

# iMovie '08

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In Fall 2007, Apple released the newest incarnation of its famed video-editing tool, iMovie. The uproar was unanimous. iMovie '08 is very different from iMovie HD. But not to worry; we here in the School of Information IT Lab have put together a new tutorial for your benefit.

Rather than thinking of iMovie '08 as a new edition of iMovie, think of it as a new program in the iLife Suite, and you'll be just fine. The interface has changed. The file arrangement is different. And, you can now export your videos into a variety of really cool mediums. Do you YouTube?

## Objectives

In this tutorial, we will:

- Explore the interface, menus, and tools
- Understand the default organization of iMovie '08
- Import media from a variety of sources
- Learn to edit and trim video clips
- Look at both the potential and limitations of the program
- Export the finished product to a variety of sources

In the spirit of the iMovie HD tutorial produced by Purpleshirt alum Dave Wilson in 2005, we've created a sequel to *The Purple Way*. This time, join the Purple Heroes in our quest to eliminate the evil Saboteur!

## Organization

In most programs, you create a file and once you click "Save" or "Save As," the result is a stand-alone entity that you can save to a USB stick or even email to yourself.

Apple, however, has created a completely different organizational structure for iMovie '08. Every time you upload a video clip, the clip joins the **Event Library**. Then you create a movie by referencing the Library. Think of it as a wardrobe. You can mix and match your pants and shirts and accessories, but at the end of the day, all of the items still remain a part of your wardrobe.

The downside of this is that in order to save your files to an external storage device, you'll need to move your entire library back and forth off the hard drive. (We'll teach you how to do that, though!) The upside is that you can now add the same video clip to several different movies, a previously time-consuming, space-eating task.

## Importing

Let's jump right in and import some video footage into the program.

### *Import from iMovie HD*

If you've been working on a movie in iMovie HD and want to import it into iMovie '08, go to **File >> Import iMovie HD Project**, and browse to your project. Select your project and click through. It may take a few minutes to load depending on the file size as well as the processing power of your Mac.

### *Import from Built-in iSight*

If your Mac has a camera (aka iSight) on the top of the screen, and you want to import video using this, go to **File >> Import from Camera** (Apple I). You can also click on the CAMCORDER icon, which will serve the same purpose as long as there's no external camcorder connected to the computer.



### *Import from Camcorder*

There are two types of video that you may end up importing:

- **Digital video** is what most camcorders now capture, and it's the easiest to import. If your camcorder is actually a DV camcorder, you're all set.
- **Analog video** is video predating the digital era. VHS tapes are a common example of this. You'll need an analog-to-digital converter set-up to accomplish this task. If this sounds daunting, not to worry – the IT Lab has the complete system for your digitization projects. Just come in and ask the Purple-shirts.

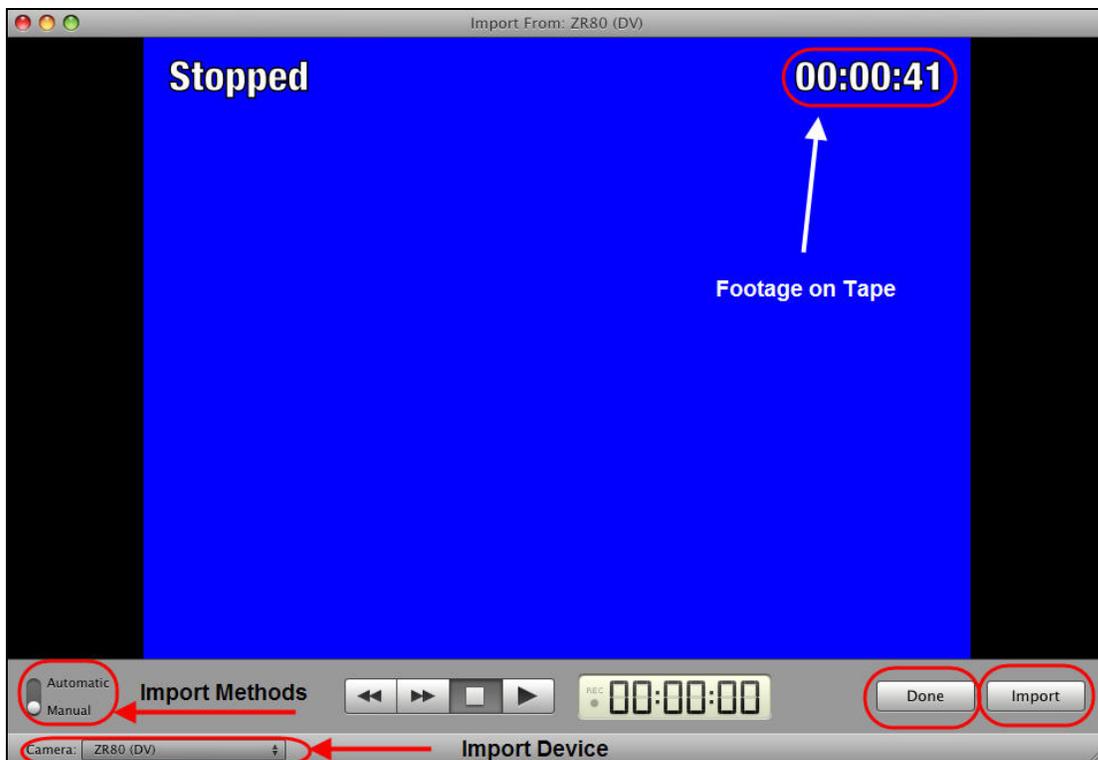
When importing Video from a DV camcorder, FireWire cables allow you to patch Digital Video (DV) directly into the Mac without any compression or loss of quality.

## Connect Your Camcorder

- Plug your camera into an AC power source. Don't rely on your battery when you want a good, clean video capture.
- Connect the small end of the FireWire cable to the DV terminal on your camera. On the cameras in the IT Lab, the DV terminal is typically located on the front of the camera below the lens.
- Connect the larger end of the FireWire cable directly to your computer. If you want to download the footage to an external hard drive, connect the larger end to the external drive.
- Load your tape and switch your camera to PLAY (VCR) Mode. Now you're ready to use iMovie's Import Tool.

