



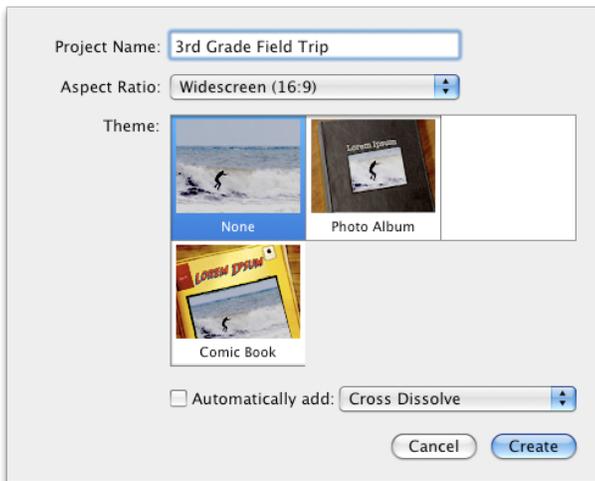
iMovie '09 Basics

Introduction

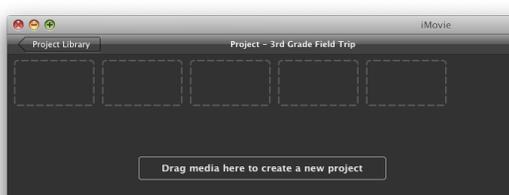
iMovie is a powerful application for editing your digital videos. This document provides an overview of iMovie's interface and commonly performed tasks.

Creating New Projects

1. Click on the **File** menu, then **New Project...** You will be presented with a few options pertaining to your new movie.



2. In the **Project Name** blank, enter a title for your movie.
3. From the **Aspect Ratio** menu, select whether your video will be **Widescreen** (common for HD video cameras), **Standard** (not as wide; same ratio as a traditional TV) or **iPhone**.
4. Select a **Theme**. This is the style that will be used for titles, certain transitions, etc.
5. Depending on which theme you chose, you have the option to **Automatically add** a transition between clips, such as **Cross Dissolve** (default) or **Automatically add transitions and titles**, whose style will vary depending on which theme you chose.
6. Click the **Create** button.
7. Your project will now be created and opened on the screen, ready for you to add footage.



Importing Existing iMovie HD Projects

1. Open iMovie '09.
2. Click on the **File** menu, then select **Import**, and click on **iMovie HD Project...**
3. You will be prompted to select an iMovie HD file. Select one by clicking once to highlight its name.
4. From the **Save To** menu, select the hard drive where you want to save the converted project. By default your internal hard drive will be selected, but if you have a secondary drive where you store movie files, select it now.
5. Leave the import size at **Large - 960x540** unless you have a high-end camera that records at 1920x1080 resolution. Selecting a higher resolution will waste space otherwise.
6. Click the **Import** button. After taking some time to convert, your project will be saved in the location you chose.

Importing Camera Footage

1. If you have a tape-based camera (rather than hard drive or flash memory storage), begin by rewinding to the point where you want to begin importing.
2. Connect your digital video camera by plugging its FireWire or USB cable into your Mac.
3. Click the **Open Camera Import Window** button. 
4. An import window will appear.
 - a. If you see a list of clips, select the ones you wish to import. This will likely be all clips.
 - b. If you see a blank blue/green screen, click your camera's **Play** button.
5. Click the **Import...** button.
6. You will be asked which drive you wish to use to store your footage. Select the one you prefer.
7. Select whether to add your footage to an existing event or create a new one.
8. Click the **Import** button and wait for the import to finish.
9. Once the footage is imported, iMovie will generate thumbnails of the new video clips. The time needed to complete will vary considerably based on the speed of your computer and duration of the footage.
10. Click the **Done** button.



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Recording With Your Mac's Built-in "iSight" Camera

1. Quit any other programs that might be using your computer's camera, such as Photo Booth
2. In iMovie, click the **Open Camera Import Window** button. 
3. iMovie will display what your camera sees. Take a moment to set the correct position and angle by physically moving your computer and tilting the screen.
4. Click the **Import...** button.
5. You will be asked which drive you wish to use to store your footage. Select the one you prefer.
6. Select whether to add your footage to an existing event or create a new one.
7. Click the **Import** button and wait for the import process to finish.

Adding Footage to a Project

1. In your **Event Library**, locate the footage that you want to use in this project.
2. Click and hold your mouse near the beginning of the portion you wish to use.
3. Still holding the mouse button down, drag your cursor to the end of the portion you wish to use.
4. A yellow box surrounds the portion you have selected. You can drag the handles on either end to fine-tune the exact starting and stopping points.

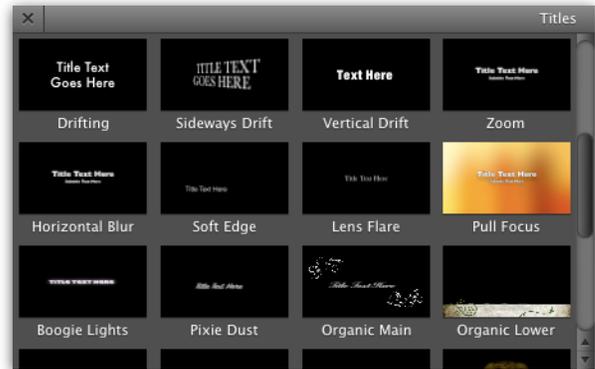


5. Once the selection is to your liking, just drag and drop it where you want it to appear in your project.



Adding Text – Titles, Subtitled, and Credits

1. Click the  (**Titles Browser**) button. A list of sample title, subtitle and credit options will appear at the bottom right corner of iMovie.



