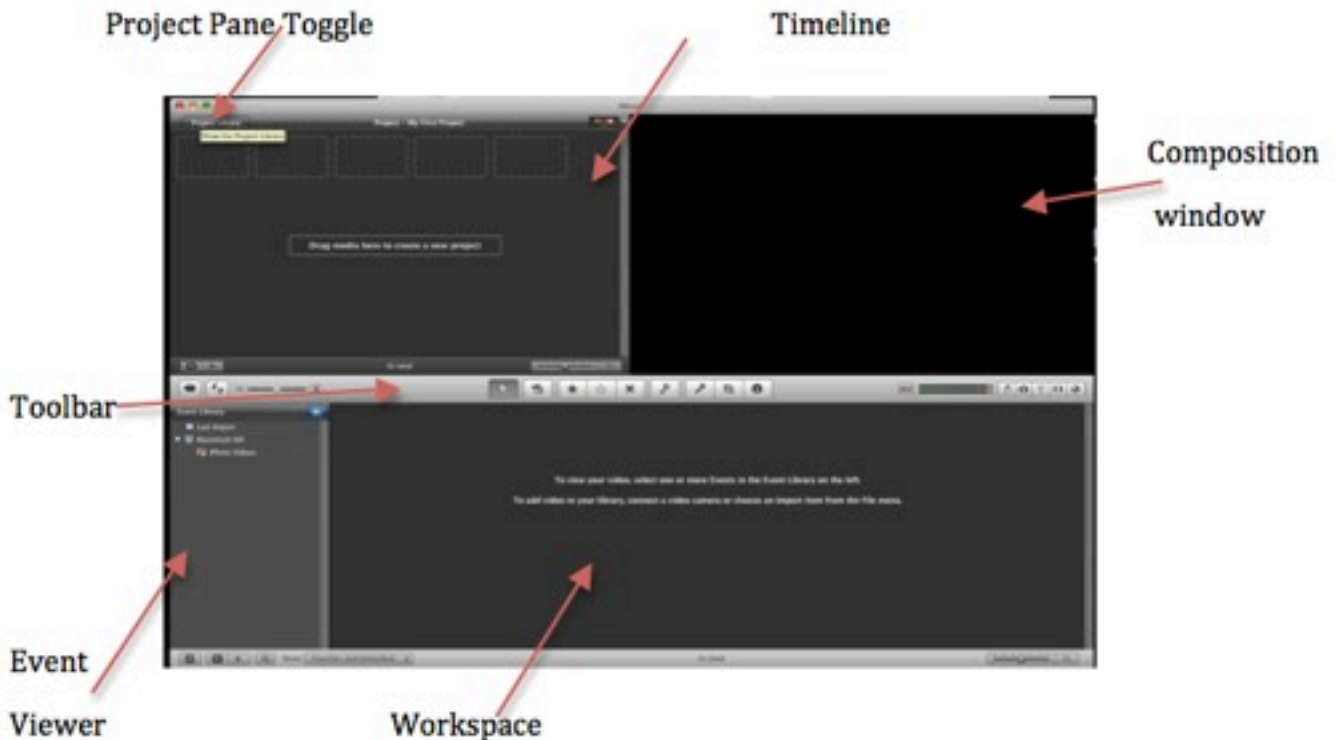# iMovie Workshop Handout

Description

This is the iMovie Video Authoring Basics workshop. In this workshop we will cover how to capture your video from both a mini-dv & SD card camera, how to assemble your edit, and fine-tune those edits. Additionally we will cover working with still photos, titles, and transitions. The workshop finishes with adjusting the sound and music of your movie and finally exporting your movie.

Objectives

➢ Import clips from a camera or QuickTime file

➢ Build an edit by selecting your clips & assembling them into the timeline

➢ Add titles to your edit

➢ Add transitions to your edit

➢ Add background music to your edit

➢ Export your movie to a QuickTime file

Software Interface

Project Pane Toggle

Timeline

Composition window

Toolbar

Event Viewer

Workspace

Project Pane Toggle – The Project Pane Toggle will hide the timeline and show the project pane in its place. The project pane is where you create and save your projects, in iMovie 09 a project is basically what you have in the timeline, which is independent from your raw footage.

Timeline – The Timeline is where you build assemble and fine tune your edit.

Composition Window – The Composition window is where you can preview your clips or play your edit.