## Import Video

1. Click on the CAMCORDER icon
2. A new window will pop up – but it's actually the same interface you saw when importing from your built-in iSight. This is the import window.



3. Select your import device in the bottom left hand corner. Usually this will default to whatever device you have connected.
4. As long as a camcorder is hooked up to the computer, you can import one of two ways:

- **Automatic:** iMovie will import everything it considers one shot. Choose this when you've taped an event in one continuous shot, e.g. a school concert. \*\*As a word to the wise: if iMovie senses that there's a break in the shot continuity, it will stop importing at that moment. We recommend that you always stay close to your computer when importing video.
- **Manual:** This is our preferred mode. iMovie imports the film until you tell it to stop. If during the filming process, for example, you hit the **pause** button on your camcorder between takes, and later want to import the footage into iMovie, you'll want to choose the manual import option. That way, even though there are two takes, iMovie will import the entirety of the footage.

Let's take a look at the actual importing feature. Chances are the screen is blue. There may or may not be white numbers in the top right-hand corner of the blue screen. If there are numbers, this is the time code that coincides with the tape in your DV camcorder. Said more plainly, if there are numbers, iMovie is sensing that there is footage on the tape at the point at which the tape is stopped. If there are no numbers, there is no footage at that point.

5. Now click the **import** button. From the small window which appears, specify where you want to save your footage and how you would like it labeled.



**Remember that you're not saving footage to a specific Project. You are saving footage to the Event Library, from which you pull clips into a project.**

6. From here, you can
- **Save to** an external or local hard drive: just click on the blue up and down arrows on the right side to open the browsing feature.
  - **Create new Event:** All of the footage you are about to upload will be saved under this one umbrella name.
  - **Add to existing Event:** If you already have footage in your library, you can add to Events you previously created by choosing this option.
7. Click **OK** and iMovie will automatically start playing, importing, and saving the footage to the specifications you just set up.
8. When you're done importing, click **Done**.

## Interface

Now that we have some video uploaded to iMovie, we can look at the actual interface (next page) of the program. The screen is divided into six different frames with a variety of toolbars interspersed.

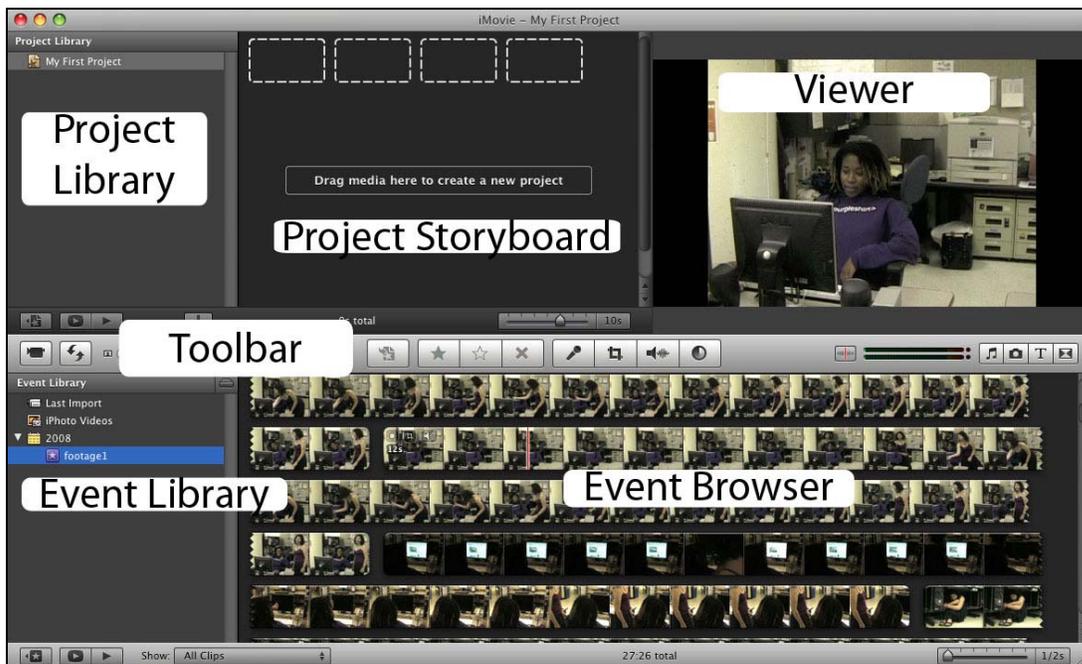
**Event Library:** The repository for all your imported video clips.

**Event Browser:** The visual interface of your Event Library. Once you click Done on the importing window, iMovie immediately creates these thumbnails (or filmstrips), which you can “skim” over to get to that great footage even faster.

**Viewer:** You watch your movie here.

**Project Storyboard:** Where you edit your raw footage into movie magic.

**Project Library:** “Project” is the new word for “movie.” That means the Project Library is the repository for all the movies you’ve worked on.



The toolbar in the middle of the screen has icons to the most popular tasks. You’ve already worked with the CAMCORDER icon. The SWAP icon next to that makes the **Event Browser** switch places with the **Project Storyboard** – very helpful as you delve deeper into your projects.



## Projects

As mentioned previously, a **Project** is just Apple-speak for a movie. To create a project, go to **File >> New Project**, or Apple-N, or click on the “+” button underneath the **Projects Library**.

A window will pop up asking you what **aspect ratio** you want for your movie.

- **Widescreen** (16:9) The default choice. This is the ratio used in HDTVs.
- **iPhone** (3:2) By providing this as a choice, Apple is either ahead of the cry for technology or is missing it altogether. Time will tell.
- **Standard** (4:3) This is the plain-Jane version. Standard TVs and YouTube are both generally in this ratio.

After you’ve chosen your aspect ratio and have typed a new Project Name, click **Create**.

