

iMovie '09 Tutorial

Connecting your camcorder to the computer:

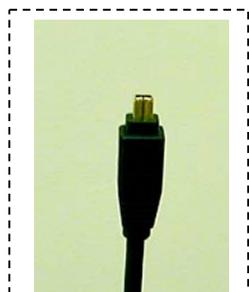
Once you are satisfied with the footage you have recorded using your digital camcorder, you can edit it on your computer using iMovie '09. To upload your video footage into iMovie, you'll need the necessary cabling to connect the camcorder to the computer.

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.

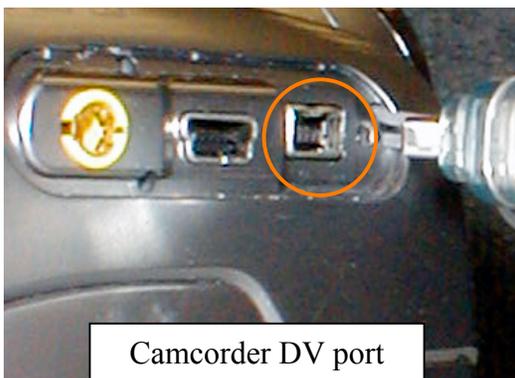
Next, plug the FireWire end of the cable into the computer's FireWire port. On the Mac pictured, the FireWire port was located on the back of the monitor, though on other computers a port may be on the front or back of the CPU.



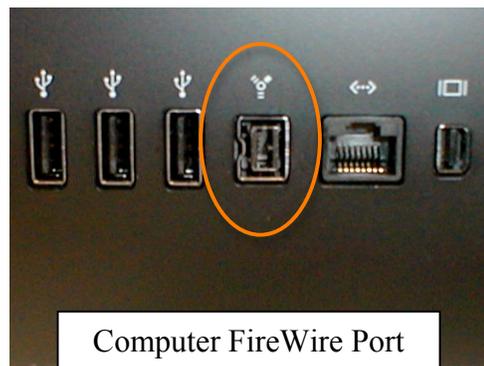
DV Connector



FireWire Connector



Camcorder DV port



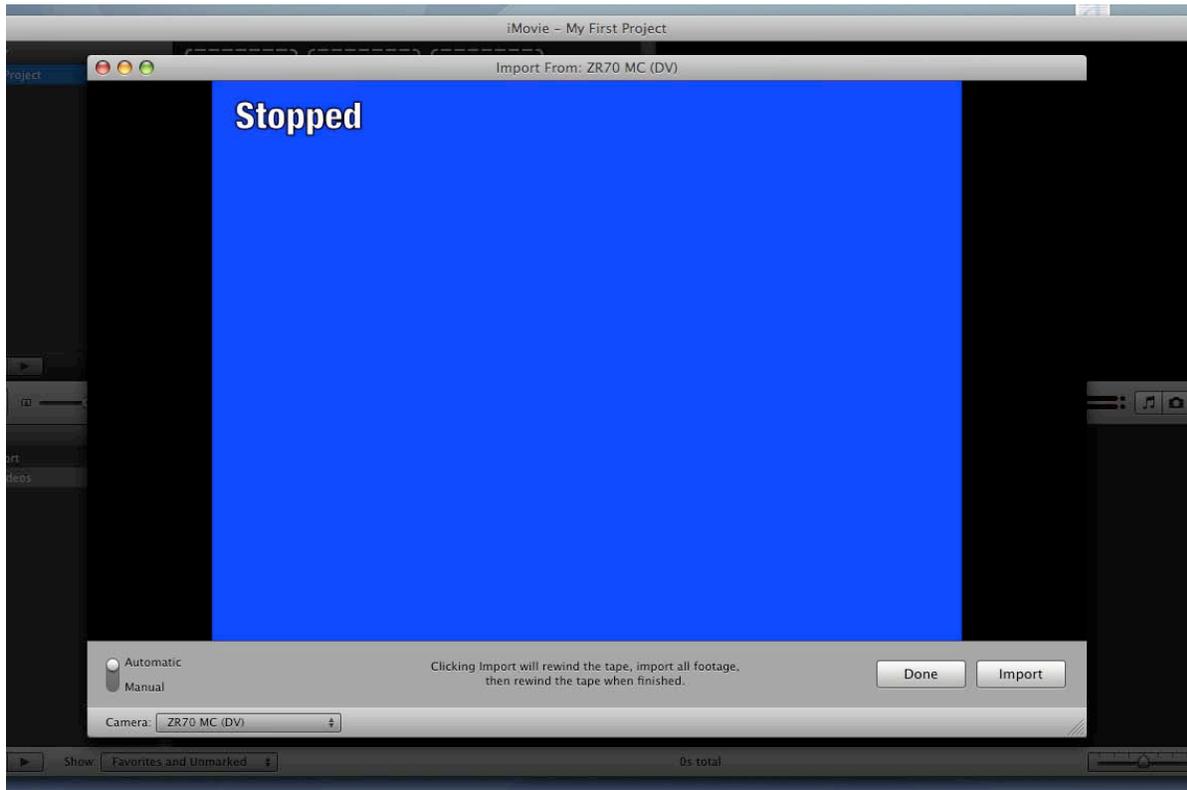
Computer FireWire Port

Uploading your footage to iMovie:

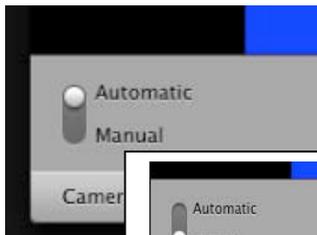
After connecting your camcorder to the computer, turn the camcorder on and set it to Play/VCR mode. Then launch iMovie '09 by clicking on the program icon on the dock.



The program will open and the import window will pop up:



There are two settings for importing, “Automatic” and “Manual:”



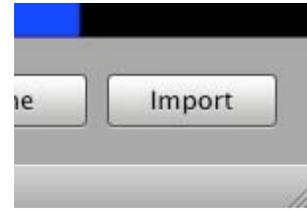
Automatic is best to use when you would like to import all of the contents of the tape. When you choose Automatic mode, the program will automatically rewind the camera and start importing from the beginning.



