CUEBC 2013

# Basic Digital Video Editing with iMovie 11

October 2013

Resources available at:
www.jonhamlin.com (click under pro-d)

Importing Your Video from a Memory Card

1. **Create a back-up file of your media before proceeding.** To do this, insert your memory card into the cardreader. Click on the memory card icon on the desktop to open. Click and drag the entire contents of your card onto your back-up hard drive, flash drive, or a back up folder on the desktop if needed. DO NOT rename any of the files or folders on this card!

2. After you have created your back up file, click on the camera button to initiate the importing window, shown below.
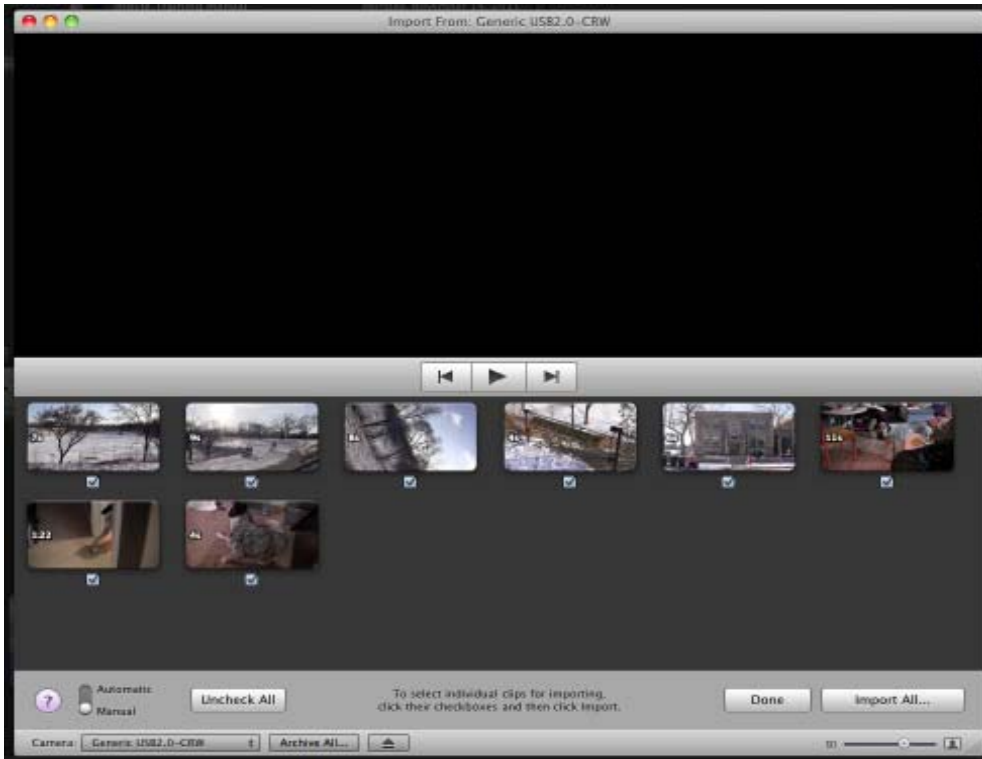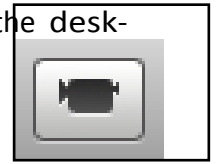
3. When iMovie is finished reading your card, the import screen will appear with a viewer above and your individual clips below.

4. Make sure **"Manual"** is selected in the bottom left-hand corner of the window. You will see a check box appear under each clip. Uncheck each clip you do not want to import.
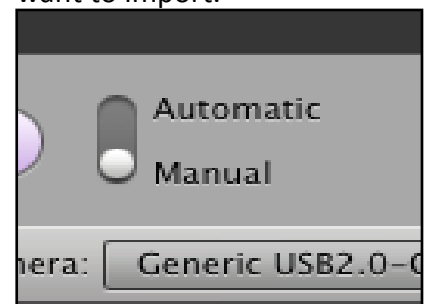