## Saving

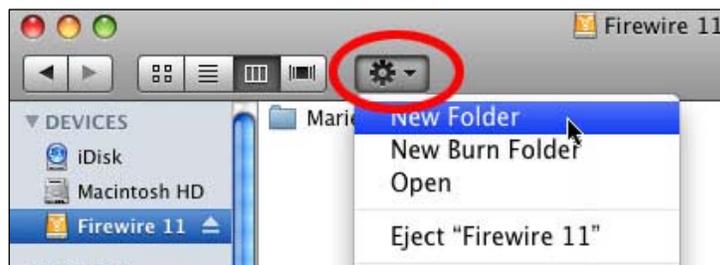
### *Saving Events*

Open the File menu, and you’ll notice that there is no Save command, because if you recall, you told iMovie where to save the Event when you created it.

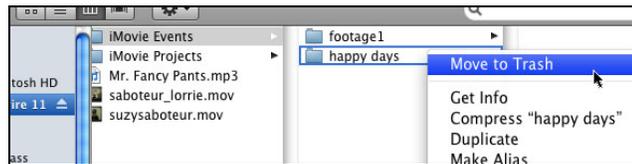


Let’s assume that you saved the imported Event, e.g. footage imported from a camcorder, to your local hard drive and want to move it to an external hard drive.

1. Connect your external hard drive to a power source, then connect it to your computer using a FireWire cable. If there’s a power switch, turn that on now. An orange icon should mount to the desktop. Double click on that. Either right click within the window or click on the GEAR-looking icon to create a new folder. Label this folder with your first and last name. e.g. SalPurpleshirt.



2. Next, double click the MACINTOSH HD icon and click on “Movies” on the left hand side of the window that pops up.
3. Drag the *entire* “iMovie Events” folder to the folder you created on the external hard drive. Depending on how much footage you have as well as the processing power of your computer, this may take some time.
4. If, while in the process of moving the entire iMovie Events folder, you also moved files which do not belong to you, you can erase them now from the folder on your external hard drive. To do this, click once on the file name you want to erase, and a menu will appear. Select “Move to Trash.”



\*\*Note: If you accidentally delete something you want, double click on the trash and move it to the appropriate folder. The files aren’t actually deleted until you empty the trash.

So now you’ve moved your event to an external hard drive. But you’ll also need to know how to move it back once you’re ready to work on the project again.

- A. Double click on the MACINTOSH HD icon, and open the “Movies” folder on the left hand side of the window.
- B. Connect your hard drive. (See #1 above.)
- C. Double click on the orange icon and open the folder you created.
- D. From the folder on your hard drive, drag the individual Events (not the iMovie Events folder) into the iMovie Events folder on the computer’s hard drive.



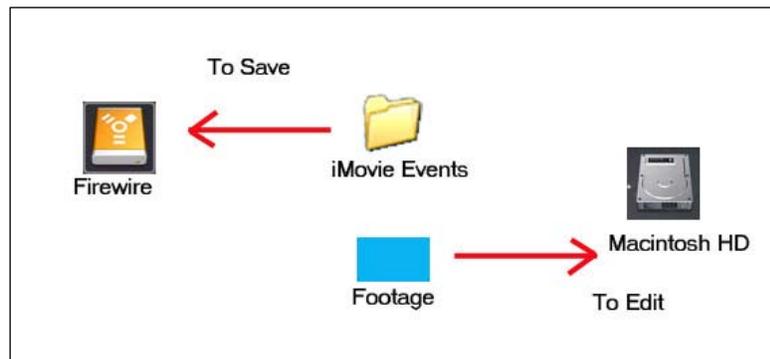
- E. Open iMovie ’08 to make sure the footage moved properly.

## ***Saving Projects***

Projects in iMovie automatically save to your computer hard drive. If you want to save a project on an external hard drive (e.g. if you're backing up your work or if you're working off of a FireWire drive we have in the lab), the process is very similar to the one you did to move your Events folder.

Follow the processes above, but instead of moving the Events Library folder as in step #4, move the iMovie Projects folder, and likewise, move individual projects rather than individual events as described in step D.

**Now open iMovie '08 and make sure your project made the transition.**



## ***Saving Other Media***

If your project includes other media, e.g. music uploaded to iTunes or photos from iPhoto, make sure these make it to the folder on the external hard drive and likewise, from the folder on the external hard drive back into the correct programs on the computer's local hard drive. If you forget to do this and you try to open your project on another day and on another computer, iMovie has no way of knowing that extra media is there. Don't forget!

## **Editing**

A new feature in iMovie '08 is the use of filmstrips. A **filmstrip** is what used to be known as a **clip**, except that a filmstrip is dynamic. The length of a filmstrip corresponds to the length of the imported. So instead of having two clips, one 5 seconds long and one 20 seconds long, displayed as the same size, a filmstrip will display the 20 second long footage as being 4 times longer than the 5 second footage. A jagged line means the filmstrip is long enough on the current display that it must be carried onto the next line of the **Event Browser**. For the purposes of this tutorial, however, we use the word **clip** to mean a section of footage.



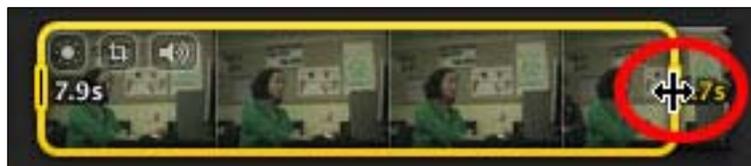
To change how long each preview thumbnail of a filmstrip is, simply move the slider at the bottom right corner of either the **Project Storyboard** or the **Event Browser** to the number of seconds per thumbnail that you are comfortable working with. It is often helpful to change the frames-per-thumbnail ratio while editing. For example, when moving clips from the **Event Browser** to the **Storyboard**, it is probably better to have more frames-per-thumbnail so you can easily move large chunks. However, it might be better to only have a few seconds for each thumbnail when making detailed edits to the footage.