Toolbar – The toolbar has many tools including capturing, the music pane, the photo pane, the titles and transition panes.

Event Viewer – The event viewer is where your raw footage goes when you capture or import it into iMovie

Workspace – The workspace is a preview of what raw footage is in each event.

Capturing from a mini-DV tape or a memory based camera

1.) If you hookup a mini-DV deck/camera to the computer while iMovie is open and set the camera to "player" mode iMovie will automatically bring up the capture window. From here you can select the import button and iMovie will rewind your tape and import all of the footage.
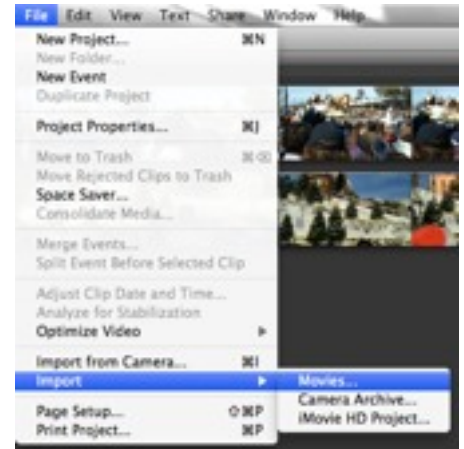

2.) If you hook a memory based camera (such as a Flip) while iMovie is open it will automatically bring up the import window. From here you can choose to import all of the clips by clicking the import all button. Alternatively if you only want to import selected clips you can choose to uncheck all of the clips and then select only the ones you will want to use in your project.
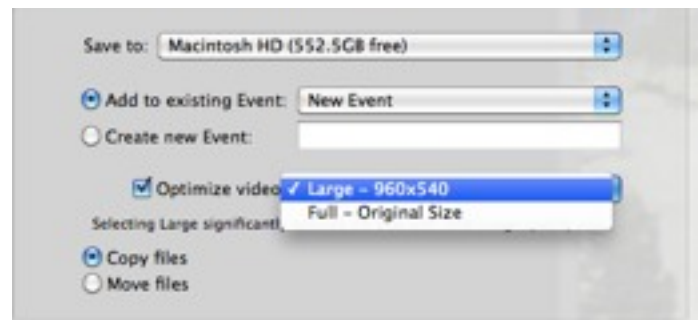

Note: For this workshop we will be using videos which have already been created and loaded onto this computer.
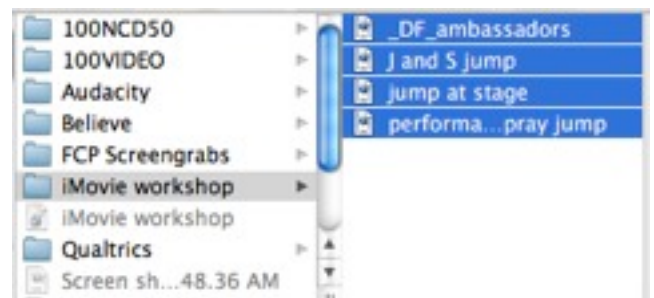
Importing Footage From the Hard Drive.

1.) Click *File > Import > Movies* from the menu at the top of the

screen.

2.) Change the Optimize Video setting to
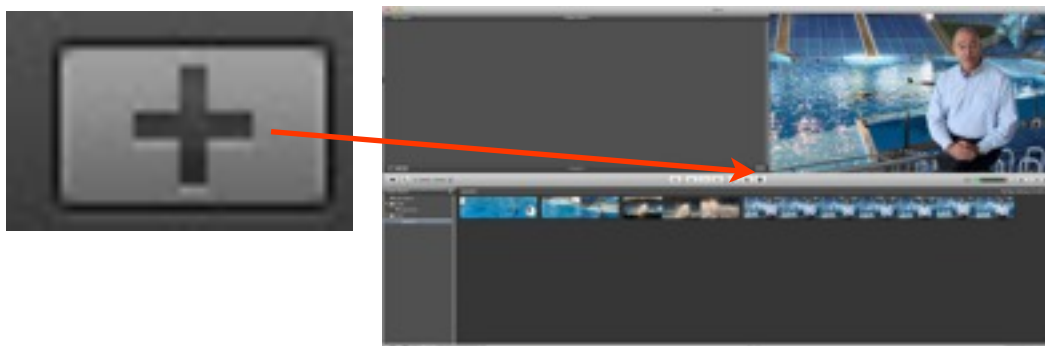
"Large" instead of full.

