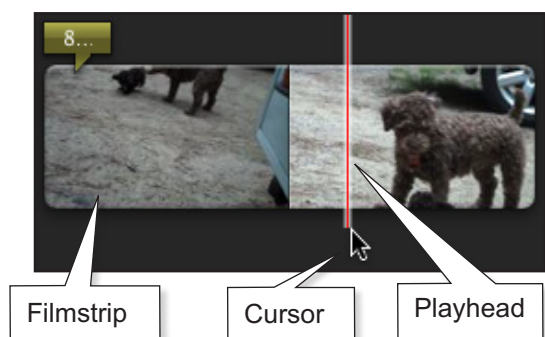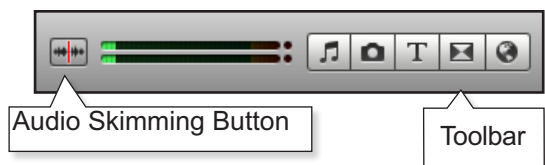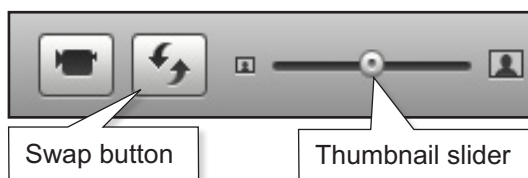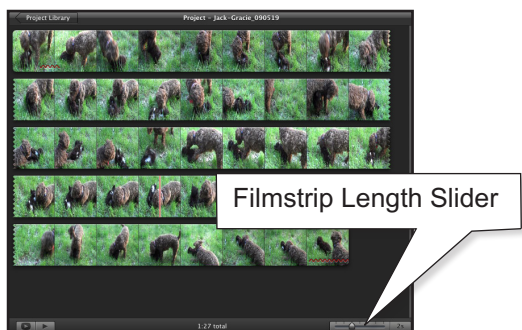
Playback Shortcuts

/ key — play selected portion of filmstrip

\ key — play from beginning of filmstrip

[key — play 2 sec. around playhead

] key — play 6 sec. around playhead

⌘-**G** key combo — play full screen

Select Video

By selecting a portion of video in your *Event Browser,* you can drag it into the *Project Storyboard* to build your movie project.

Selected Video

Select Video

Click-and-drag the **cursor** across a filmstrip to make a selection. A yellow rectangle will highlight your selected footage.

- Option-click on a **filmstrip** to select the entire filmstrip.
- Shift-click on one or more **filmstrips** to select multiple filmstrips.
- Click anywhere in the dark gray **background** of the iMovie workspace to deselect a selection.

Adjust a Selected Segment of Video

There are several ways to adjust the selected area:

- Hover over an **end border** of the highlighted rectangle—a double-arrowed handle will appear. Click-and-drag the **cursor**.
- Place your **cursor** at a location in the filmstrip where you would like to adjust the end border of the yellow rectangle and **Shift-click**.
- Slide the whole selection laterally by a click-and-drag on the **top** or **bottom border** of the yellow rectangle.
- Press the right or left **arrow** keys to adjust the border of the selection rectangle one frame at a time.
  Note: You may need to expand the *Filmstrip Length* slider to see multiple frames.

Selection Preferences

The default amount of time that is selected from a clip, in the Event Browser, when you click on it is determined in your iMovie *Preferences* settings. To change the defaults, go to iMovie > Preferences > Browser.

Add Video to the Project Storyboard

Begin building your movie by dragging selected video footage into the *Project Storyboard*, arranging, and fine-tuning it.

To add **selected video** to your *Project Storyboard*, do one of the following:

Add Selection Button

Clip Insertion Point

Drag-and-drop Menu

Advanced Drag-and-drop Menu

- Press the **E** key on the keyboard.
- Click the **Add Selection** button on the toolbar.
- Drag-and-drop selected **footage** onto the *Project Storyboard*. A green vertical line indicates the clip insertion point.

  When you drop footage on top of an underlying clip in the *Storyboard*, the drag-and-drop menu will appear with options for placement.

  For advanced editing options go to **iMovie > Preferences > General**, and select the **Show Advanced Tools** checkbox.

Arrange Video

1. Select an entire **clip** or portion of a **clip** in the *Project Storyboard*.
2. Drag-and-drop the **selection** to a new position. (Click and hold mouse button to drag, release to drop.)

Copy and Paste Video

1. Select an entire **clip** or portion of a **clip** in the *Project Storyboard* or *Event Library*.
2. Right-click (Control-click) it, and choose **Copy**.
3. Point with the **cursor** to a specific position where you would like to place the video segment in the *Project Storyboard*.
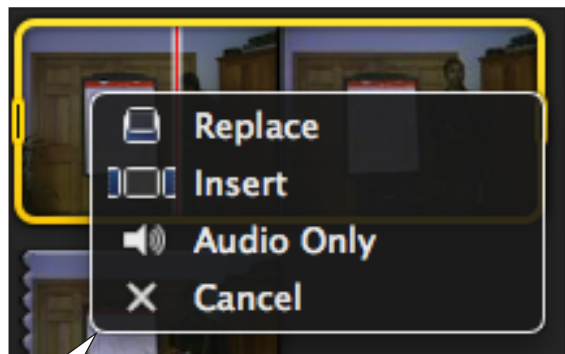4. Right-click (Control-click) there and choose **Paste**.