5. You can preview your clips by clicking on them and pressing the play button, or use the space bar as a shortcut.

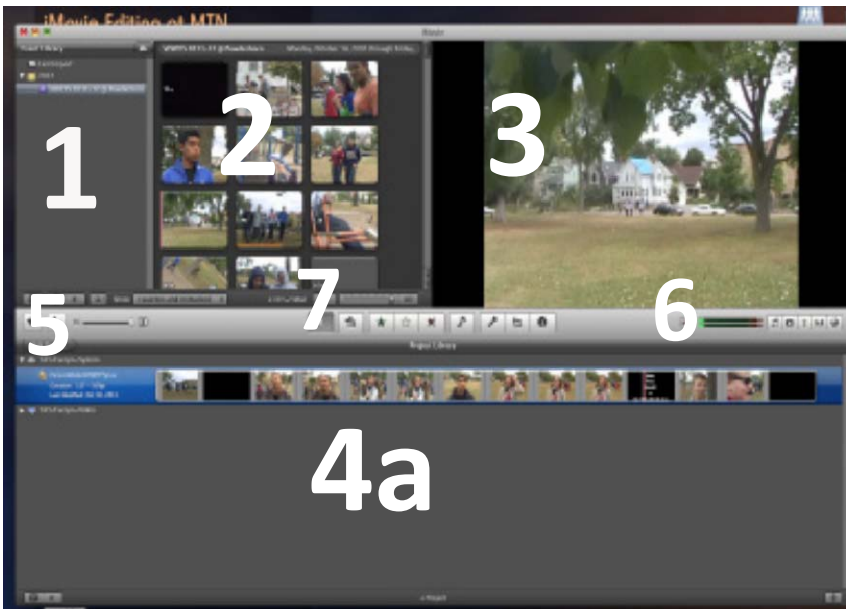6. Click on **"Import Checked..."** button.

7. A window prompting you to label your event will pop up. Label your event to clearly correspond with your project.

8. Click on **"Import"**.

9. When iMovie is done importing, click on "Done" to exit out of the window. You will find your video in the event library under the label you chose.
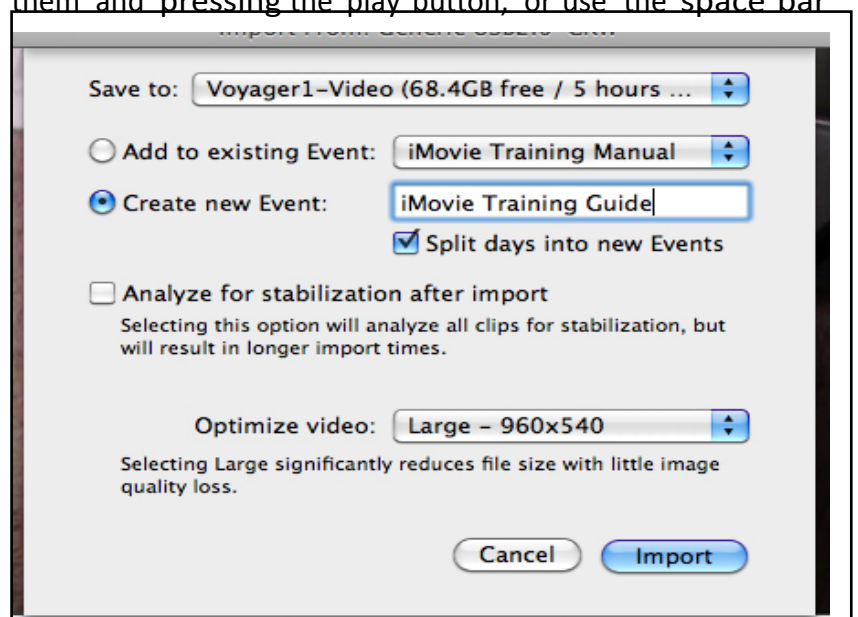
Basic Layout

If you are returning to an existing project, you can find it listed in the "**Project Library**" (4a). Double-clicking on your project will bring you up your "**Project Timeline**" (4b - shown on next page) and the coordinating event.

After you import your footage, you can find it in the "**Event Library**" (1). iMovie 11 stores all of your source media in the event library. This is separate from your project file. To create a new event, click on the camera button (5).

The individuals clips within your event can be seen in the "**Viewer**" (2).

You can preview your clips or the entire project in the **"Monitor"** (3).

By clicking on the buttons found beneath the monitor (6), you can add music, photos, titles, transitions, and some basic animations to your project.

It's the standard to have your events library and clip viewer on the top half of the screen, and your project timeline below. If you prefer the opposite layout, or need to switch back to the standard, find and click on the double arrow button, found next to the camera-importing button (5) and pictured to the left.