3.) In the navigation window, choose iMovie

Workshop on your desktop and then select all the

files in that folder and click IMPORT. If you would
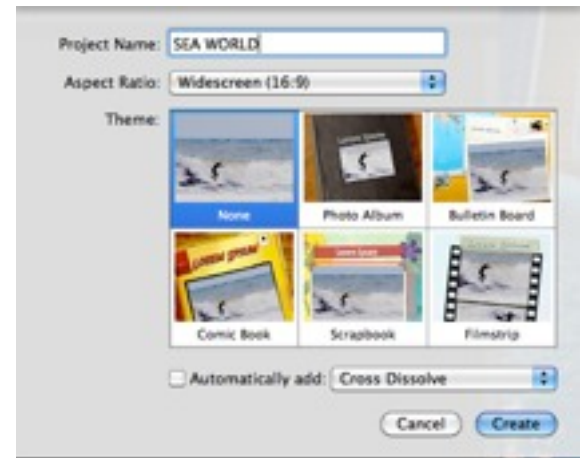
like you can name your event seaworld.

Assembling your project

1.) Now that your footage is in iMovie you will need to create a new project by pressing the

plus button at the bottom right of the project window.

Project Name: SEA WORLD
Aspect Ratio: Widescreen (16:9)
Theme:

None Photo Album Bulletin Board
Comic Book Scrapbook Filmstrip

Automatically add: Cross Dissolve
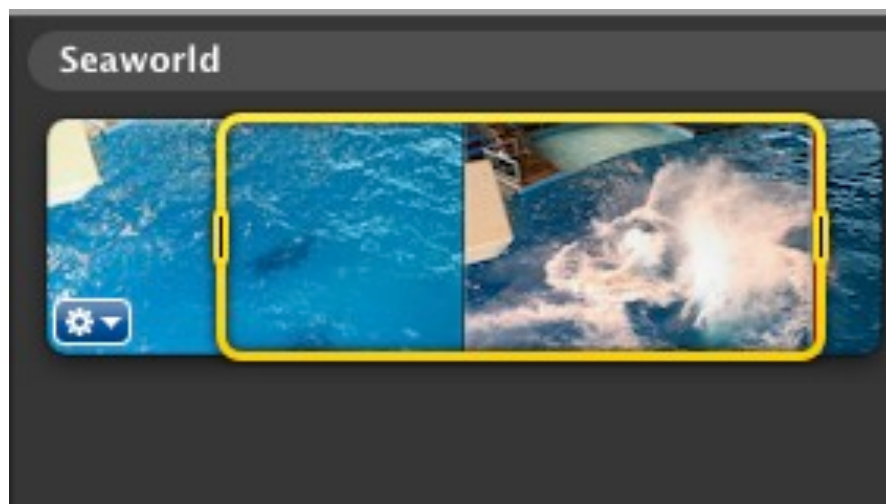
Cancel Create

2.) Name your project seaworld and make sure that

Widescreen 16x9 is selected for the aspect ratio.
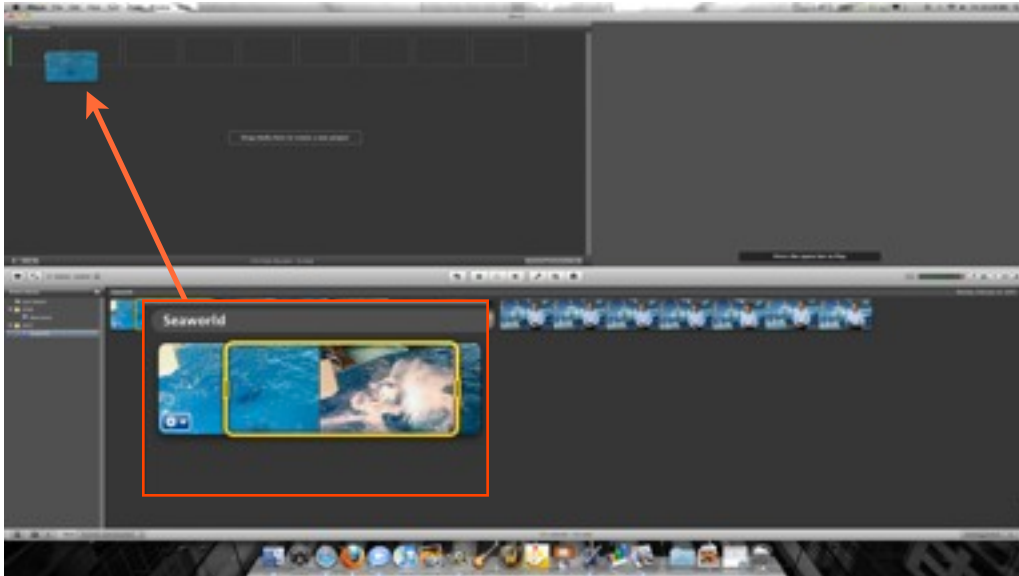
Choose NONE for the theme.

