

# Digital Video Editing using iMovie

## Objective

Learn to use a simple, desktop digital video editing system to create multimedia projects.

### 1. What is iMovie?

- A. Consumer grade desktop video editor
- B. Advantages
  - i. Easy Non-linear editing environment
  - ii. Free with New Macs
  - iii. Works w/ iDVD for easy DVD authoring
- C. Disadvantages
  - i. Mac platform ONLY
  - ii. Limited capabilities
  - iii. No official manual (There is, however, iMovie3: The Missing Manual by David Pogue.)

### 2. Start iMovie

- A. If capturing source video, plug DV source (palmcorder) into the firewire input on the back of the CPU. The computer can be on during this process.
- B. From the **OSX dock**, select **Applications**.
- C. Double-click iMovie to open.
- D. Choose **Create Project** from the opening splash screen.
- E. Name your movie.
- F. In the Movies folder on the Macintosh Harddrive, create a new folder with your name by selecting the **New Folder** icon.
- G. Click **Save**.

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## 3. Desktop Orientation

- A. Monitor Window – used to view movie and clips; use the camera/edit switch to toggle between modes.

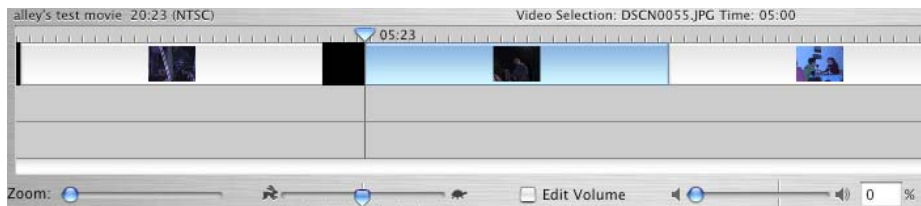


- B. Library – All still and video sources are stored here until used in the project.

- C. Image track – used to arrange image sources quickly



- D. Timeline – Three tracks are available



- i. Track 1 displays a reference icon of images currently placed in the project, and any audio related to the imported images is placed in this track.
  - ii. The 2<sup>nd</sup> and 3<sup>rd</sup> tracks are for Sound Effects, Music, and Narration (these tracks can contain multiple sounds in the same track).
- E. “Additional Goodies” Bar



- i. Clips - The library where all motion clips are stored until placed into the timeline.
- ii. Photos - The library where all stills are stored until placed into the timeline.
- iii. Audio -
  - a Pre-recorded sound effects (sfx) library

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- b Voice recording (requires mic)
- c Import directly from iTunes
- d Audio files (aif's, wav's, and mp3's) can also be imported from the file menu.
- iv. Titles – Preset options for creating titles, subtitles, and credits when placed into the timeline.
- v. Transitions – Provides options to the standard 'cut' between shots (for example: fades and dissolves).
- vi. Effects - Video filters to modify a clip in the timeline.
- vii. iDVD

### 4. Importing and Using Video

- A. Click on the Camera icon beneath the Monitor window to switch to camera mode.
- B. Insert battery into rear compartment of Palmcorder, turn on the power and set the mode to VCR.
- C. Insert your tape in the palmcorder and press the play button on the Monitor window in iMovie (the computer will control camera playback).
- D. Click the **Import** button on Monitor to begin import.
- E. Click the button again to stop import.
- F. Clips will appear as icons on the shelf as you import.
- G. Stop the tape by using the **stop** button on the Monitor window.
- H. Select and drag clips from the shelf to the video timeline in the order desired. They will disappear from the shelf as you place them in the timeline.

### 5. Clip Editing

**Cropping** – deletes footage at the beginning and end of a clip

- A. Click on the clip you want to edit on the shelf.

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- B. In the Monitor window, click and drag the white editing triangles to define the portion of the clip you want to keep.



- C. Drag the left triangle to the point where you want the clip to start (the **in** point).
- D. Drag the right triangle to the desired **out** point.
- E. Select Edit > Crop. This will delete the unselected regions of the clip (the blue regions).
- F. To move clips, select the clip to move and drag to the desired position in the video timeline.

**Split at playhead** – cuts a clip into two clips where the playhead is located

- A. You can split a clip either on the shelf or in the Timeline.
- B. Position the playhead where you'd like the clip to be cut and select **Edit > Split at playhead**

**Create a Still** – turns a frame of video into a freeze frame

- A. Position the playhead on the frame you'd like to be a still frame.
- B. Select **Edit > Create Still Frame**. This will add the still to the shelf.
- C. Drag the still from the shelf into the timeline.
- D. You can modify the length of the still by selecting it and then editing as you would a video clip.
- E. Save the Project.