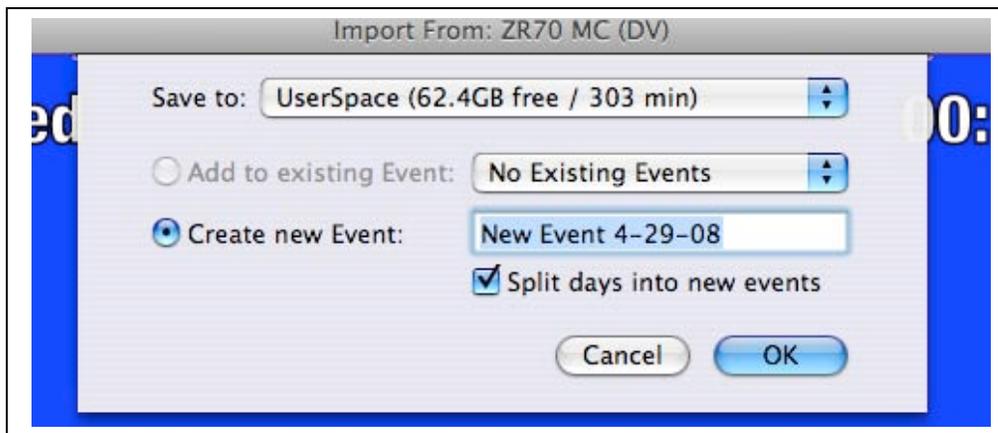
Manual is best to use when you would like to import a specific section of the tape. It allows you to navigate through your footage by rewinding and fast forwarding so that you can choose where you would like to start and finish importing the footage.

Uploading your footage to iMovie (continued):

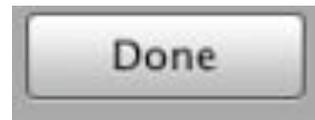
After selecting an import setting, click on the “Import” button to bring your footage into iMovie ‘09.



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 menu. Select the “UserSpace,” which will automatically save into the “Movies” folder in your personal user space on hard drive of the workstation on which you are working. **(Never try to save out to the 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, select the “Done” button to stop importing.



iMovie ‘09 will then create thumbnail images of your footage and place them in the lower section of the screen as filmstrips.



Reviewing footage and putting your clips into sequence:



To preview the footage that you have imported, simply drag your mouse over the clips and a red play head will appear indicating your location in the clip. Run your mouse back and forth to skim the footage in the viewer (the window in the upper-right corner of the screen) or place your mouse where you would like to begin viewing and hit the spacebar. The video will then play at normal speed and you can hit the spacebar again to stop.

If you would like to skim your video without listening to the audio of the clips you can turn the sound on and off with the audio skimming button (circled).



When you have viewed your footage and would like to create your project you must begin by selecting which footage you would like to include in your final project. Do this by first clicking on a section of the footage that you like. A yellow box will appear and you can drag the left and right edges of this box to include all of the footage you would like to move to your final project. Use the viewer to see exactly where you are placing the edges of the yellow box.

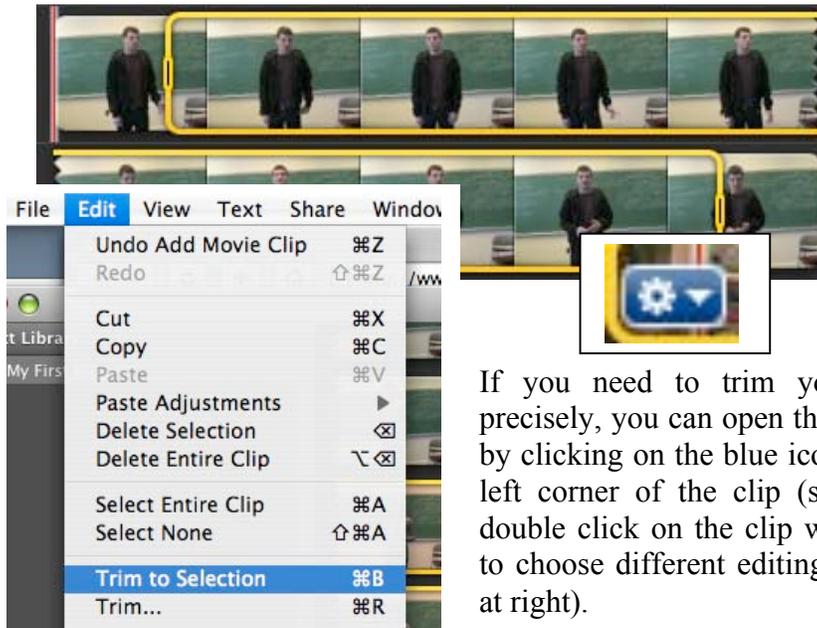


Once you have highlighted the footage you wish to move to your final project just click, drag, and drop the clip to the project window above the filmstrips. Continue highlighting and dragging clips to create your project.

You can also move footage into your project by clicking on the “Quick Select” button and then highlighting the clips that you would like to use in your final project. Once highlighted, the clips will automatically move to the end of your project and you can then use the editing tools to trim the ends of the clips and make sure that they line up correctly.

Manipulating and editing clips:

Once you have added all of the clips you would like to include in your project you can then edit and refine your selections. To rearrange clips, click and hold the clip that you would like to move and drag it to where you would like it to be. Before you drop the clip, a green bar will appear to show exactly where the clip will be placed. Once you have the clips in the correct order, you can then trim them to begin and end exactly where you would like.



Select the clip that you would like to modify and drag the right and left edges of the yellow box, placing the start and end bars exactly where you would like the clip to begin and end. When you are happy with where the clip is set to begin and end, go to “Edit” and choose “Trim to Selection.”

This will delete all footage from the clip that is *not* inside the yellow box.

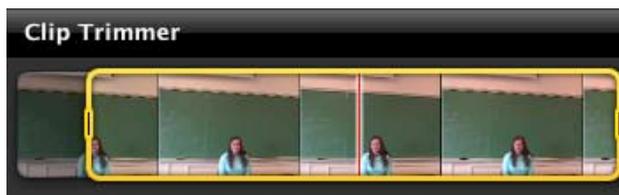
If you need to trim your video more precisely, you can open the “Action” menu by clicking on the blue icon in the bottom-left corner of the clip (shown above) or double click on the clip which allows you to choose different editing options (shown at right).



The top two options (circled at right) include “Precision Editor” and “Clip Trimmer.” Both of these options allow you to fine-tune your video clips. If you choose the “Precision Editor” you will see the window below, which allows you to edit the transition between clips.