3.) We now want to preview our footage. This is done in

iMovie by dragging your mouse over the footage. You do

not need to click, simply moving your mouse along the footage will let you scrub through it. If

you want to play a clip in real time press the SPACE BAR and it will play from the position of

your mouse.

4.) Now we are going to make our first edit. We want to start our movie with an action shot of

the whales coming out of the water. Find the shot in the event browser with the two trainers

coming out of the water with the whales and use your cursor to highlight (the same way you

would highlight text in a document) only the portion where there is action happening. You

should end up with a selection which looks like this:

Seaworld

5.) Place your mouse in the center of the yellow selection box and drag and drop that clip up into the project window. This will create your first edit.

6.) We now want to place a soundbyte from the interview into our project. Listen to the interview clip then drag a selection box around his soundbyte from "We as trainers we never tire of it" through "we have special jobs" It should look like this:
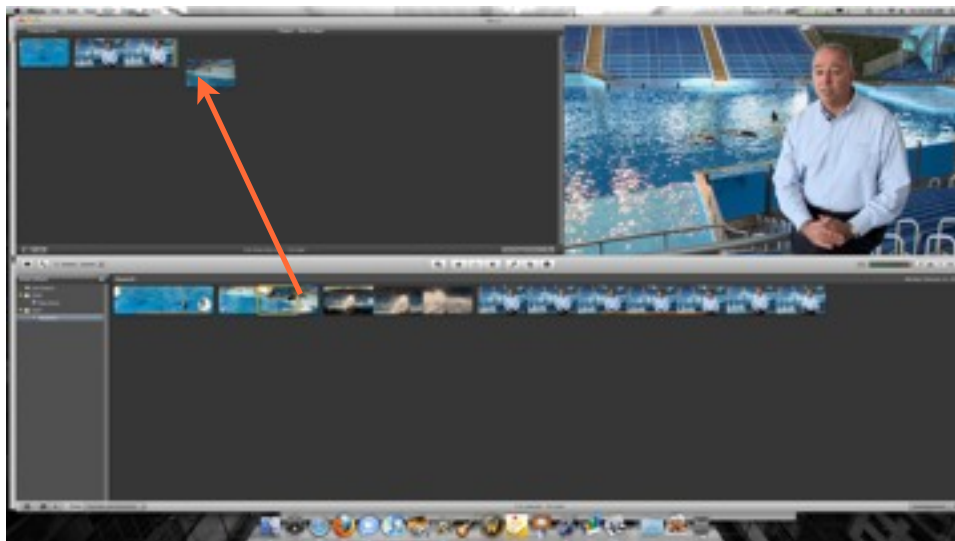

7.) Drag that clip up to the project and place it after the shot which is already there.

8.) If you are unhappy with the exact trimming of the clip you can adjust it by going into the clip trimmer. To do so click on the GEAR icon inside of you clip in the project window and choose Clip Trimmer.From there you can adjust your original selection to make it sound the way you want, then click done.

9.) Lets now put another action shot into our project. Highlight a portion of the shot of the whale jumping in front of the trainer and drag it up to your project and place it after the sound byte.

10.) Now place 1 more sound byte into the project as our fourth clip. Highlight the first part of the sound byte clip until he says "It's indescribable." Drag that up and place it in your project. Again you can trim it if you are unhappy with your original selection.