2. Hold your mouse over each one for an animated preview of how it will look in your movie.
3. When you have located one that you want to use, drag and drop it into your movie's timeline. You can:
 - a. Drag it directly onto a video clip to make the text appear right over the video, as is commonly done with subtitles.
 - b. Drag it into the space between existing clips to make the text appear over black, or a color or pattern. This is similar to the style typically seen in movie credits. You will be prompted to choose a background color or pattern.
4. Some placeholder text will appear in your movie. Simple double-click it and start typing to replace with your own text.



5. The text will appear above your clip in a blue bubble (see below.) Double-click it to set options such as duration.
6. If you want to alter your text at any time in the future, simply locate your title's blue bubble and double-click it again. You will return to the title editing mode.

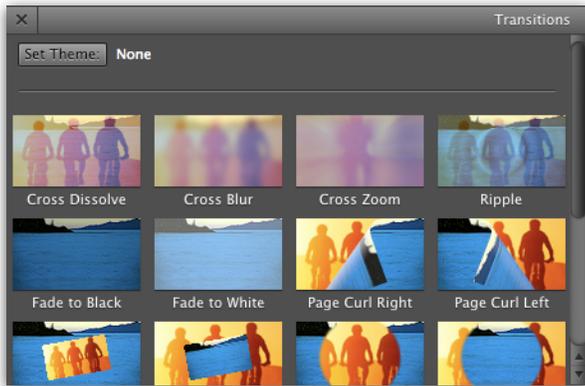




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Adding Transitions

1. Click the  (**Transitions Browser**) button. A list of all available transition effects will appear at the bottom right corner of the iMovie window.



2. Hold your mouse over each one for an animated preview of how it will look in your movie.
3. When you have located one that you want to use, drag and drop it between two video clips. Once the transition has been added, its presence is indicated by the icon to the right.
4. If you want to edit the specifics of the transition – by changing duration or changing to another transition entirely – simply double-click the same icon.



Cropping and Rotating Footage

1. Locate the clip you want to modify and click once to highlight it.
2. Click the **Crop** button (right) to enter cropping and rotation mode. A new set of tools will appear overlaid on your video (below.)



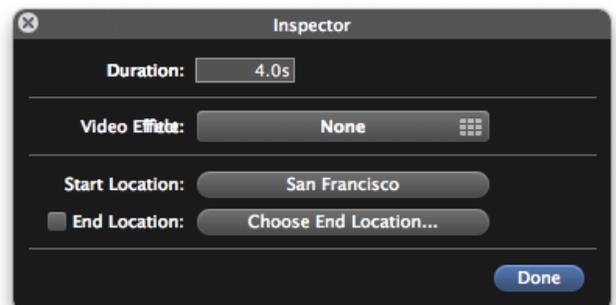
3. A set of arrows appears, pointing clockwise and counter-clockwise. To rotate the clip left or right, click the corresponding button.
4. To crop, drag the corners of the box until the desired portion is outlined. Whatever is dimmed outside of the box will not be visible in your final movie.
5. Click the **Done** button.
6. To alter cropping later, simply repeat the steps above and shrink or enlarge the cropping outline as needed.
7. To remove all cropping, repeat the steps above, then click the **Fit** button.

Adding Travel Maps

1. Click the  (**Maps and Backgrounds Browser**) button. A list of available maps will appear at the bottom right corner of the iMovie window.



2. When you have located a map style that you want to use, drag and drop it between two video clips.
3. You will be prompted to choose a duration for your map animation, as well as start and end locations.
4. When you click **Done**, iMovie will generate an animated map illustrating your journey.



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iMovie Interface Overview

1. From left to right, these three buttons will close, minimize or zoom the window to fit its contents.
2. Click and drag the **title bar** to move the iMovie window around your computer's screen.
3. The **project panel** lists the iMovie '09 projects present on your computer and any attached hard drives. If you double-click on a specific project, the list will be replaced with a timeline for the selected movie.
4. The **viewer** panel is where your movie is displayed when playing or scrubbing through the timeline.
5. The two **project play buttons** will play your movie full screen, or in the viewer panel.
6. The plus (+) button creates a new project. When viewing a project, it is replaced by a **preview slider** (see 16.)
7. The **camera** button opens a window for importing from your video camera, while the **swap** button causes your projects (top) and your events (bottom) to switch places.
8. From left to right, these four buttons are: **Add Selection to Project**, **Mark Selection as Favorite**, **Unmark Selection**, and **Reject Selection**.
9. From left to right, these three buttons are: **Record Voiceover**, **Crop/Rotate**, and **Inspector**.
10. The **volume meter** shows how loud the movie is as it is played back. The button immediately to its left switches audio on or off while scrubbing through your footage.
11. From left to right, the five editing buttons are: **Music**, **Photos**, **Titles**, **Transitions**, and **Maps and Backgrounds**.
12. The **event library** shows footage available for use in your iMovie projects.
13. The **event library viewer** shows footage from the event that is currently selected in your library.
14. From left to right, these three buttons are: **Show/Hide Event Library**, **Play Event Full Screen**, and **Play Event From Beginning**.
15. The **Show** menu allows you to select whether you are viewing **Favorites Only**, **Favorites and Unmarked**, **All Clips**, or **Rejected Only**.
16. The total length of available footage or selected footage is shown below.
17. The **preview slider** determines the number of preview frames shown for your footage.