Clicking on the **audio-wavelengths button** (7) will show the audio as a blue track beneath your clip, pictured below.
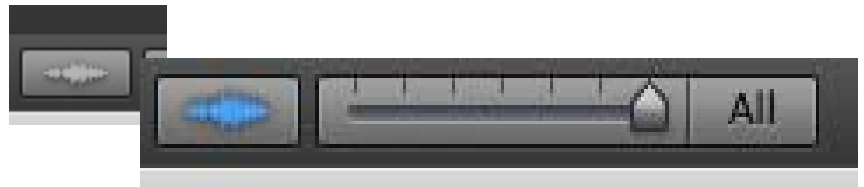
The slidebar next to the audio button will allow you to adjust the duration of the clip view. When dragged all the way toward "All", each scene will be shown as a single clip, regardless of duration. When dragged all the way to the left side, each scene will be shown in 1/2 second intervals.

To zoom in on your project, use the **zoom bar** found near the import button and pictured to the right.

Editing Your Clips

Creating a new project or opening an existing project will bring you to the project **storyboard/timeline** (4b).


4b

Make sure your project event folder is selected in the "Event Library". The clips from your event can been seen in the clip viewer.

Scrolling over a clip with the **playhead**, the red verticle bar, will allow you to preview the scene in the monitor. When you click on a clip, a **yellow box** will appear. This yellow box is set to a 4 second default selection. You can adjust the duration or range of the clip by dragging the boundaries of this yellow box in either direction.

After you find a clip you'd like to use, drag it down to your project storyboard/ timeline. Notice that your original clip remains in its entirety in the event library clip viewer, should you need to revert to the original.

Notice that the duration of the clip is indicated on the left side. In the example to the right, we see it is 26s, or 26 seconds.
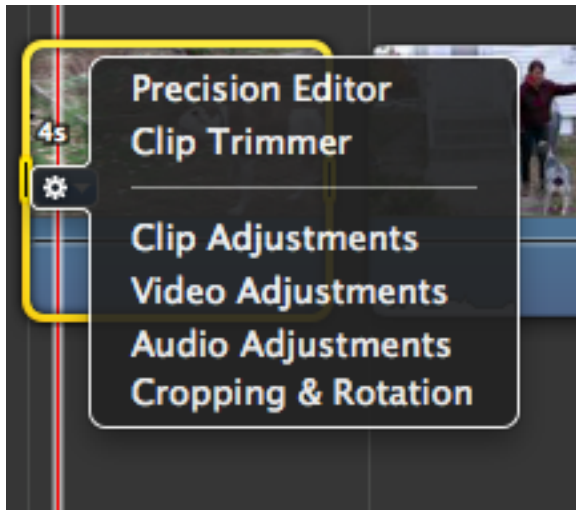
Clicking on the blue gear button in the lower left-hand corner of the clip will bring up a window with several additional options for editing your clip.

Select **"Clip Trimmer"** to bring up the window shown be- low. Here you can see the portion of the clip you've select- ed to use in your project highlighted within the yellow box. You will also see the entirety of the source clip it was pulled from.

Click and drag from the left or right to adjust the clip as needed. When you are satisfied, click "Done". Your chang- es will be reflected on the project timeline.
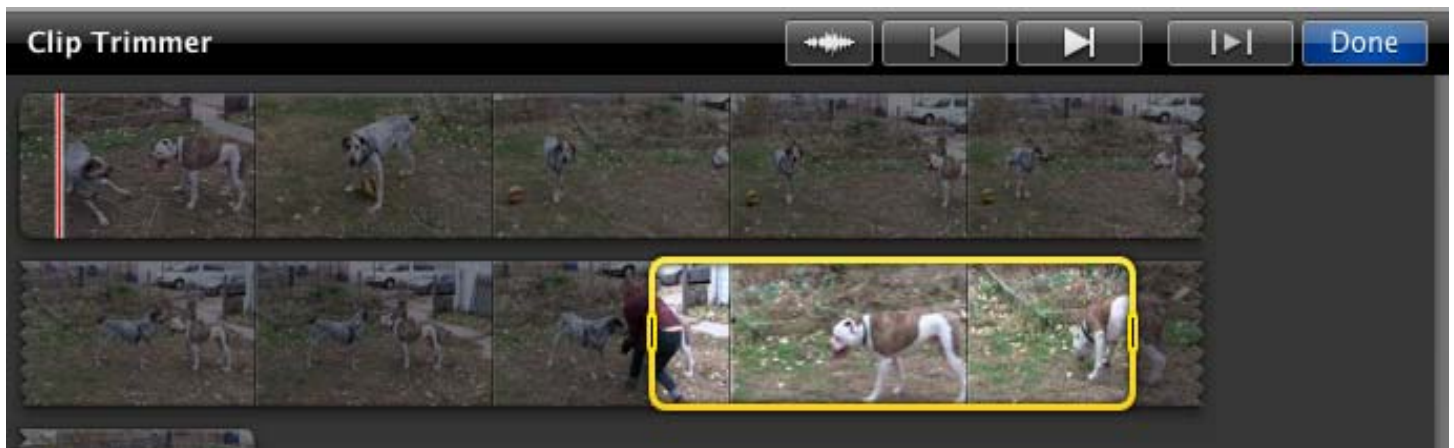
Click on the blue gear button and select **"Clip Adjustments"**. Under **"Clip"**, you find the duration listed, as well as the source duration.