Delete Video

1. Select an entire **clip** or portion of a **clip** in the *Project Storyboard* or *Event Library*.
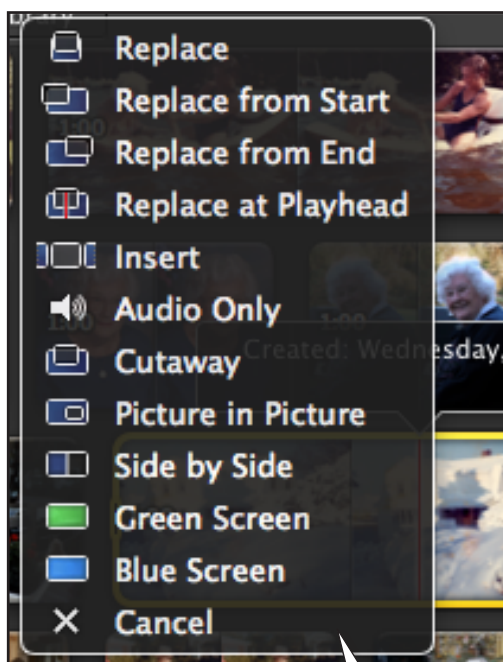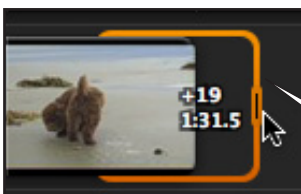2. Click the **Delete** key on the keyboard.

Ripple Edit

When you shorten the length of a clip in the *Storyboard*, all video footage following it will slide toward the left to fill the space created. This is known as *ripple* editing.

Fine-tuning Selections

Option-left arrow and option-right arrow moves the selection border one frame at a time.

Clip Trimmer Window

+19
1:31.5

Extendo Handle

Edit Video

Trim Video

Shorten by Deletion

1. Select a portion of a **clip** that you want to delete.
2. Choose **Edit > Cut** (or press ⌘-**X,** or press **delete**).

Shorten by Keeping

1. Select a portion of a **clip** that you want to keep.
2. Choose **Clip > Trim to Selection** (or press ⌘-**B**).

Shorten while Skimming

1. Place the **Playhead** at a specific position in a clip where you would like to remove all footage to its right.
2. **Right-click** (**Control-click**) and choose **Trim to Playhead**.

Shorten or Lenthen with Clip Trimmer

1. Hover over a **clip** that you would like to lengthen.
2. Click the blue **gear** icon that appears (lower left corner).
3. Select **Clip Trimmer** from the list that appears. iMovie replaces the *Event Browser* with a *Trimmer* window. The area highlighted is the footage currently selected for use in the *Storyboard*; the grayed-out area shows footage not in use from the clip.
4. Adjust the yellow border to include more or less of the original footage (see page 9 "Select Video").
5. Click **Done**.

### Shorten or Lengthen by Extendo Handles

1. Hover over the end of a **clip** that you would like to shorten or lengthen.
2. Press ⌘-**option**. Or, click the blue **right-left arrow** icon that appears (lower left corner). An orange end handle will appear.
3. Drag the orange **handle** to the right or left to lengthen or shorten the clip by 1 second.

Split Video

1. Select a portion of a **clip** that you want to split off from the larger clip.
2. Choose **Clip > Split Clip**.

or,

1. Place the **Playhead** at a specific position in a clip where you would like to make a split.
2. **Right-click** (**Control-click**) and choose **Split Clip**.

Audio Waveform   Audio Tracks Button

Blue Vertical Line - Cut-point
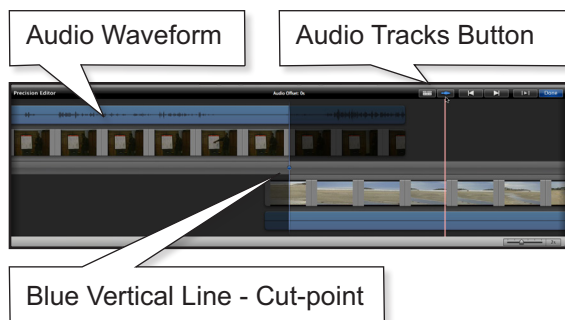
Fine-tune Your Cuts—The Precision Editor

Adjust Cut Position in the Precision Editor

1. Go to **Window > Precision Editor.** Or, click the **gear** icon that appears when you hover over a clip (lower left corner).The *Precision Editor* will replace the Event Library.

2. Drag the blue vertical **line** to the left or right to extend/shorten the cut-point where the leading clip ends (top) and the trailing (bottom) clip begins.

3. Click-and-drag just the leading or trailing **clip** to reposition it in relation to the cut-point.

### Adjust Audio Overlap in the Precision Editor

1. Click the **Audio Tracks** button to show audio waveforms.

2. Place your cursor over the blue vertical **line** where it crosses an audio track.

3. Click-and-drag the **line** to the left or right to extend or shorten the audio from an invidual video segment.

4. Click **Done** to close the *Precision Editor*.

Crop Video

1. Select the **clip**.

Crop Tool

2. Press the letter **C** key on the keyboard, or click the **Crop** button on the *toobar*. A green rectangle will appear around the image in the *Viewer*.