11.) Highlight a portion of the final action shot and drag it up to to the end of your project.
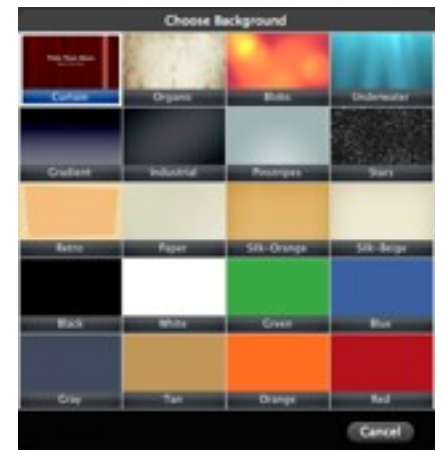
Adding Titles

1.) To add title to our project first click on the Title Browser [T] button on the right side of the interface.

2.) You can preview the titles by mousing over them in the Title Browser. Choose the Drifting text option and drag it to the beginning of your project. Make sure to place the title before your first clip (you should see a green line before the first clip)

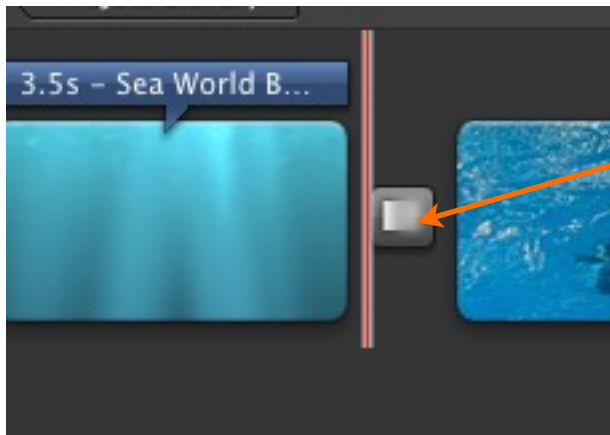3.) When you drop the title a background chooser will appear. Choose underwater as the background.

4.) Now you can type the wording of your title. On the top line type Sea World and on the bottom line type Believe. (Note: If you lose the ability to edit your text click on the blue bar above the underwater scene at the beginning of your project)

Adding Transitions

1.) You will add transitions to your project in a similar fashion to adding titles. Choose the

Transitions browser ⊠ on the right side of the interface.

2.) Drag the Cross Blur transition and drop it between your title and your first action shot in
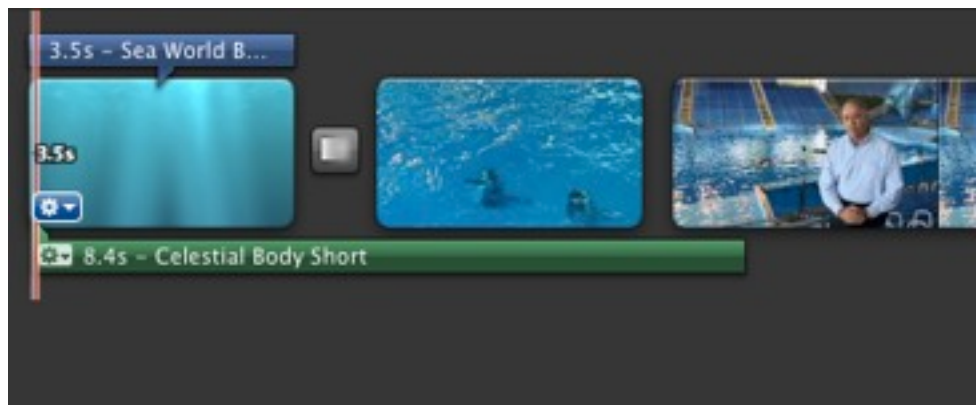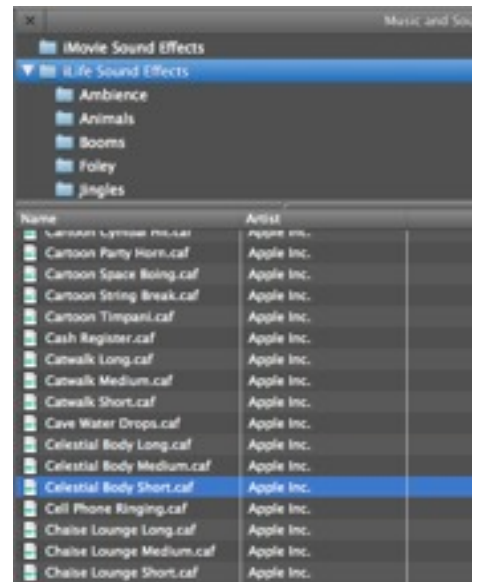
your project window.