Video Effects and **Audio Effects** can be accessed by clicking on the bar that defaults to "None".

You can also **adjust the speed of your clip** from this window, using either the scroll bar or by typing in a percentage. Click on the "Reverse" box if you'd like to add that effect to a clip.

Under **"Video"** you can manually adjust contrast, brightness, saturation, etc.

Under **"Audio"** you can adjust the volume.

Splitting a Clip and Creating a Freeze Frame

1. Select the clip you'd like to split by clicking on it. It should be highlighted by a yellow box.

2. Drag your playhead (the red verticle bar) to the spot in the clip where you'd like it to split.

3. Control + click will bring up an options menu. Find "Split Clip" and select. Or if you prefer the shortcut, simply use **"Command + Shift + S"**.

4. Your clip should now appear as two separate clips with new durations.
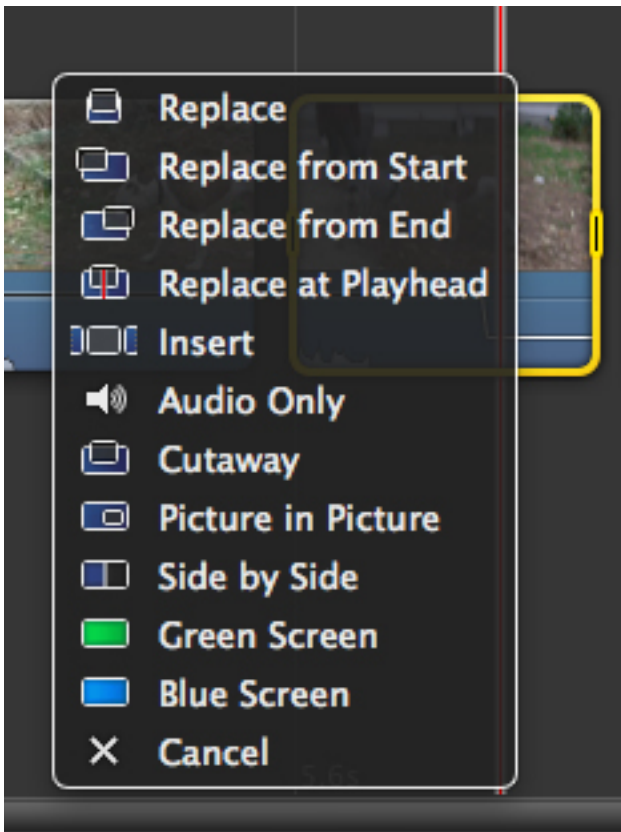
To create a freeze frame, or a still image, follow steps 1 and 2 above, but select **"Add Freeze Frame"** from the options window.