### ***Selecting clips***

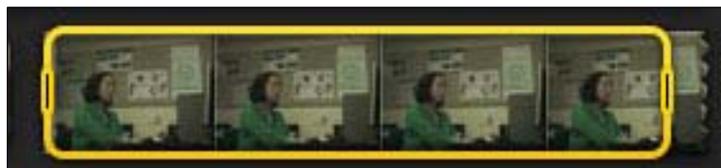
To start creating your movie, you need to bring clips from the **Event Library** into your current project. The first step is to find the clips that you want to use.

To browse through the footage in the **Event Browser** move your mouse over the filmstrips. You'll be able to watch a preview of the clip in the Viewer. It will move as fast as you move your mouse over the clip. This is called **skimming**.

To select a section of film from the **Event Browser**, click on the first moment you want to show in your movie and drag the box that appears all the way to the last second of movie that you want. This is just like highlighting chunk of text in a Word document.



If you need to adjust the length of your selection, hover over one of the vertical end handles of the yellow box and move it back and forth to select more or less of the **filmstrip**.



Once you have the yellow box around the clip that you want, just drag and drop it into the **Project Storyboard**.

## Trimming

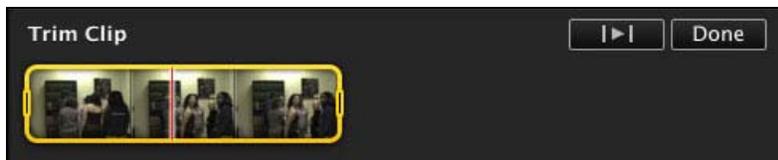
If you moved a little too much footage into the **Project Storyboard**, there are three main ways to trim it down.

1. Select the section of video that you do not want in the **Project Storyboard** and either click the delete button on the keyboard or right click on the selection and choose **Cut**. If you cut out a section in the middle of a filmstrip, iMovie will split the remaining footage into two filmstrips.

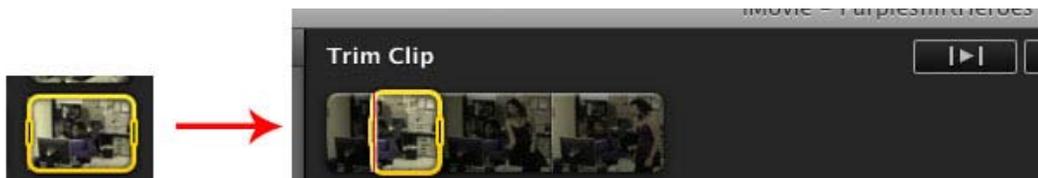


2. Select only the section of video that you want to keep in the project, and either right click on it and pick Trim to Section or from the menu bar, choose **Edit >> Trim to Selection**.

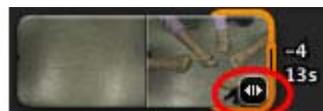
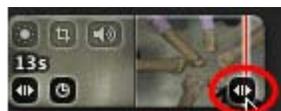
3. Select an entire filmstrip by clicking on it once. Then either right click on it and pick **Trim...** The **Trim Clip** window will appear in place of the **Project Storyboard**. Select the section of the filmstrip that you want to be part of your video and then click **Done**.



A really nice feature about iMovie '08 is that it preserves the original footage. If at any point you realize that you trimmed off too much from a clip, you can select that filmstrip and select **Trim...** In the **Trim Clip** pane, you will see the section that is currently in your movie surrounded by the yellow box and the rest of the original filmstrip will be grayed out. Simply adjust the size of the box to add the footage back into your movie.

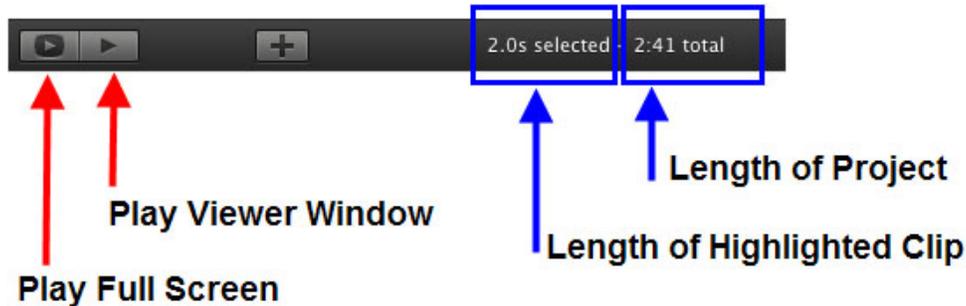


If you need to add a little bit back to or trim a little bit off of the beginning or the end of a filmstrip, bring the mouse over the end that you want to trim and a FINE TUNE icon will appear in the lower corner of the filmstrip. Click on it and the end of the filmstrip will be highlighted with an orange handle. Click and drag the handle to add back on or trim off up to 30 seconds of the filmstrip.



## Playing Video

Now that you've edited your movie to a certain extent, let's go ahead and play it. The **Play** buttons underneath the **Project Library** give you some control on how the movie is displayed. The button on the left will play the entire project on the full (monitor) screen, and a navigation bar of the project's filmstrips will appear at the bottom of the screen. The button to the right will play the project from the beginning, using the **Viewer** window to display it. The numbers below the **Storyboard** give the length of the project, and if a clip is selected, the length of that clip will also be listed.

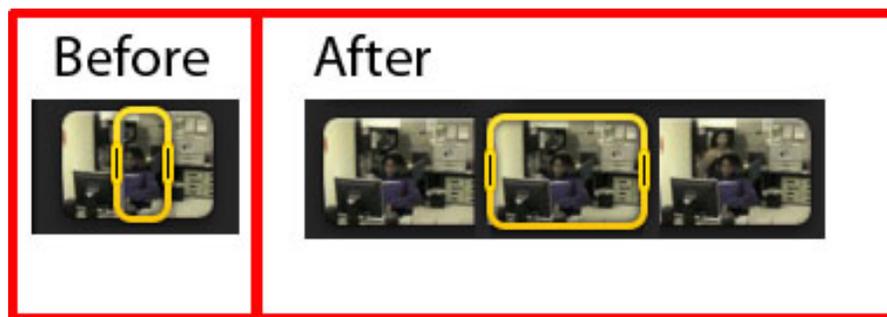


## Splitting

Sometimes you want to use parts of one filmstrip in different parts of your movie, e.g. you're cutting back and forth between two people looking at each other. In order to do this, you need to split the clip. There are two different types of splits: one that breaks the filmstrip into two pieces and one that breaks it into three.