You can now drag the clips shown at the top and bottom of the window and move the vertical transition bar so that one clip cuts to the other at just the right moment. You can also adjust the sound of the clips by selecting the “Audio” button (circled). By dragging the audio clips around you can use the audio from one clip with the video from another.



Choosing the “Clip Trimmer” will allow you to closely trim the ends of the clip you have selected. After selecting it, the clip will appear in the viewer window 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.

Manipulating and editing clips (continued):

The “Action” menu presents three adjustment options (shown at right) including “Clip,” “Video,” and “Audio.” When you select any of these options, the “Inspector” window will open. This window allows you to adjust different aspects of your clip, including adjusting the color of the video, the sound of the audio, as well as adding visual effects to your clips. Use the tabs along the top of the window (circled) to navigate.

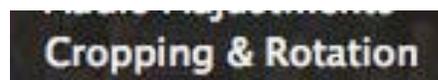
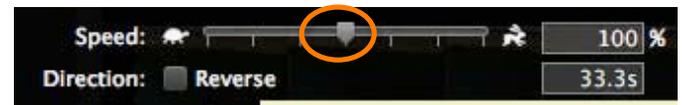
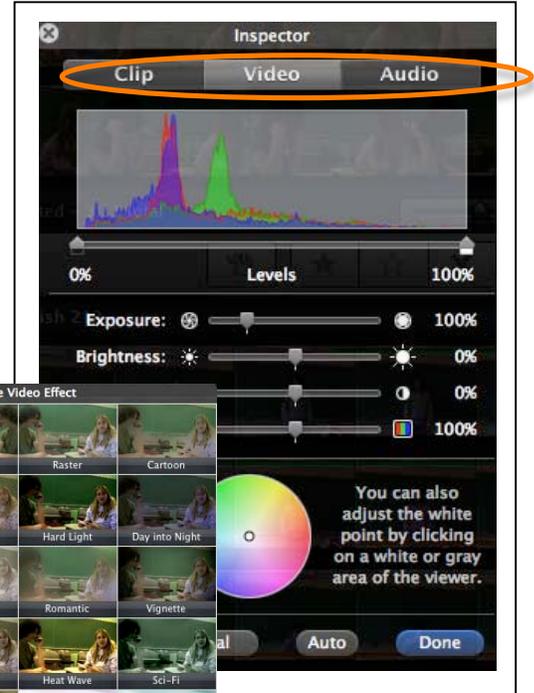
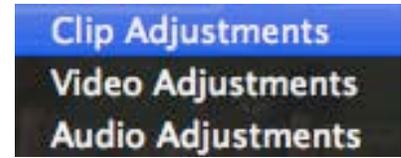
The “Video Adjustment” option allows you to alter the color and light in a clip or photo. It may be best just to try different options and see what you prefer. iMovie makes it easy to undo your changes by selecting the “Revert to Original” button in the bottom left corner of the window. This will undo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

Under the “Clip Adjustment” tab a new feature allows you to choose different effects and apply them to your video by clicking on the word “None” next to the “Video Effect” option. The window at right will open to show all of the options, which include “Dream” and “Old World.”



Also in the “Clip Adjustment” window, you can now stabilize your video if it appears shaky. Simply check the box next to the “Stabilization” option and iMovie will work to smooth your clip. Depending on the length of your clip, *this may take a long time*.

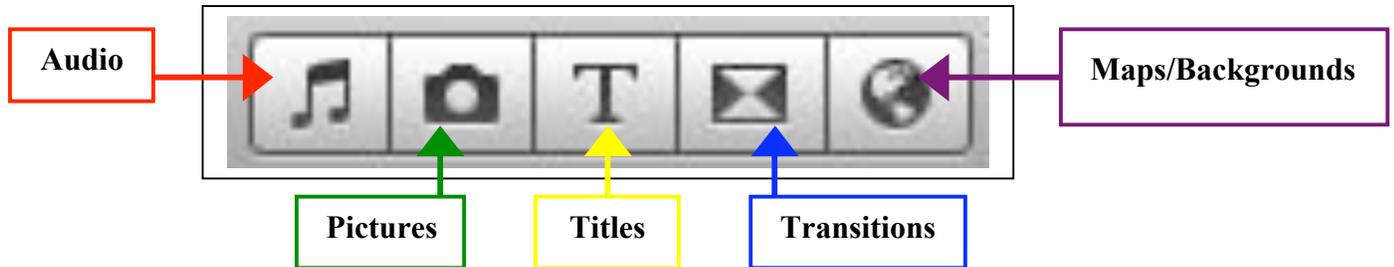
Finally, under the “Clip Adjustments” tab you can also increase or decrease the speed of your clip to give the effect of fast forwarding or slow motion. Click and move the slider (circled above) to the left (toward the turtle picture) for slow motion or to the right (toward the rabbit picture) to speed up the clip. You can also check the box below the speed option to put the clip in reverse.



When editing, you can crop unwanted area out of your selected clip by choosing “Cropping and Rotation” from the editing options or clicking on the “Crop” button under the viewer window. Drag the edges of the green box to include what you would like to appear in the movie or choose the “Fit” button to include the entire frame. When you are finished, select “Done.”

Enhancing your movie:

You can use iMovie '09 to add still images, audio, titles, maps and/or transitions to your movie. First, click on the icon in the media bar that corresponds to what it is you would like to add:



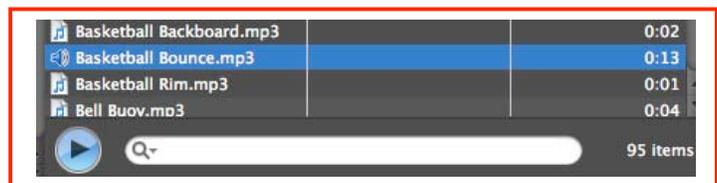
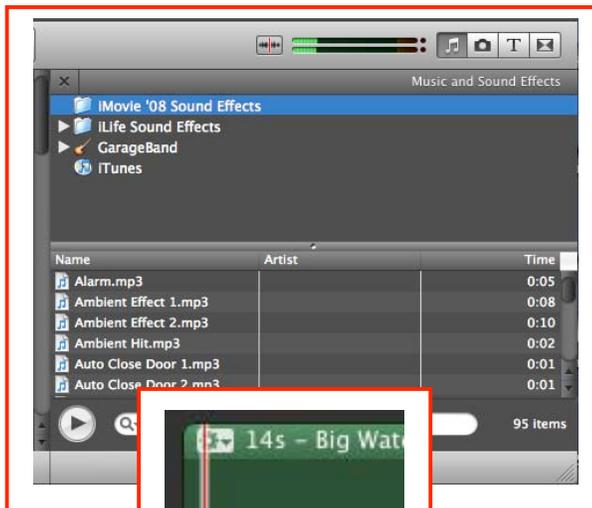
For more advanced editing options, choose “Preferences...” under the “iMovie” drop-down menu. Within the “General” options, check the “Show Advanced Tools” box. For information about using these tools, please refer to the separate documentation for the iMovie '09 Advanced Editing Tools at <http://www.denison.edu/offices/computing/support/training/documentation.html>.