A separate clip will appear on your timeline following the video clip you used. You can click on this to adjust the du- ration of the freeze frame.
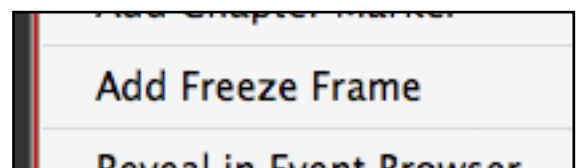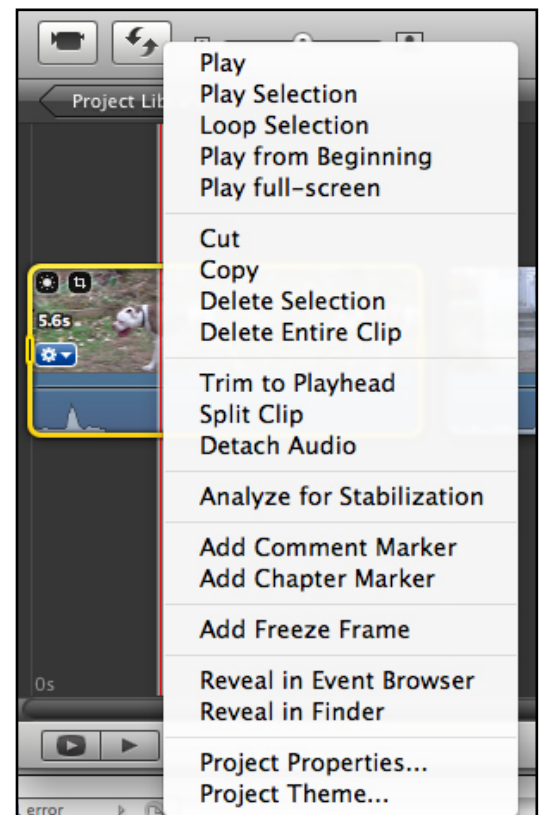
# Cutaways, Split Screen, and Picture in Picture

**To add a cutaway to your project, you must drag the cutaway clip from the event clip viewer. iMovie 11 will not let you drag a clip already present on your project timeline to use as a cutaway.

1. Select the clip you'd like to use as a cutaway from the events clip viewer.

2. Click and drag down to the clip on your timeline that you'd like to cutaway from. You must drag the clip directly over (not above) the timeline clip so that the red playhead appears.

3. When you drop the clip, a window will appear, as pictured to the left. Select **"Cutaway", "Side by Side", or "Picture in Picture"**.

4. Your cutaway will appear as a new track above your other clip, as shown below.

5. Edit the cutaway clip as you would any other clip.

iMovie automatically crops your video when you use these two effects, so be sure to moni- tor how your composition is affected.

** Before you begin working on your project, go up to **"iMovie < Preferences"** and make sure the **"Show Advanced Tools"** box is selected. This will ensure that all the buttons and editing functions are turned on.
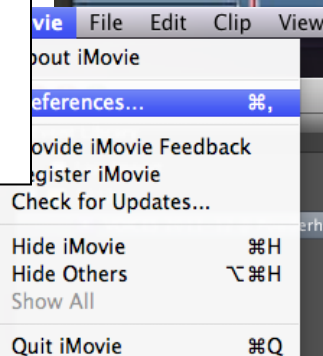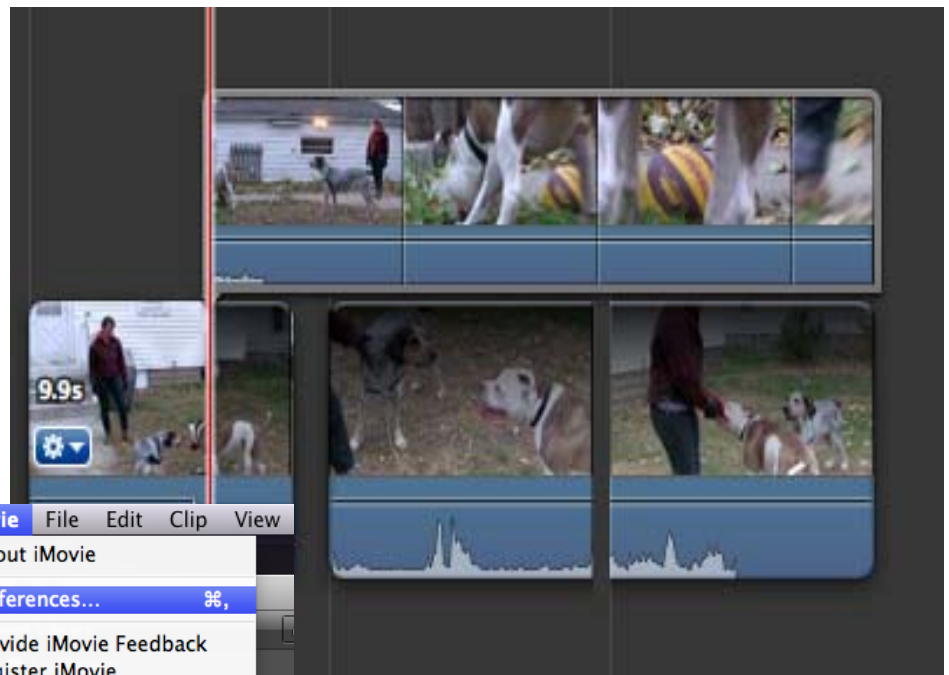
Adding Music to Your Project

When you are ready to add music to your project iTunes has many built-in songs and sound effects to choose from. **To add music from outside of iMovie you must locate the song in iTunes before it can be added to your project in iMovie**.