3.) You can add transitions between any of your clips though most of your edits should be

normal cuts.

Adding Music

1.) Choose the Music browser 🎵 on the right side of the

interface.

2.) Navigate to iLife Sound Effects and then scroll down to

the track "Celestial Body Short"

3.) Drag that track from the Music Browser and drop it right
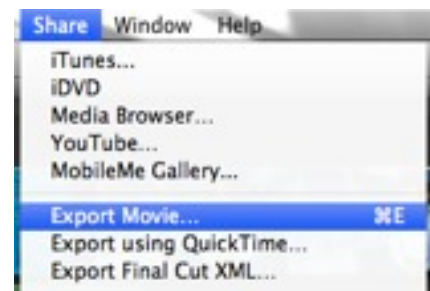
on top of your title.

Alternatively you can add music to any of your movies by dragging the clips from the finder
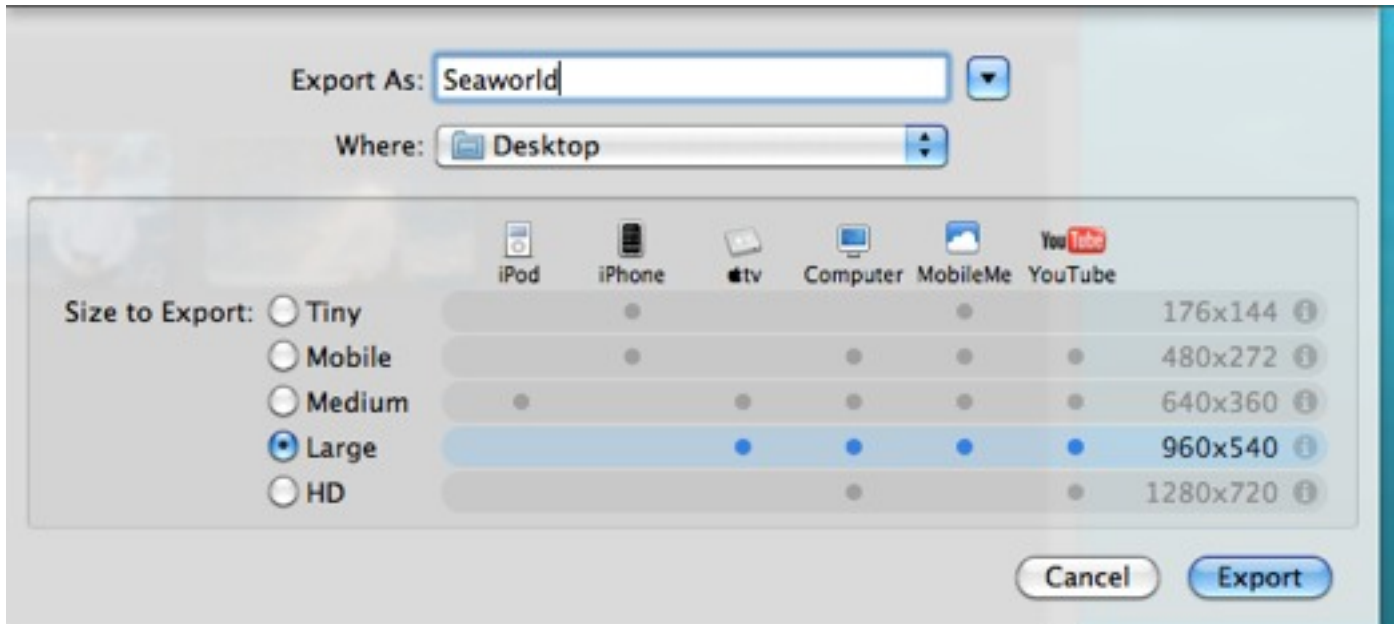
into your iMovie project.

Exporting a Quicktime

Once you have finished editing it is time to export your project.

1.) Choose *Share > Export Movie* from the top of the

screen.

2.) Change the location that your file will be saved to as the DESKTOP and name it Seaworld

in the Export As box.

3.) Choose Large as the size and click Export.

You could now upload this video to YouTube, a website, or burn it to a DVD