### 6. Adding Sound Effects

- A. From the Pull-down menu in the Audio import window, select iMovie Sound Effects

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- B. Choose an effect and drag the effect to one of the audio tracks.
- C. Effects (and other sources) can be easily moved by selecting and dragging to a new location.

### 7. Importing Audio

- A. Insert a CD into the computer.
- B. Select the timeline and place the playhead at the beginning where you want the audio to start.
- C. Open audio import by clicking the **Audio** button on the Additional Goodies Bar. Select Audio from CD from the Pull-down menu.
- D. Select the desired track and click **Place at Playhead**.
- E. Music is automatically imported at the current playhead position into the audio track 2 of the audio timeline.
- F. Import from iTunes using the same method.
- G. Save your project.

### 8. Importing Stills

- A. Select **File > Import File**
- B. Navigate to a folder with images.
- C. Select an image file and click Import. (You can import multiple files by holding Shift and selecting files that are together, or Shift+Command to select files that are not next to each other.)

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- D. The image will appear on the shelf with a default duration of 5 seconds.
- E. Drag the image to the video timeline.
- F. Change its duration by editing as if it were a video clip.
- G. You can also import images directly from the Photo Library if you have copied them there already.

**ALERT:** When importing photos you must go to the Photos tab and deselect Ken Burns effect AND move the zoom slider all the way to the left so that you are all of the way zoomed out. This is a known bug and we have notified Apple of how incredibly stupid this is.

### 9. Playing and Saving the Project

- A. Click outside of the timeline to deselect all clips.
- B. Move the playhead to the beginning of the project and click Play in the Monitor window to play the project.



- C. The second play button icon will play your project full screen on the computer monitor. This image will often look pixilated since most monitors are set to a higher image resolution than video.
- D. Select **File > Save Project**.

### 10. Audio Track Controls

- A. Select the audio timeline.
- B. Highlight the audio track you wish to modify.
- C. Check Fade In and/or Fade Out if desired.
- D. Double-click on the audio track in the timeline for additional control and to rename the track.
- E. To change the overall audio volume of that clip, drag the volume slider to the desired position.
- F. Continue to modify other audio tracks as needed.

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- G. Save the Project.

### 11. Adding Transitions

- A. Transitions (i.e. fades and dissolves) are accessed by clicking the Transitions button on the Additional Goodies Bar.



- B. Scroll through the available transition effects and choose the one you want.
- C. Select the desired length of the transition by adjusting the slider above the transition list. (To preview the transition, you must first select the clip.)

**ALERT:** Verify the transition length does not exceed available clip length.

- D. Drag the transition to the timeline and place between the clips you want to affect. The transition will automatically 'render' at this point. (Transition effects won't work if clip sections are too short.)
- E. Save

### 12. Adding Titles

- A. Access the title function by clicking the Titles button on the Additional Goodies Bar.



- B. Select the desired font using the pull down menu below the title options.
- C. Select a Title Color from the color palette by clicking on the box next to Color.
- D. Change the font size by using the size slider under the title options.
- E. Scroll through the title behaviors and choose the one you want.
- F. Type your title in the text box.

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- G. Select the speed (how fast the title comes up) and length of pause (the length of time the title will remain on the screen) using the sliders above the title behavior list.
- H. If title is to appear on its own, select the Over Black check box. Deselect to have the title appear over video.
- I. Drag the title into the timeline (position over selected clip if title is to appear over video). The title will 'render' at this point.
- J. Save your project.

### 13. Output Finished Movie to DV Tape

- A. Make sure the palmcorder is plugged into the Firewire input on the computer, power up, and insert a tape.
- B. Click on the Camera/Movie button to go to camera mode.
- C. Cue your tape to where you want your movie output using the control buttons on the Monitor window.
- D. Select **File > Export Movie**.
- E. Select **Export to: Camera** (QuickTime if you want a computer file)
- F. Set camera wait, black before and black at the end of the movie times to 5 seconds.
- G. Click **Export**.
- H. You should see the camera go into Record mode and the movie will appear on the camera's LCD.
- I. Playback from tape to confirm proper recording.