3. Click-and-drag any of the **corners** of the green rectangle to adjust its size—everything outside the rectangle will be discarded when you close the cropping window.

4. Click-and-drag **inside** the rectangle (a hand icon will appear) to move it around the video.

5. Click **Done**.

Rotate Video
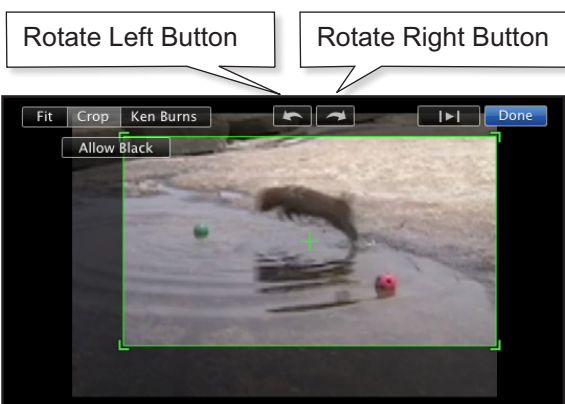
1. Select the **clip**.

Rotate Left Button   Rotate Right Button

2. Press the letter **C** key on the keyboard, or click the **Crop** button on the *toobar*.

3. Click a **Rotate** button (arrows in the top middle of the *Viewer*) to rotate the clip 90 degrees left or right. [Double-click one of the **buttons** to rotate 180 degrees.]
Note: Rotating a clip 90 degrees will create black borders on either side. You will need to crop the **clip** (see above instructions — "Crop Video"), if you'd like to remove the borders.

4. Click **Done**.

Photo Browser button
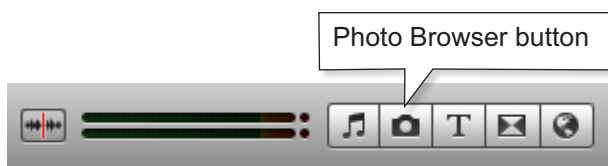
Work with Still Images

Import Images from iPhoto

1. Click on the **camera** icon in the *Toolbar*. The *Photo Browser* will open in the right side of the *Event Browser*.
2. Select **iPhoto** in the *Photo Browser*.
3. Select an **image** (or multiple images) from the *Browser* and drag it into the *Project Storyboard*, dropping it either between two clips or at the end of your project.

Import Images from Computer/Hard Drive

1. Go to **Finder** in the *Dock* and navigate to an **image** (or images) that you would like to add to your project.
2. Drag-and-drop the **image** into the *Project Storyboard*, dropping it either between two clips or at the end of your project.

Photo Browser

If you drop an image on top of an underlying clip/image in the *Storyboard*, the drag-and-drop menu will appear with advanced options for placement.

Double-click an **image** in the *Storyboard* to adjust it's timing or effects.

Go to **File > Project Properties > Timing** to alter the duration or effects of all images imported into a project.

Crop & Rotate Images

The techniques for cropping and rotation still images are the same as for working with video clips. See **page 12** of this tutorial.

Crop Tool

Pan/Zoom Images (The Ken Burns Effect)

1. Select an **image** in the *Project Storyboard*. A yellow border will appear around it.
2. Click the **Crop** icon in the *Tool Bar*, or press the **C** key on the keyboard.
3. Click the **Ken Burns** button (top left in the *Viewer*).
4. Set the image **start-point**.
   Select the **green box** (labeled Start). Click-and-drag its **corners** to resize. Click-and-drag its **middle** to move its position.
5. Set the image **end-point**.
   Select the **red box** (labeled End). Click-and-drag its **corners** to resize. Click-and-drag its **middle** to move its position.
6. Click the **Preview** button (icon that looks like an arrow between tow vertical lines in the top right of the *Viewer*) to view your effects.
7. Click **Done** to save your Pan/Zoom effects.

Ken Burns button   Preview button

Start Box   End Box
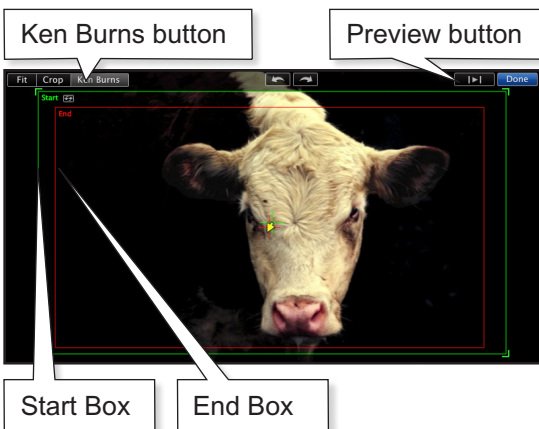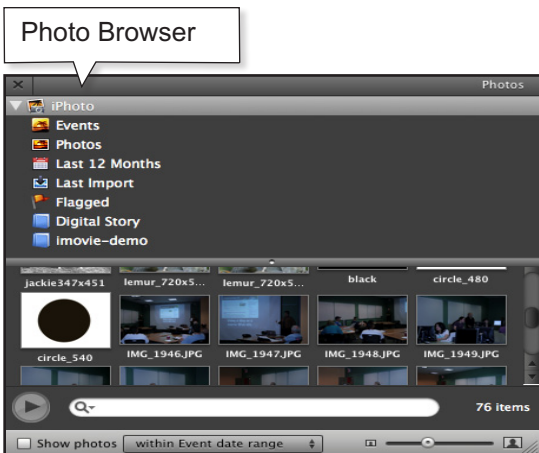
Image Size