Adding audio:

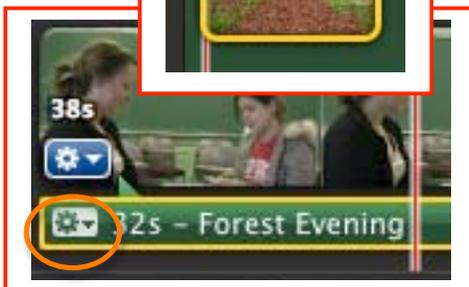
To add audio, first select the “Audio” tab located in the media bar. This will open the “Music and Sound Effects” menu. You can then choose from included sound effects or you can import audio from GarageBand or iTunes to create a soundtrack.



To preview an audio clip, double click on one and it will begin playing. Or, select a clip and click on the “Play” button.



When you have chosen the audio clip that you would like to use, select it and then drag it into your project window. The red play head will appear to indicate where you are about to place the audio. A green bar will appear under your footage to indicate the location and duration of the added audio.



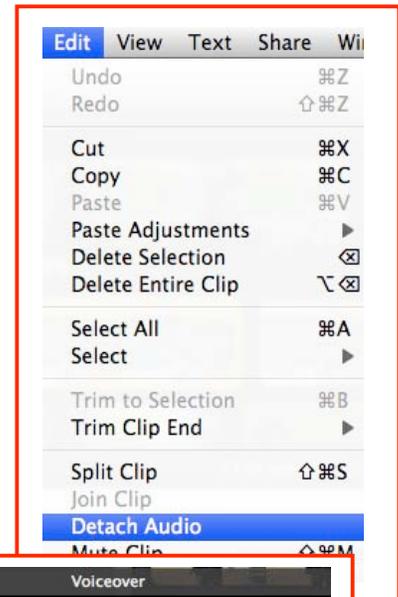
The steps above explain adding audio that is attached to a specific clip. You can also add audio as background to your clips by dragging it into the project window without hovering over a clip. The background will turn green to let you know that the clip is in the background. To adjust the audio clips that you have inserted, select the editing button on the left edge of the audio clip (circled at left). Shorten audio clips by choosing the “Clip Trimmer” and dragging the edges of the yellow box to include only the audio you wish to keep.

Adding audio (continued):

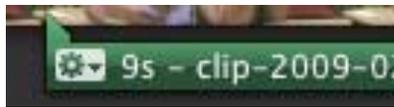


You can adjust the volume of an audio clip to fade in and out or balance the volume of the audio with that of your video clip. You can continue to move the volume around until you achieve the desired balance. By selecting the “Ducking” option you can turn the volume down on other tracks to highlight the audio on your selected track.

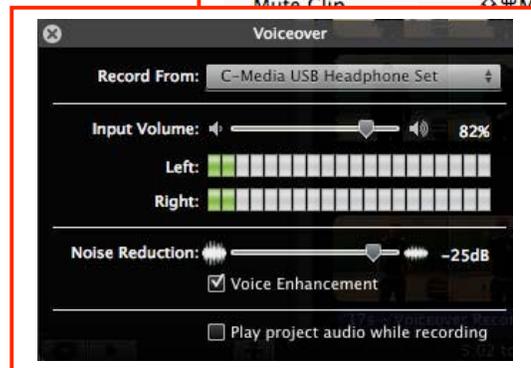
To extract audio from an entire clip, select the clip from which you are taking the audio. Go to “Edit” and choose “Detach Audio.” Now the audio will appear as a purple line under the clip and you are free to move and edit it separately.



To take audio from a portion of a clip, hold down the “Apple” and “Shift” keys on the keyboard and drag the audio clip over top of the video clip that you want the audio to be applied to. When you drop the clip, a green bar will appear to represent the extracted audio. You can then select, move, and edit the audio clip.

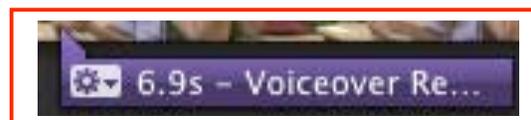


You can record your own voice to play overtop of your footage by clicking on the “Voiceover” button, found near the center of the menu bar, and the Voiceover window will open. Choose the appropriate settings, including whether you are recording from a built-in or external microphone and the noise reduction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



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.

When you have chosen the proper settings on the menu, click on the spot in your footage where you would like to begin recording. A countdown will appear to indicate when it will begin 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 and it will stop recording.

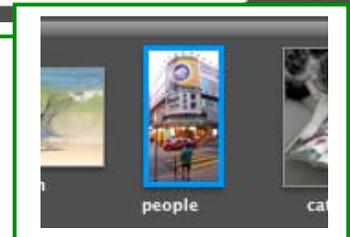
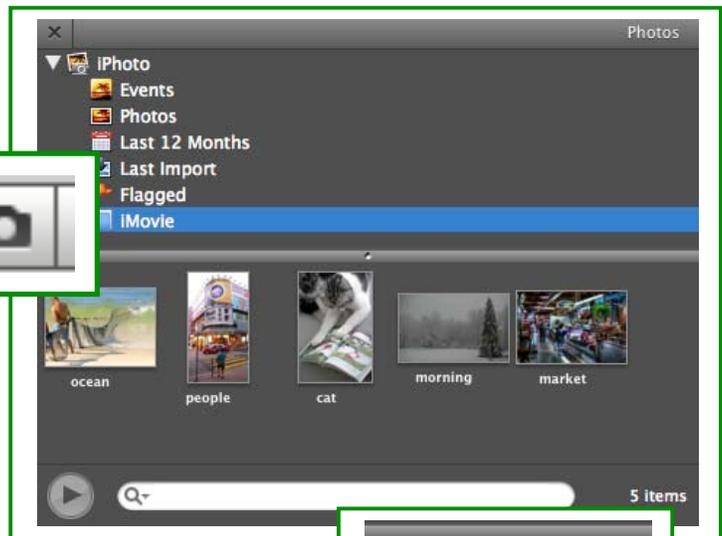


Adding pictures:

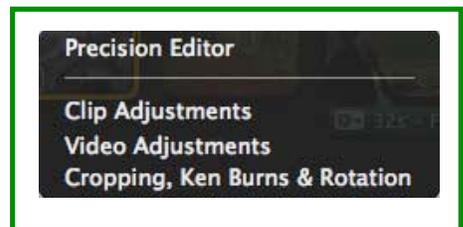
To add pictures to your iMovie project, click on the “Photos” icon in the menu bar. This will open the Media Browser, which allows you to import from your iPhoto library.