- To split a clip into two pieces, select a clip from the split point to either the beginning or the end of the clip.
- To split a clip into three pieces, select the whole piece of the clip that you want to be the middle clip. The pieces on either end will become separate filmstrips.

After you have the clip selected, either right-click and select **Split Clip** or choose **Edit** >> **Split Clip** from the menu bar.

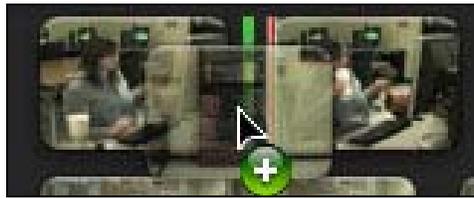


**\*\*Note:** Regardless of how you edit the footage imported into the **Storyboard**, the raw footage in the **Event Browser** remains unchanged. So if you mistake, click **Edit >> Undo**, or delete the edited clip entirely from the **Storyboard** and start again.

## ***Inserting***

There are two ways to insert a clip into the middle of a filmstrip.

- Split the filmstrip where you want to insert the new clip using the “split into two pieces” method detailed above. Next, select the clip you want to insert and drag it over to the split. You will see a green line when the clip is positioned in the split.



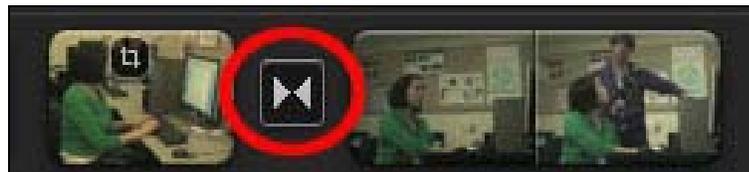
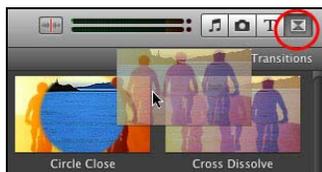
- Alternatively, select the clip and drag it to the position on the filmstrip where you want to insert it, using the red line as a guide. When you release it, the filmstrip will split in two with the clip in the middle of it.

## **Tricks**

In this section, you'll learn some classic iMovie tricks (Transitions and Titles) as well as some new ones (Color Correction, Cropping, and the Limitations of iMovie '08).

### ***Transitions***

**Transitions** are used to move between clips. To insert a **Transition**, simply click on the **TRANSITIONS** icon (far right on the toolbar, looks like a sealed envelope), choose your icon, and drag it to the **Project Storyboard**, setting it between the two clips you want to transition between.



To play the clips surrounding a transition, hold down the shift key and click on the clip before and after the transition as well as the transition itself. Then move your cursor (and therefore the **playhead** indicated by a red line) to the beginning of the highlighted portion and press the spacebar.



To change the duration of the transition, right click on the TRANSITION icon within the **Project Storyboard** and scroll down to **Set Duration**.

To remove a **Transition**, click on it and hit the delete key.

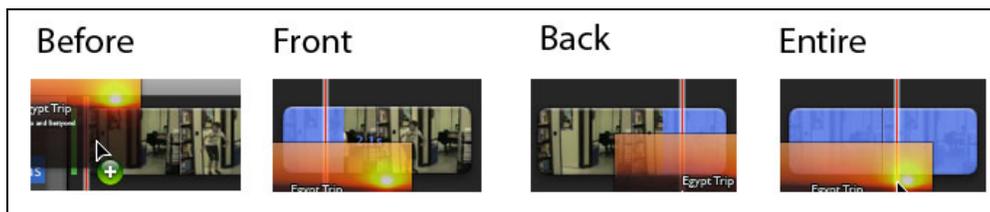
As some guidelines for using **Transitions**:

- Transitions usually imply passage of time. There's nothing wrong with leaving straight cuts.
- In general, choose one type of **Transition** and stick with it for the entire project.
- Cross-dissolve is the most subtle of the choices presented. Fade-in and fade-out (over black or white) are also subtle.

## ***Titles***

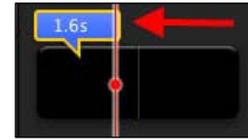
Titles are used to incorporate text into your project. Depending on the effect you want, a clip can have a title overlay or a title can be standalone over black background.

1. To insert a title, click on the T icon next to the TRANSITION icon.
2. From the Title menu, choose the format you like.
3. Click and drag the format onto the **Project Storyboard**.  
If you want the Title to stand alone, position your mouse before the appropriate clip before you release the clip. You'll know you're between shots if there's a green line.
4. If you want the Title over a clip, iMovie gives you the choice of overlaying the Title on the beginning, the end, or the entirety of a clip. The blue highlight will show you what you've chosen.



5. To change the actual text of the Title, double click in the Preview Window onto the placeholder text.
6. iMovie lets you individualize your titles. Click on the **show fonts** button in the top left-hand corner of the Preview Window. From here, you can specify Font, Font Size, Kerning, Alignment, etc.
7. To preview the title, click on the **play** button at the top right-hand corner of the Preview Window.
8. To exit the Title editing process, click Done.

To change the duration of a standalone Title, right click on the blue indicator dialogue window, and go to Set Duration.



Let's say you followed all the directions above and you have a working standalone Title, but it's not just right. You decide you want to move the text of the Title onto another clip. Just click and drag the blue dialogue bubble. Notice that after you move the dialogue bubble, the black background still remains. You can choose to use as-is, refashion, or delete this black screen according to your own purposes.