To have an image fit perfectly in the iMovie frame (without cropping or black side-bars), prepare its pixel dimensions in a photo editing program to match the aspect ratio of your video project.

Standard 4:3 Ratio: 640 px wide x 480 px high

Widescreen 16:9 Ratio: 960 px wide x 540 px high

iPhone 3:2 Ratio: 480 px wide x 320 px high

Create Still Images & Freeze Frames from Video

Still Image

1. Skim a **filmstrip** in your *Event Browser* and position the *Playhead* at the **frame** from which you want to create a still image.

2. Right-click (or Control-click) and choose **Add Still Frame to Project** from the shortcut menu. A still image of the selected frame will be placed at the end or your project in the *Project Storyboard*.

3. Drag the **still image** within the storyboard that you would like to use it.
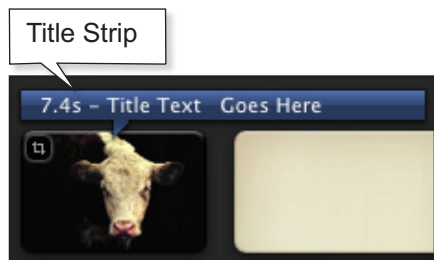
Freeze Frame

1. Skim a **filmstrip** in your *Project Storyboard* and position the *Playhead* at the **frame** you want to create a freeze frame of.

2. Right-click (or Control-click) and choose **Add Freeze Frame** from the shortcut menu. A still image of the selected frame will be placed at the position of your *Playhead* in the Project *Storyboard*.
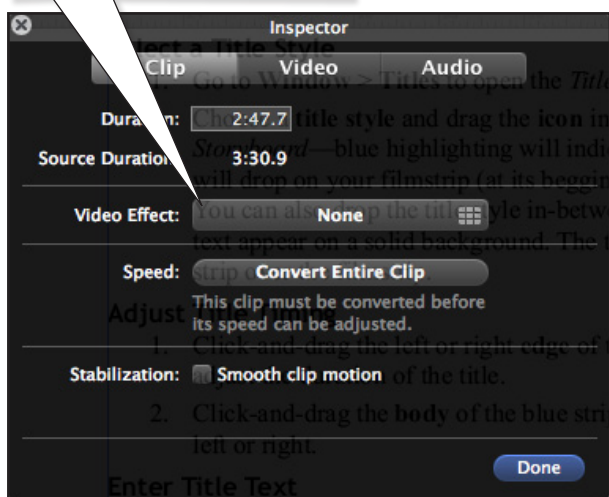
Add Text, Effects, Transitions

Titles button

Add Text

Select a Title Style

1. Click the **Titles** button on the right-hand side of the *Toolbar* to open the *Titles Browser*. The *Titles Browser* will open in the right-side of the *Event Browser*.

2. Choose a **title style** and drag the **icon** into the *Project Storyboard*—blue highlighting will indicate where your title will be superimposed on top of your filmstrip (at its begining, middle, or end). You can also drop the title icon in-between two clips to have the text appear on a solid background. The title will appear in a blue strip above the filmstrip.

Title Strip

7.4s – Title Text Goes Here

Adjust Title Timing & Position

- Click-and-drag the left or right **edge** of the blue title strip to adjust the duration of the title.

- Click-and-drag the **body** of the blue strip to adjust its position left or right.

Show Fonts button

Show Fonts

Title Text
Goes Here

Enter Title Text

1. Select the blue **title strip**. An editable text box appears in the *Viewer*.

2. Click inside the **text box** and enter your **text**.

3. Click **Done**.

Adjust Font Style and Size

1. Select the blue **title strip**. An editable text box appears in the *Viewer*.

2. Click-and-drag (highlight) through a section of **text** that you would like to edit.

3. Click **Show Fonts** (upper left corner of *Text Preview* window), the *Font Panel* opens.

4. Click on a **font**, **color**, **size, style,** and **alignment** to choose each.

5. Click **Done**.

None button
(Opens *Video Effects* list).

Inspector

Clip   Video   Audio

Duration: 2:47.7
Source Duration   3:30.9

Video Effect: None

Speed: Convert Entire Clip
This clip must be converted before
its speed can be adjusted.

Stabilization: Smooth clip motion

Done

Add Effects

1. Double-click a **clip**. The *Inspector* panel will open.

2. Click the **None** buton next to the *Video Effect* label. A video effects list will be revealed.

3. Click an **effect thumbnail** to apply an effect.

4. Click **Done**.

Effects Use

Effects should be used sparingly. The *Black and White, Sepia, and Flip* effects may be of particular interest and assist in rendering an aesthetically pleasing or polished look to your video.