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 outline will appear around the photo. Click and drag the photo into your iMovie project. A green bar will appear to indicate where you are about to place the photo.

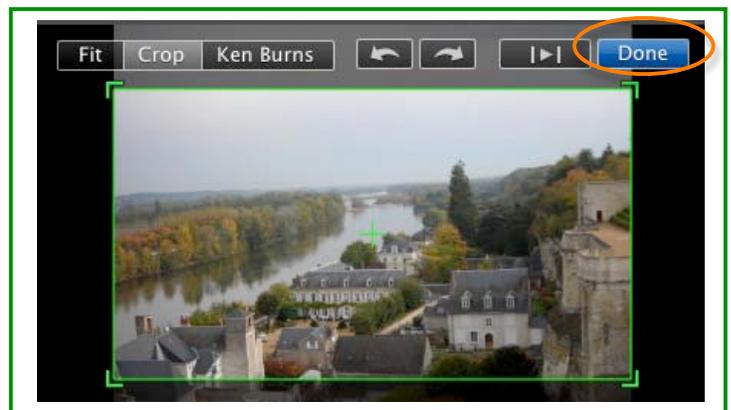


Once you have inserted photos into your iMovie project, you can now edit them like all of your other clips. Click on the “Action” button in the corner of the picture and you will see the different editing options.



By default, photos added into iMovie are set to appear in the project for 4.2 seconds. To adjust the duration of your photos, choose the “Clip Adjustments” option. This will open a window that allows you to change the duration of the photo or add video effects to it.

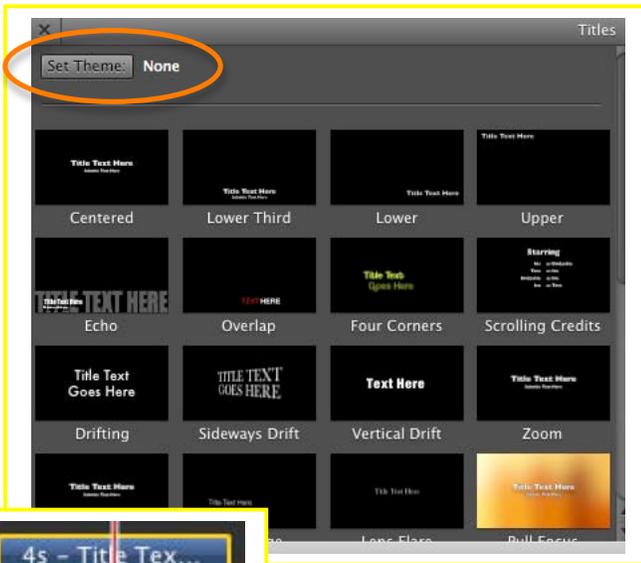
iMovie also gives you the option to crop, rotate, and apply the Ken Burns “zoom” effect to your photos. Select your photo and either double click on the small crop icon in the top left corner of the photo or click on the crop button in the menu bar.



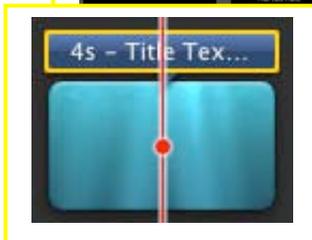
The buttons across the top of the window allow you to apply different crop options to your photo. When you have finished modifying your photo, click the “Done” button in the upper-right corner of the viewer (circled above).

Adding titles:

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



The menu allows you to browse many different title options as well as set themes (circled at left), which will automatically add titles and transitions to your project. Run your cursor over each title to preview it. When you choose one that you like, select it and drag it into your project. You can choose to place the title over top of your clips, at the beginning or end of your project, or between clips. When you drag it into your project window, the footage where you are placing the title will have a blue tint to indicate where you are dropping the title, or a green line will appear between clips. 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.

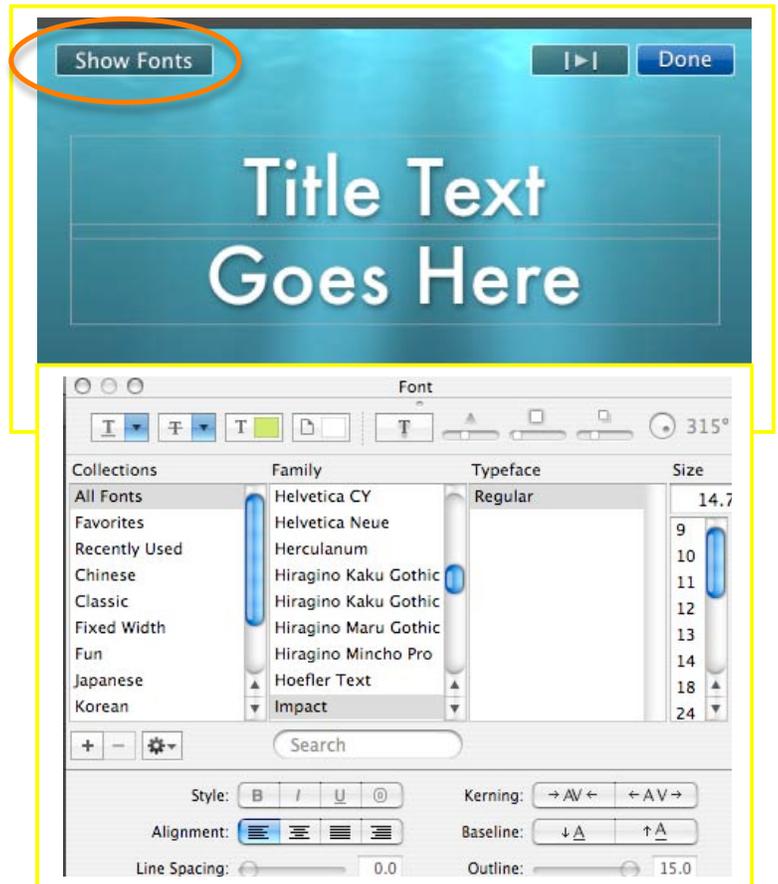


To edit the title that you inserted, click on the blue bar to select it.