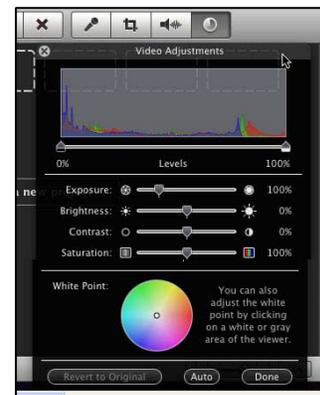
To delete a Title, click off the Title, and click back onto it so that it's highlighted yellow. Then hit the delete key.

## Color Correction

The creators of iMovie '08 have incorporated possibly the most useful feature yet – the ability to correct the color of both individual frames and entire clips. Shooting under fluorescents? iMovie can help. Inconsistent coloring from one shot to the next? No worries.

One thing to note with the Color Correction feature is that you can only apply corrections to one clip at a time. However, you can copy the corrections to other clips.

1. Highlight the clip in need of color correction. If you highlight a clip in the **Event Browser**, the correction will apply to every project that you insert the clip into. If you highlight a clip in the **Project Storyboard**, the corrections will only apply to that Project.
2. Open the **Video Adjustments** window by clicking on the CIRCLE icon on the middle toolbar. Keep in mind that any adjustments you make are not permanent. If you make a correction that you dislike, click the **Revert to Original** button in the bottom left-hand corner of the window.

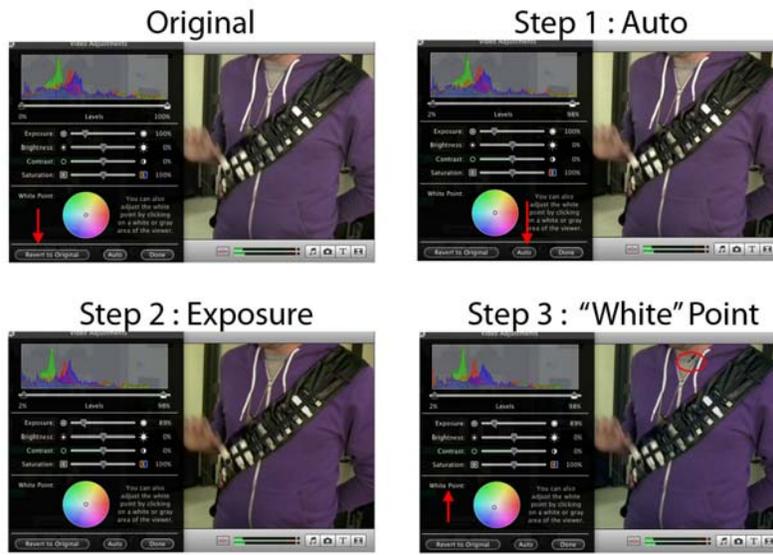


If you're not a Photoshop expert, you may be apprehensive about taking on this panel, but Apple has incorporated some nice features to hopefully make your life easier. Try fixing your color in this order, and feel free to stop the process once you're happy with your color.

1. Click the **auto** button on the bottom of the window. This asks iMovie to automatically adjust the color.
2. Move the **Exposure** slider. Right=light(er) and left=dark(er).
3. The **White Point** helps iMovie recognize that something in the clip is supposed to be white. All you have to do is move your mouse over the highlighted clip and click on something you know is supposed to be white or gray. iMovie will

accordingly alter the color scheme according to what you have defined as a known color.

**\*\*Note:** When looking at the images below, your eye may not see much of a difference. Look at the **Histogram** (the colorful image at the top of the **Video Adjustments** window which looks like a set of mountain peaks). The goal is to have the peaks of color spread out over the entirety of the histogram window.



To copy your corrections onto other clips:

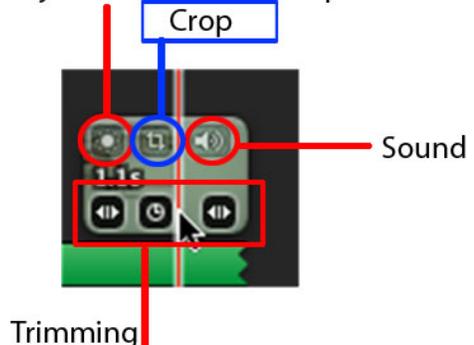
1. Select the clip you've made your color adjustments to.
2. Hit Apple C. (Or **Edit >> Copy**)
3. Select the new clip to which you want to apply the color adjustments.
4. Go to **Edit >> Paste Adjustments >> Video**.

As you've seen from the Video Adjustments window, there are many other ways to modify the colors. For the purposes of this intro tutorial, we won't be delving too far into them. Check *David Pogue's iMovie '08 and iDVD, The Missing Manual* for a more comprehensive explanation of the color features.

## ***Cropping***

iMovie '08 has a great feature which you can use to crop entire video clips much like you crop photographs and images. First, select the clip you want to crop. You can activate the CROP icon from two places: either on the main toolbar or one of the mini icons on the clip itself.

Video Adjustments made to clip



From here, you can resize or crop the image using the **crop/fit** buttons in the top left hand corner of the Preview Window.



To complete your cropping, simply click **Done** in the top right hand corner of the Preview Window.

### ***Limitations***

In iMovie HD, you could speed up, slow down, reverse, and go on a special effects bonanza. You could add chapter markers and export directly to iDVD by clicking on a button. These features simply don't exist in iMovie '08.

If there is something that you really want to do, and you know from our iMovie HD tutorial that such a task is possible, you'll love this feature:

iMovie '08 files transfer quite nicely to iMovie HD. Later on in the tutorial, you'll learn how to export to iMovie HD. Let us preface with some extra info, though. If you bought iMovie '08, you can go to the Apple website and download iMovie HD for free. However, if you already have iMovie HD, you have to buy the iLife '08 Suite. Apple won't let you upgrade for free. On to happier topics...images!

## Images

### *Inserting Photos*

To insert a photo, you first need to make sure that you have a copy of it in iPhoto. Once it is in iPhoto, click on the PHOTO icon on the toolbar. A copy of your iPhoto Library will appear next to the **Event Browser**. To insert an image into your movie, just drag and drop it between two filmstrips, using the appearance of the green line to know when it is in position.