Transition Button

Tip:

iMovie will not let you add a transition duration that is more than half the length of a clip.

Transition Use

Transitions should be used sparingly. The *Fade* transition is especially practical, providing a smooth fade between one clip and the next or to convey the passing of time.

Questions to ask yourself before adding ANY Video Effects and/or Transitions

Many first-time videographers fall into the trap of "cheesy" effects—be wary!

The following are some video effects guidelines:

Do you really need an effect/transition?

Is the effect/transition consistent with the style (and other effects) in your movie?

Which effect/transition is appropriate, if any?

Add Transitions

iMovie gives you the option of inserting transitions manually or automatically through an entire project.

Insert a Transition Manually

1. Click the **Transition** button on the *Toolbar*. The *Transitions Browser* will open in the right-side of the *Event Browser*.
2. Hover over a **Transition** icon with your cursor to watch a preview of its effect.
3. Click-and-drag the **transition icon** onto the *Project Storyboard* and drop it between the **two clips** that you would like it to connect. A small transition icon will appear in the *Storyboard* to indicate the position of the transition.

Adjust Transition Timing

Double-click the transition in the *Project Storyboard*. The *Inspector* panel will open. Type a new **duration time** in the *Duration* field.
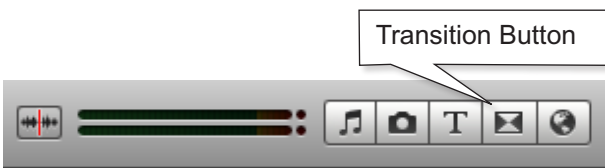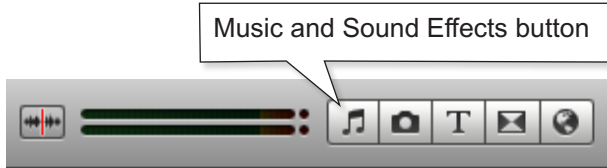
Delete a Transition

Select the **transition** in the *Project Storyboard* and click the **Delete** key.

Insert Transitions Automatically

1. Go to **File > Project Theme**. The *Project Themes* window will open.
2. Select the **Automaticaly add** checkbox, and then choose a **transition style** from the drop-down menu.
3. Click **OK**.
4. Select the **radio** button to either *Overlap* or *Extend* clip ends between transitions, if given as an option.
5. Go to **File > Project Properties.** Click the **Timing** tab, and adjust the **Transition Duration slider** to your desired transition length.
6. Click **OK**.

With automatic transitions turned on, you can double-click any transition in a project and change its duration in the *Inspector* panel that opens. Once you set a new duration, indicate whether you want it to apply to all the transitions in the project.

Work with Audio

Add a Sound Clip

Music and Sound Effects button

1. Click the **Music and Sound Effect** button in the *Toolbar* (beneath the Viewer). The *Music and Sound Effects Browser* will open in the right-side of the *Event Browser*.

2. Select **iTunes, Garageband**, **iLife Sound Effects**, or **iMovie Sound Effects**. Navigate to a **sound effect/clip** or **song** and drag the audio **file** into the *Project Storyboard* and drop it over the video frame where you want it to begin playing. A green bar will appear below the video where the sound clip is applied. Alternatively, you can drag-and-drop **audio files** into the *Project Storyboard* from the *Finder.)*

3. Click-and-drag the green bar to adjust its position relative to a clip in your project.

Edit Audio Duration

Music and Sound Effects button
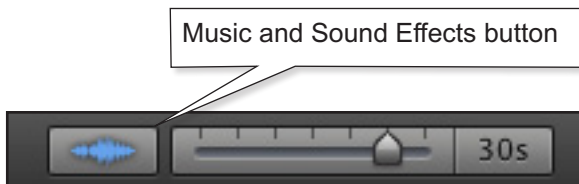
1. Click the **audio waveform button**, below the *Project Storyboard* to turn it on.

2. Select the **sound clip** you want to trim by clicking its **name** at the top of its waveform. The clip becomes outlined in yellow.

3. Move your **pointer** over either end of the clip so that it turns into a resize pointer (if the clip has a jagged edge, it means the clip is split onto two lines). Drag to the left or right at either end to adjust where the sound clip starts and stops playing.

Add Background Music

Background music plays behind the audio recorded with your video and any sound effects of voiceovers you add to your video clips.

1. Click the **Music and Sound Effect** button in the *Toolbar* (beneath the Viewer). The *Music and Sound Effects Browser* will open in the right-side of the *Event Browser*.

2. Select **iTunes, Garageband**, **iLife Sound Effects**, or **iMovie Sound Effects**. Drag one or more audio files to the dark gray area to the right of the last clip in your project, making sure you don't place them over a clip. Release the audio clip when you see a green Add (+) icon. The background of your project will appear green.

The music begins at the start of your project and ends with your video, even if the song is longer than your video.

Adjust the Volume of an Entire Clip

1. Click the **audio waveform button**, below the *Project Storyboard* to turn it on.

2. Move your **pointer** over the volume bar (a thin black horizontal line) in a clip, and then drag up or down.

This action changes the volume of the entire clip. To mute a clip, drag the bar all the way to the bottom of the clip.