Once selected, your title will appear in the view window and you can place your cursor in the text area and type in the title that you would like to use, like the name of the movie, the date, or a person's name.

You can adjust the font, color, size and alignment of the title by clicking the “Show Fonts” button (circled) in the upper-left corner of the viewer.

Click the “Play” button to preview your changes. Click “Done” when you are finished.

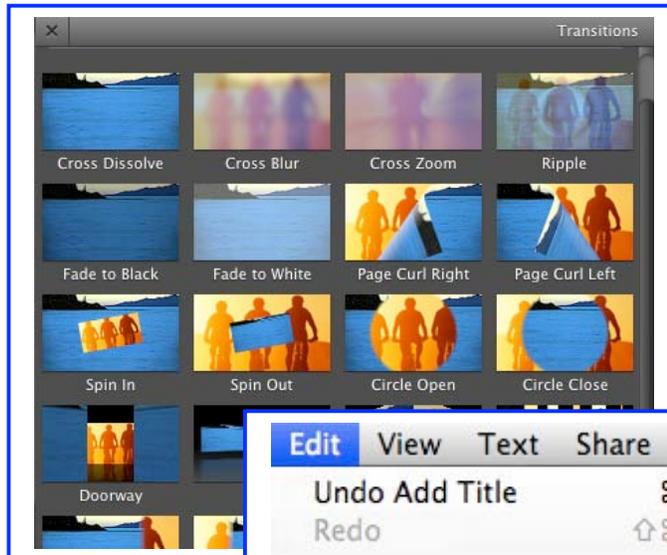


Adding transitions:

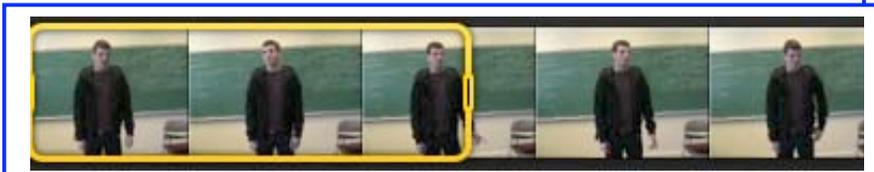
You can insert transitions into your iMovie project to ease the flow between scenes and give your project a more professional look.



Click on the “Transitions” button to open the menu. Preview the different transitions by holding your mouse over the thumbnail image. When you have chosen the transition you would like to use, click on the thumbnail and drag it into your project and drop it between clips. Run your mouse over the footage to view the transition in your project.



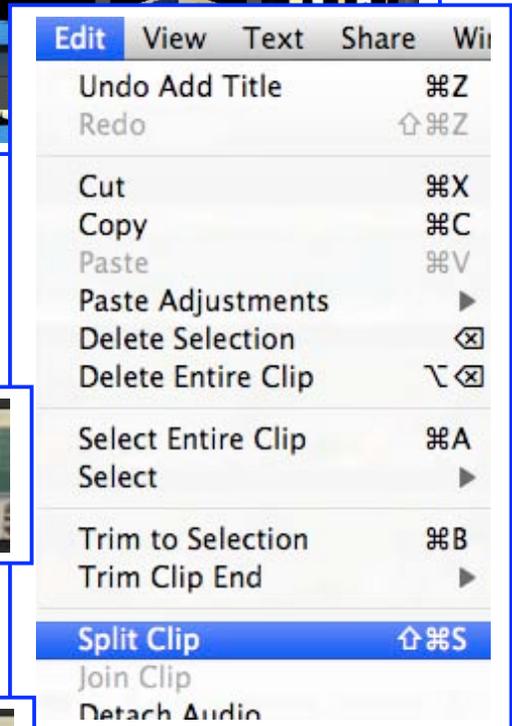
If you would like to place a transition within a clip rather than in between two clips you must first split the footage. Click on the clip to select it and adjust the yellow outline so that one edge is at the beginning or end of the clip and one end is placed where you would like the clip to split.



Once it is adjusted to where you would like the clip split, go to “Edit” and then select “Split Clip.”



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

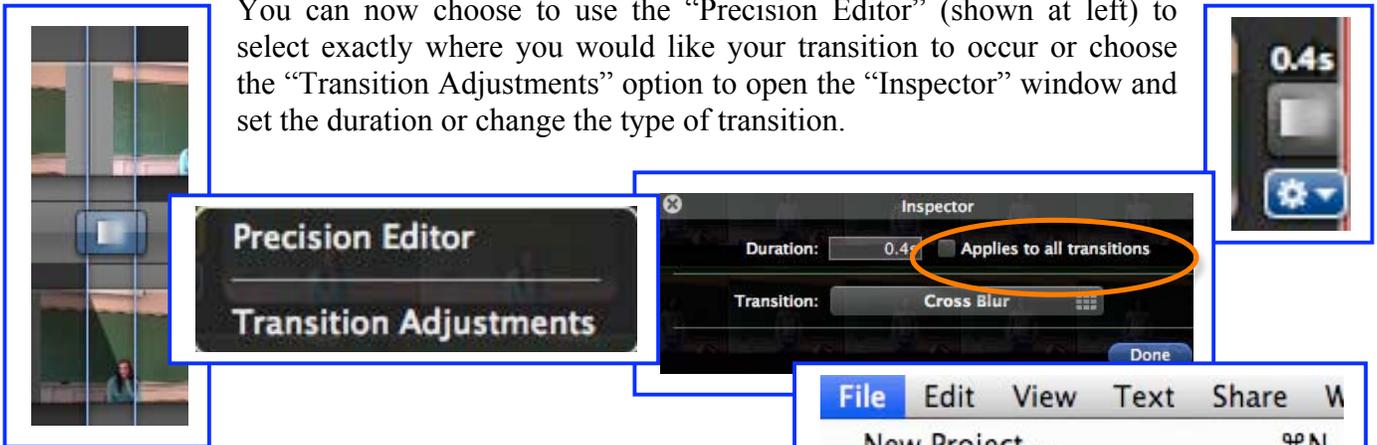


Note: The clip will split at both the beginning and end of the outline, so if you only want one division you must place either the left or the right edge of the yellow outline at the beginning or the end of the clip!