\*\*Note: If you want an image to appear in the middle of a filmstrip, you must split the filmstrip first. Otherwise the image will appear over that entire filmstrip.

### *Creating Still Frame*

To create a still frame from a clip, move your cursor to the frame that you want to create a still frame out of (it can be in either the **Events Browser** or **Project Storyboard**). Right click and select **Add Still Frame to Project**. A still frame will be placed at the end of your project and you can move it to wherever you want in the project.

### *Working with Still Images*

After inserting a still image you can change how it behaves within your project. To do this, select the image in the **Storyboard** and then bring up the crop window just as you would for a video clip. In this window, you can do everything to the still image that you can when you use the crop settings on a video clip.

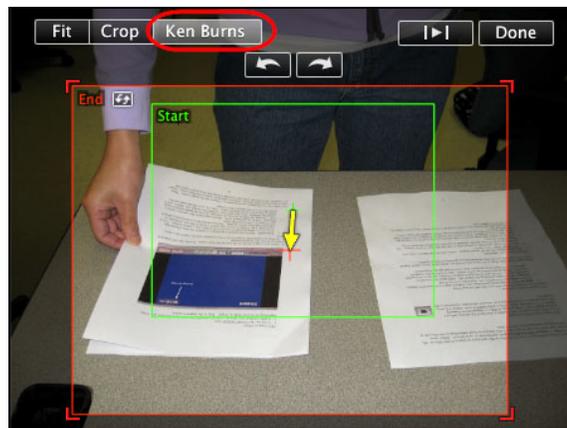
## The Ken Burns Effect

There is a third option next to Fit and Crop. **The Ken Burns Effect** lets you apply camera moves like zooms and pans to otherwise static shots. It is the default setting for all imported photos.

To create a **Ken Burns** effect

- Select **Ken Burns** in the crop window
- The starting position will be highlighted in **green** and the end position in **red**.
- Drag and resize the **green** box until it encompasses the area where you want the motion to **start**.
- Do the same for the **red** box to set the place where the motion **ends**.
- The yellow arrow will show you the direction of the move.
- You can preview the effect by clicking on the **preview** button in the top right corner.
- To change the duration of the effect, change the duration of the still image (below).

When you are done with all of your still photo editing, click **Done**.



To change the duration of a still image, hover over the image in the **Storyboard** and select the **TIME** icon that appears at the bottom left corner of the frame. A window will pop up asking you how long you want the image to be and if you want it to apply to all images in your project. Make the adjustments that you want and then click **OK**.

## Audio

### *Importing Audio*

Audio can be added to your iMovie project by using the **Music and Sound Effects Browser** or by extracting it from another iMovie clip.

### **Import from the Music and Sound Effects Browser**

To access the **Music and Sound Effects Browser**, click on the MUSIC NOTE icon on the taskbar. You will see a bunch of different folders in here.



iMovie (and iLife for that matter) comes with a whole slew of royalty-free music and sound effects. You can find these in the iMovie '08 Sound Effects and the iLife Sound Effects folders.

If you create tracks in Garage Band, these will be in the Garage Band folder.

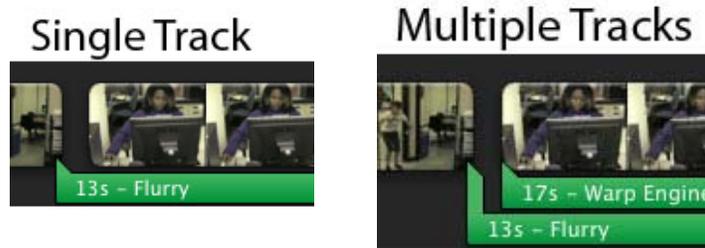
To access your iTunes library, simply select the iTunes folder. You need to make sure that any outside music that you want to use in your movie is in iTunes (or GarageBand) in order to use it in your project.

To **preview** a track, highlight it and then click on the **play** button at the bottom of the **Music and Sound Effects Browser**.

Audio can be added to your project in two ways, **pinned to a specific clip** or as a **background** track.

When an audio track is **pinned to a specific clip**, it starts playing when the player reaches that clip in the movie. The audio track moves around as you move the corresponding clip around your **Storyboard**. To add an audio file to a specific clip, drag the track to the exact frame where you want the audio to start (using the red line as a

guide). It will show up as a green stripe below the filmstrip, with a pointer indicating the starting position. You can stack sound files by dragging another one to the same spot. It will show up as another green stripe. You can stack as many audio files as you want.



A **background track** means that the audio will play from the beginning until it is finished or until the end of your movie (whichever is first) and will not change no matter how you move the clips around. To add a background track to a movie, drag an audio file from the **Music and Sound Effects Browser** to the background area of the **Storyboard** (it will turn green). Background tracks show up as a green bubble behind the filmstrips in your **Storyboard**.



### **Import Audio from Another iMovie Clip**

Even though you can no longer view the audio files in the same way that you could in iMovie HD, it is still possible to extract audio from movie clips in either the **Event** or **Project Libraries**.

1. Select the section of the filmstrip that you want to extract the audio from
2. Hold down CMD (•) and Shift and drag the selection onto the **Storyboard**

### **Working with Audio**

You can move an audio file that is attached to a track by clicking on it to select it (it will become highlighted with yellow) and then using the hand to drag it to the desired position.

You can **trim** the end off of an audio file by selecting it and then mousing over the end of it until the curser turns into a double arrow. Click and drag the end of the audio strip to cut off the end.

For more fine-tune adjustments, select an audio track, right click and select **Trim...** from the menu. A trim window will come up just like when trimming video. However, instead of thumbnails, you'll see the audio sound wave. Work with it in the same way that you would when trimming video.