Adjust the Volume of a Portion of a Clip

1. Click the **audio waveform button**, below the *Project Storyboard* to turn it on.

2. In the waveform band, move your pointer over the beginning of the portion of audio you want to modify, and then drag right or left to select the entire part you want to change. A yellow outline appears around your selection.

3. Move your **pointer** over the volume bar (a thin black horizontal line) of the selected portion, and then drag up or down.

4. To modify the transition into and out of the selected portion, click-and-drag the yellow dots to the left or right.

Record a Voice Narration

Voiceover Button

Voiceover Window

1. With your project open in the *Project Storyboard*, click the **Voiceover** (mic icon) button. The *Voiceover* window will opens.

2. Choose a **microphone** (or other sound input device) from the *Record From* drop-down menu. If you have no externally attached microphone, choose Built-in Microphone.

3. Drag the **Input Volume** slider to set the baseline volume of your recording.

4. Drag the **Noise Reduction** slider to the right to prevent background noises (ambient noise) from intruding on your recording. If you want the ambient noise to be heard in the recording, drag the slider to the left.

5. If you want your voice to be electronically altered to sound more smooth, select the **Voice Enhancement** checkbox.

6. If you need to listen to audio cues in your video while you record your voiceover, select the checkbox labeled "**Play project audio while recording**," and wear headphones while recording so that the microphone doesn't pick up the project audio while you're recording your voiceover.

7. In the *Project Storyboard*, click the **video frame** where you want the voiceover to begin. iMovie beeps three times to give you time to prepare to speak.

8. When the beeping stops, **speak** into the microphone.

9. Click anywhere in the project to stop recording. A purple voiceover soundtrack bar will appear below the video the voiceover is attached to.

10. Click the **close (X)** button in the *Voiceover* window to close the window before clicking again in your project. Clicking in the project again without closing the Voiceover window initiates a new voiceover recording.
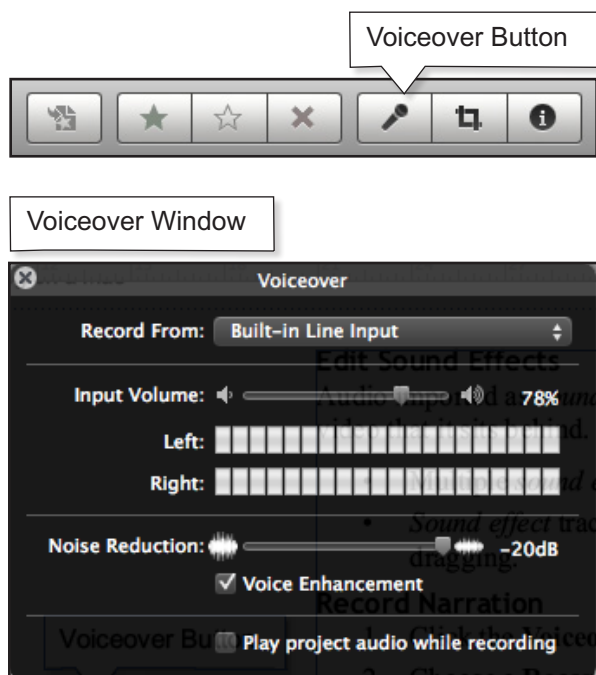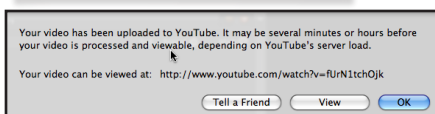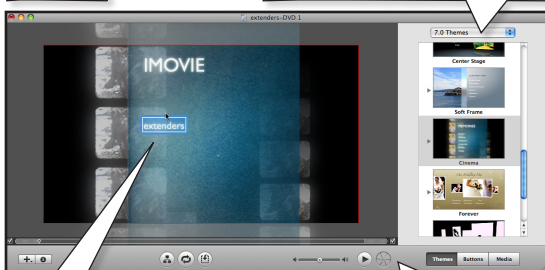
Basic Export Dialog Box
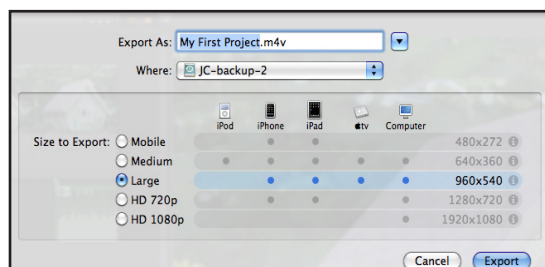
YouTube Publish Dialog Box
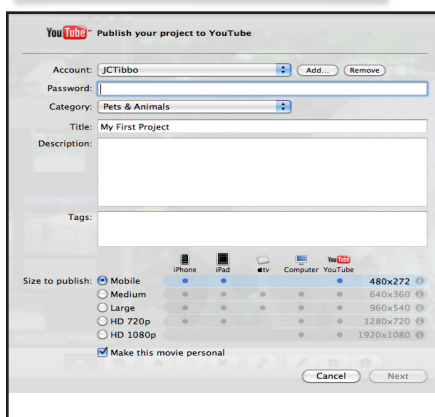
YouTube Link Dialog Box

iDVD

Menu Themes Panel

Title Text Box

Burn Button

Export a Movie — Simple Settings

Use this export process to create an exported digital video file of your movie to be archived on your computer (or external hard drive) for use with various devices/locations at a later point in time.