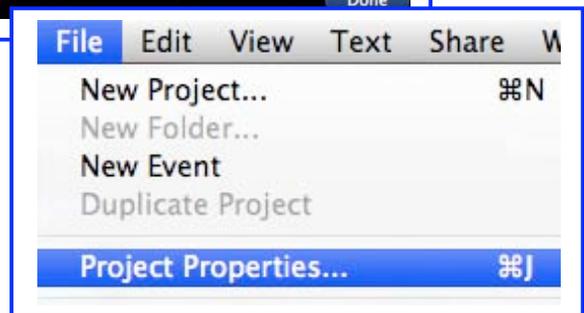
Adding transitions (continued):

To edit your transitions, first select the transition by clicking on it and select the “Action” button.

You can now choose to use the “Precision Editor” (shown at left) to select exactly where you would like your transition to occur or choose the “Transition Adjustments” option to open the “Inspector” window and set the duration or change the type of transition.



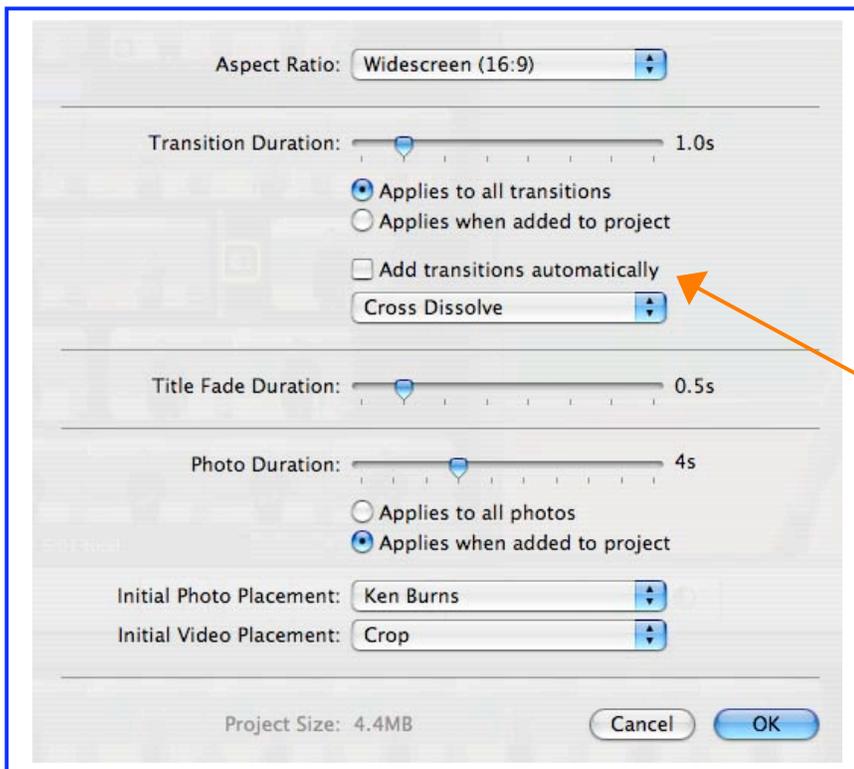
To modify the duration of all of your transitions uniformly, either check the “Applies to all transitions” box (circled above) in the “Inspector” window or go to “File” and select “Project Properties.”



This will open the “Project Properties” window, which allows you to adjust the transition duration as well as make other changes. To apply a set duration to all transitions select the “Applies to all transitions” option.

You can also choose to add transitions automatically between clips by selecting the box and choosing a type of transition to add.

When you are happy with your settings, click “OK” to apply the changes.



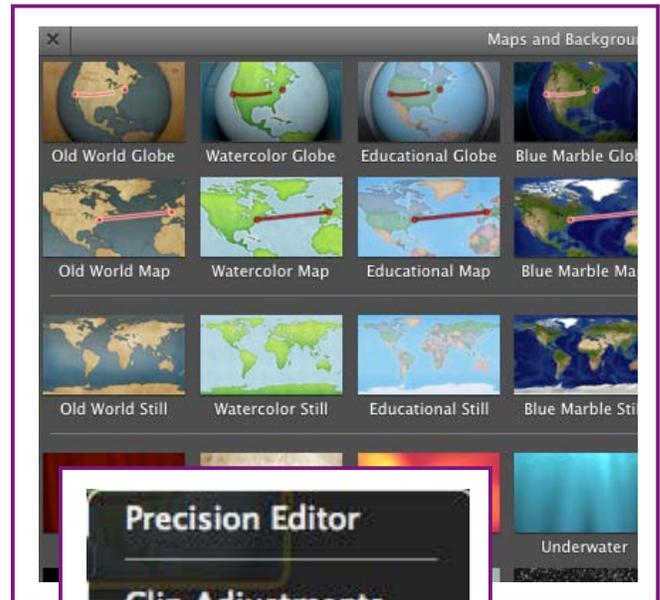
Adding maps and backgrounds:

A new feature in iMovie '09 is 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 a different location. To add a map or background to your project, click on the “Maps and Backgrounds” button in the Media bar.



This will open the options seen at right. The top two rows (with the “Globes” and “Maps”) can be animated to move from one location to another. The bottom row of “Stills” cannot be animated, they simply appear like a photo that you can crop and adjust. Below these are various backgrounds that you can add to your project which also work like photos in your movie.

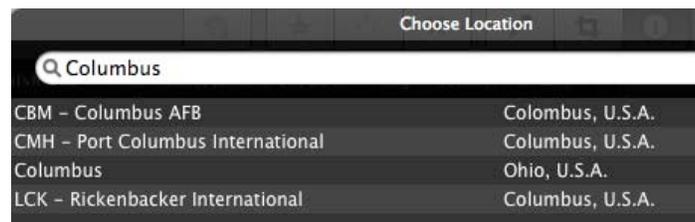
Choose the map or background you would like to add, click on it and drag it into your project. If you chose to add an animated map it is important that you customize your map to show the correct locations. To do this, click on the “Action” button in the corner of the map in your project.



When the editing options appear, click on “Clip Adjustments” to open the “Inspector” window.



In the “Inspector” window you can change the duration of the clip, add a video effect, and most importantly, 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. Click on 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 you can 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.