Once you find the music that you'd like to use, **click and drag a copy of the music file to the desktop.** If you fail to do this, the next time you log into your project, there will be a yellow triangle with an exclamation point in the upper left-hand corner of the music track indicating that your audio is not connected, as shown directly below. **Click and drag a copy of EVERY music file that you use to the desktop.**
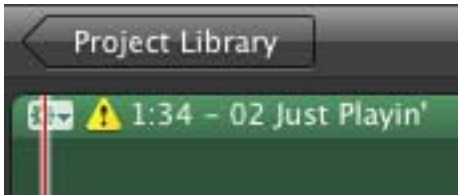
Drag the music file from the desktop directly into your project.

The music file is represented as a green (or sometimes purple) box behind your video clips, as shown below. Notice the **RED circle with a one inside**. If this symbol is not present, you will not be able to add the file.

Sound effects can also be used. Click on the music button, and then select iLife from the drop-down menu at the top of the window. These files can be previewed and dragged directly into your project from this window.

You can adjust the placement of your music track after you have added it to your project.

You can add more than one audio track in iMovie 11 - the additional track will appear as a smaller track directly below the audio track for the video clip.

Make sure you adjust the volume of a music file - keep in mind that music files tend to be mastered at a much higher volume and will probably overpower your other video audio.
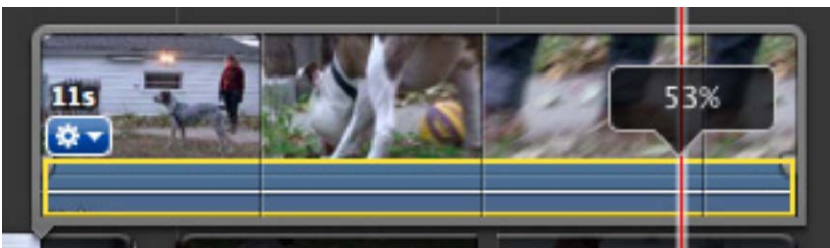
Adjusting the Audio

To adjust your audio, first make sure that the **audio-wavelengths button** is turned on (it will be blue if so) and that your audio tracks are visible beneath the video clips, shown to the left.

If you click on the track, a `square` yellow box will appear on the track. You can adjust this box by dragging the edges, the same as you would do with trimming a clip. You will be adjusting the audio within this box.

Once you have selected the portion you'd like to work on, move the cursor over the horizontal bar found near the top of the audio track. Moving this bar up or down will adjust the **volume level**, and will be seen as a percentage, as shown below.


Adjust a portion of the audio track will create a **keyframe**, shown as a yellow dot on the volume levels line. Click and drag this keyframe to tweek the transition of the audio change.

Adding Titles

Click on the **"T" button** to open the titles selections, found under the monitor, to bring up the different title options.

Click and drag the title to where you'd like to use it in your project timeline. You will need to put the cursor directly over the video in order to ap- ply the title, as shown below.
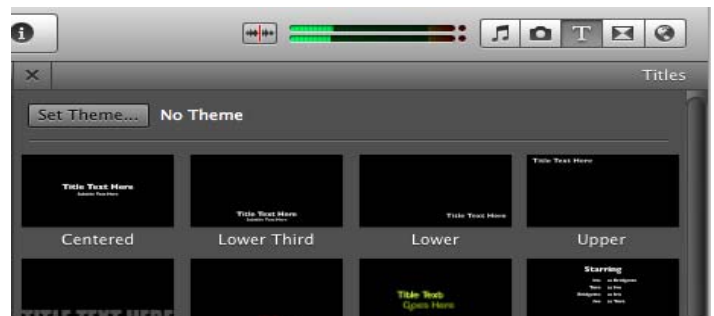
Once you have placed the title in your project, you can adjust the words, font, and duration of the title.

To delete a title at any time, simply click on it to highlight and press the delete key.