1. Go to **Share** > **Export Movie**. The *Export* dialog box will open.
2. Name your **project** and select an **export location**.
3. Select a **Size to Export** radio button. Your size choice will be based on the device you would like to have it played on.
4. Click **Export**.

Export a Movie — to YouTube

1. Go to **Share** > **YouTube**. The *YouTube Publish* dialog box will open.
2. Select a YouTube **Account** from the drop-down menu. (The first time you publish to a *YouTube* account from *iMovie* you will need to click the **Add** button and follow the instructions for connecting to your *YouTube* account.)
3. Enter your **password** for the account.
4. Give your project a **Title**, **Description**, and **Tags**.
5. Select a **Size to publish** radio button.
6. Click **Next**. The *YouTube Terms of Service* dialog will open.
7. Click **Publish**. The *YouTube Uploading* panel will open, indicating the upload process. When your movie has been uploaded to *YouTube*, *iMovie* will let you know and provide you with a link to your published movie.
8. Click **OK**.

Export a Movie — to iDVD

1. Go to **Share** > **iDVD**. Your movie will go through a bit of processing and then be opened in *iDVD*.
2. Select a **Menu Theme** from the *Themes* panel (right-hand side).
3. Click in the title **text boxes** to edit the title of your movie that will appear on the DVD menu when it is played.
4. Click the **Burn** button (bottom toolbar). You will be prompted to insert a **blank DVD** into the optical drive of the computer. *iDVD* will eject your disc when the movie has been burned onto the disc.
5. Place another **blank DVD** into the optical drive of the computer to make another copy.
6. Click **Done** when you have burned as many copies of your movie as you would like.
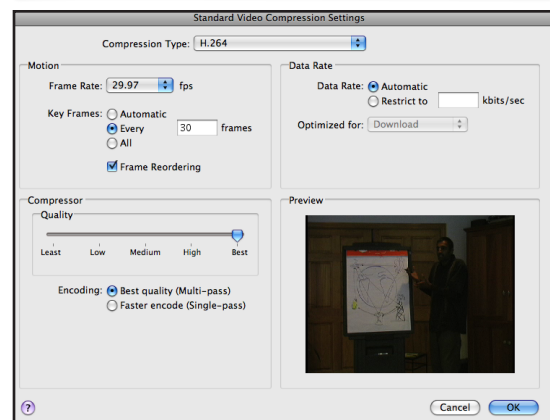
Save Exported File As Dialog Box
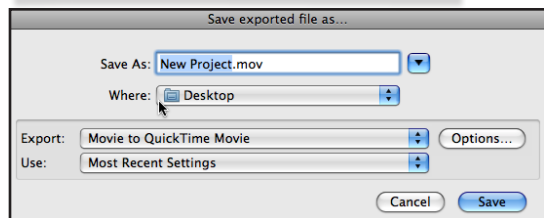
Movie Settings Dialog Box
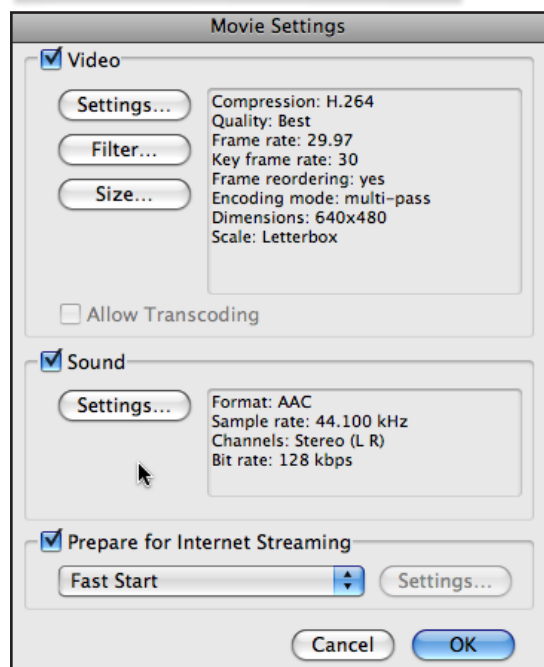
Standard Video Compression Settings Dialog Box
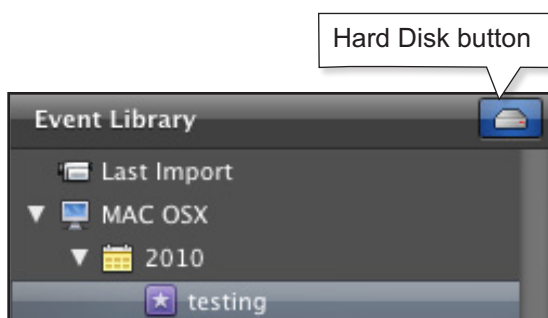

Export a Movie — Custom Settings

1. Go to **Share > Export using Quicktime**. The *Save exported file as* dialog box will open.

2. Designate a **name** and **save location** for your exported movie.

3. Click the **Options** button next to the *Export* drop-down menu. The *Movie Settings* dialog box will open.

4. Click the **Video Settings** button—the *Standard Video Compression Settings* dialog box will open:

    4a. Choose a **Compression Type** from the drop-down menu.