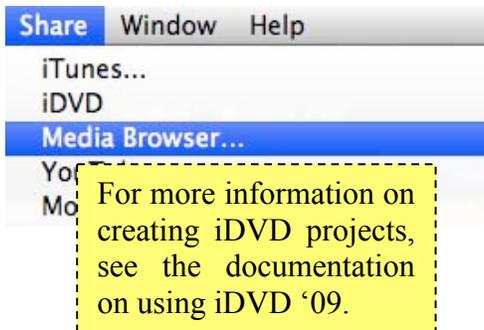
Name to display on map: Granville, OH

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 or preview it in full screen by clicking on the “Play” button on the left edge of the Menu bar.

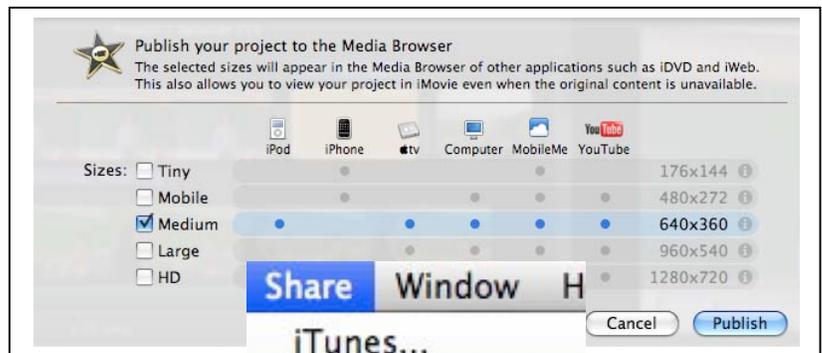


Right now your project is not in a format to share with others – it is a project file, not a finished movie file. You have several options to export your movie and share it with others.

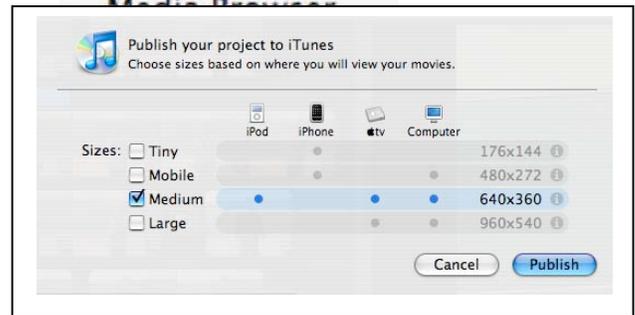


If you want to burn your movie onto a DVD using iDVD, go to the “Share” menu and choose “Media Browser...” This will open the publishing window where you must choose the correct size for your movie. The chart shown below helps you choose the proper size by placing dots to indicate what size will work best with how you plan to view your movie. When you have chosen the best size, click the “Publish” button; this will render your movie so that it will appear in the Media Browser of other applications, including iDVD. You can now launch iDVD and begin creating your DVD project.

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 under 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.



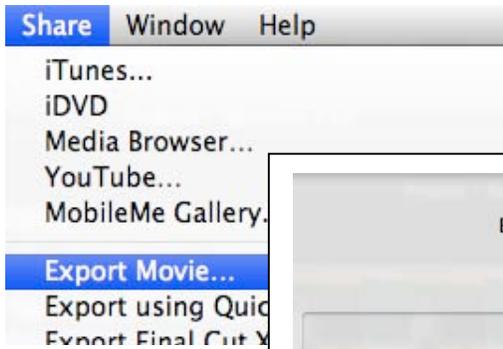
If you wish to share your movie as a vodcast (a video podcast), go under the “Share” menu and choose “iTunes...” This will open the “Publish” window and prompt you to choose the best size for your project. After selecting a size based on iMovie’s suggestions, click on the “Publish” button. Your movie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



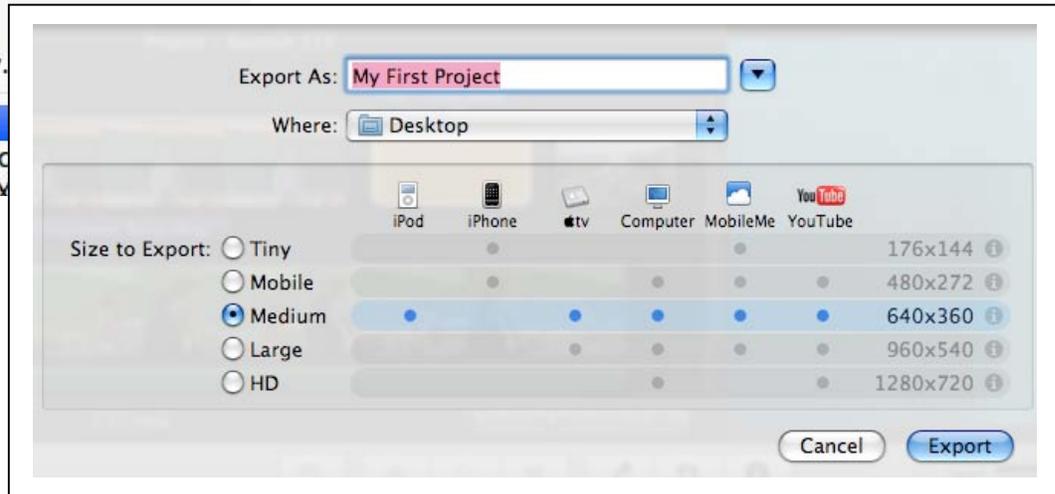
For more information on podcasts and vodcasts, see the documentation on iTunes '09.

Exporting your final movie (continued):

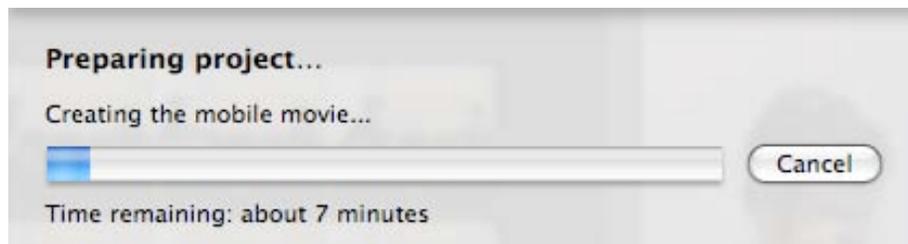
To export your project as a movie file, choose the “Export Movie...” option under the “Share” menu.



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, select “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 '09, consult Apple's documentation found in the Help menu.