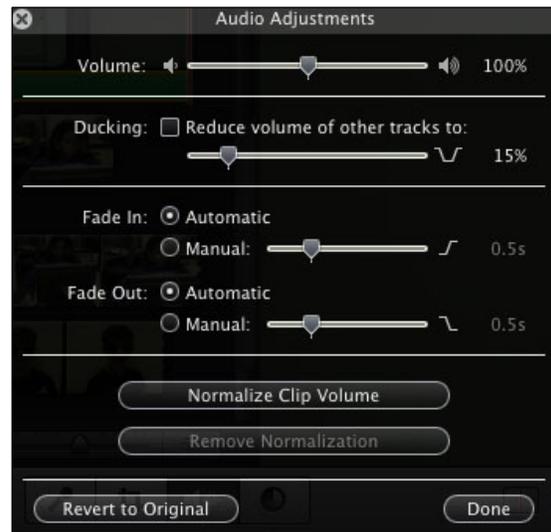


## Audio Adjustments

To adjust audio in iMovie '08, select the audio file or the corresponding filmstrip and click the **adjust audio** button on the toolbar (it looks like the SPEAKERS icon with a sound wave coming out of it).

There are three main sections that you will probably work with.

1. **Volume** – you can adjust the volume of the clip by sliding this bar back and forth.
2. **Ducking** – Ducking is actually pretty cool. When you have stacked audio, checking this box tells iMovie which audio you want played over all the other audio. It will automatically reduce the volume of all other stacked audio tracks by the percent on the slider. To adjust how quiet the other tracks are, simple change the percentage with the slider.



3. **Fade** – These controls let you fade in or out the audio track. Click **Manual** and then use the slider to select how long the fade in or out takes.

**Normalizing Clip Volume** comes in handy when the audio of your clip was recorded at different levels. Clicking it automatically adjusts the volume of the clip so that it is at about the same level as the surrounding clips.

When you are finished making your audio adjustments, click **Done**.

# Sharing and Exporting

## *Media Browser*

If you want to move your project to iDVD '08 or GarageBand, then you need to share it to the iLife **Media Browser**. To do this:

1. Select **Share >> Media Browser...** from the menu bar.
2. Choose the **size** or **sizes** that you wish to export your movie as. If you want to create a DVD of your movie, then it is probably a good idea to select the largest choice possible.
3. Click **Publish**.

iMovie will now begin to process your movie. Sometimes this can take a pretty long time, so be prepared to wait awhile. There'll be a progress bar giving you an estimate of how long it is going to take, although it's better to just set it up and then go do something else during the processing.

## *YouTube*

One of the nifty features about iMovie '08 is that you can share your movie directly to YouTube. \*\*Note: YouTube will not accept any movies that are over 10 minutes long.

1. From the top menu, choose **Share >> YouTube**. A dialog box will pop up.
- 2A. If you've never posted a movie from iMovie to YouTube:
  - a. Click **Add** on the account line and then select **Sign In**.
  - b. A browser will pop-up to YouTube.com. Create a YouTube account.
  - c. YouTube will then ask you if you wish to allow third-party software. Choose **Allow**.
  - d. When you see the "You have permission" message, return to iMovie.
  - e. Click **Confirm Sign-in**.
- 2B. If you have exported a video from iMovie '08 to YouTube before, simply choose your account name from the list of accounts.
3. Select a **Category**, type in a **Title**, and add a **Description** and **Tags** for your movie.
4. Select the **Size**. Medium will look better, but will only play well over high speed connections. Mobile will be smaller, but will load faster, which is better for viewers using dial-up or cell phones.
5. Check over all of your settings and then click **Next**.

6. A box will come up reminding you that you should not be posting anything that you don't have the copyright for.

7. Click **Publish**.

As with all exporting options, this can take a while. When iMovie is done, a box will pop up giving you the URL of your movie.

## ***QuickTime***

If you want to export your movie to a movie file that can be played on any computer, then you want to use the **export** options.

To produce the movie quickly, go to **Share >> Export Movie...** When the window pops up, choose a name for your movie, where to save it and what size you would like it to be and then click **Export**.

For a bit more control over the output:

1. Go to **Share >> Export Using QuickTime**. The **Save exported file as...** window will pop up.
2. Choose a name for your movie and where to save it.
3. Under the **Export** drop-down menu there are many different options to choose from. Choose the type of file you want to create from this list.
4. Many of the choices allow you to click on the **Options...** button for further fine-tuning of how iMovie will export your project.
5. Once you have all of your settings set up to your specifications, click **Save**.

As with all exporting options, either way can take a while to process, depending on the size of your movie.

## **Exporting Still Frames**

If you created still images from your project that you want to use elsewhere:

1. Create a new project in the **Project Library**
2. Move a copy of the still frames to this new project.
3. Set each of the images to have a duration of 1:00 second.
4. Use the Export to QuickTime instructions and choose **Movie to Image Sequence**.
5. Under **Options...** choose your format and set **Frames per second** to 1.

You will now have a series of still frames that you can use wherever you want. Remember, if you want to use them in iDVD, it's a good idea to import them into iPhoto.

## ***iMovie HD***

The process to export your project to iMovie HD is similar to the Export to QuickTime directions.

1. Use the Export to QuickTime instructions and choose **Movie to QuickTime Movie**.
2. Click Options, then click the (Video) Settings button.
3. You want to choose Apple Intermediate Codec from the Compression Type pop-up window. (A codec, if you're curious, is a program which encodes and decodes information on the fly.) By selecting Apple Intermediate Codec, you're telling iMovie that you want to translate your film into a form which iMovie HD will understand.
4. Click through to finish exporting the project.
5. Open iMovie HD, create a new project, name it and save it.
6. Choose **File >> Import**, and double click on the file you exported. This will import the entire project as one clip into the clips pane of iMovie HD. Now just follow the iMovie HD tutorial as necessary to work with all those handy features that didn't make it into iMovie '08 (specializing audio effects, adding a great deal of special effects, add chapter markers, etc.)

## **Conclusion**

Hopefully you've learned quite a bit about iMovie '08. As you can see, the program can be very involved, but it also has a quite a bit of functionality never before seen in an (relatively) inexpensive video editing software.

For a more in-depth reference, check out David Pogue's *iMovie '08 & iDVD, The Missing Manual*. It's an easy to read reference and pretty darn entertaining – you know, for a manual.