    4b. Choose a **Frame Rate** from the drop-down menu.

    4c. Select the **Automatic** radio button for **Key Frames** (or select **Every** and enter a **custom number**).

    4d. Adjust the **Quality Slider** for a balance between video quality and file size, depending on your project.

    4e. Select the **Automatic** radio button for **Data Rate** (or select **Restrict** to and enter a **custom number**.)

    4f. Click **OK**.

5. Click the **Size Settings** button—the *Export Size Settings* dialog box will open:

    5a. Choose a **size** from the *Dimensions* drop-down menu.

    5b. Select the **Preserve aspect ratio** checkbox.

    5c. Click **OK**.

6. Click the **Sound Settings** button—the *Sound Settings* dialog box will open:

    6a. Choose a **Format** from the drop-down menu.

    6b. Choose **mono** or **stereo** from the *Channels* drop-down menu.

    6c. Choose a **Rate** setting from the drop-down menu.

    6d. Click **OK**.

7. Click **OK** to close the *Movie Settings* dialog box.

8. Click **Save** to export your file from *iMovie*.

Copy or Move video from your Event Library to an External Hard Disk

To save space on your computer's hard disk, you can move video in your Event Library to an external hard disk connected to your computer. You can also copy Events to an external hard disk. You might do this, for example, to create a duplicate copy of your entire video library or to copy an Event to a colleague's hard disk.

Hard Drive Formatting

To use an external hard disk with iMovie, it must be formatted as Mac OS Extended (Journaled). iMovie doesn't support network-attached storage or external flash memory drives.

Hard Disk button

1. Connect a compatible **external hard disk drive** to your computer.

2. In iMovie, click the **Hard Disk** button to see all available hard disks, which are listed in your Event Library. The button is located in the upper-right corner of the Event Library.

3. Select the **Events** you want to move or copy. To select more than one Event at a time, press the Command key as you click Event names.

4. To copy the Events: drag them to the icon of the hard disk, in the Event Library, you want to copy them to.
   To move the Events: hold down the Command key as you drag the Events to the icon of the hard disk you want to move them to. The Events are moved, and they're deleted from the original location. Any projects using clips from the moved Events refer to the clips at their new location. This means that the hard disk to which you have moved the Events must be connected to the computer where the projects are in order for you to play or further edit the projects in iMovie.

   If you're moving a large amount of video at once, this process may take several minutes.

Copy or Move a Project to an External Hard Disk

You can copy or move your iMovie video projects to a compatible external hard disk. Moving or copying projects is useful if you want to work on a project using another computer that has iMovie installed, or if you want to free up space on your computer's hard disk.

1. Connect an **external hard disk** to your computer. An icon for the hard disk appears in the Event Library.

2. In the *Project Library*, select the **project** you want to copy or move, and then do one of the following:

• **To copy the project:** drag it to the icon of the hard disk (in the Event Library) to which you want to copy it, and then choose "Copy project" or "Copy project and Events."

   If you choose "Copy project," none of the project's video and other media (such as photos) is copied to the other disk. Rather, the project in its new location refers to the media in its original location. This means that in order to view or further edit the

project in its new location, the hard disk where it's located must be connected to the computer the project was copied from.

If you choose "Copy projects and Events," the source video and other media you added to the project are copied to the new location, which means you can view and edit the project in its new location without being connected to the computer it was copied from.

- **To move the project:** hold down the **Command** key as you drag the project to the icon of the hard disk you want to move it to, and then choose "Move project" or "Move project and Events."

  If you choose "Move project," none of the project's source video and other media (such as photos) is moved to the other disk. Rather, the project in its new location refers to the media in its original location. This means that in order to view or further edit the project in its new location, the hard disk where it's located must be connected to the computer the project was moved from

  If you choose "Move projects and Events," the source video and other media you added to the project are moved to the new location and deleted from their original location, which means that you can view and edit the project in its new location without being connected to the computer the project was moved from. This also means that any projects still on the original computer that use footage that was moved refer to the footage in its new location. To view and edit these projects, the computer where they're located must be connected to the hard disk the project was moved to.

Appendix: Storage Space Needed for Storing Digital Video

Minutes of Standard Definition Digital Video	Size of File	Minutes of AVCHD High Definition Digital Video	Size of File
1	217 MB	1	650 MB
5	1 GB	5	3+ GB
10	2.17 GB	10	6.5 GB
20	4.4 GB	20	13 GB
30	6.5 GB	30	20 GB
40	8.7 GB	40	26.5 GB
50	10.9 GB	50	33.5 GB
60	13 GB	60	40 GB

• Standard Definition video requires 13 GB of disk space per 1 hour of footage.

• High Definition video requires 40 GB of storage space per 1 hour of footage.

• When importing AVCHD footage from a High-Def DV camera it may take up to 2.5 min for each minute of video to import and convert to editable footage.