

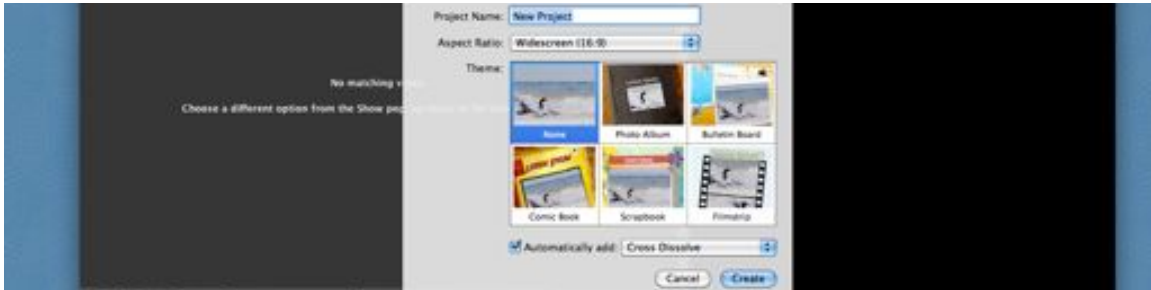
Using iMovie 11

(for digital storytelling)

1. Getting Started

Choose File>New Project. Under **Aspect Ratio**, choose 16:9 if you intend to include some video in HD format (wide screen). If not, choose 4:3 as it will be easier to work with photos, which generally have a 4:3 aspect ratio.

You can also have transitions automatically inserted between clips and images by checking **Automatically add** and choosing a type of transition.



2. The iMovie interface



1. The Event window: where the video clips go and where clips can be edited
2. The viewer: where you can preview the timeline as well as the clip or picture which is being edited
3. The project window: where you can work on the timeline
4. The microphone: to record a voiceover
5. The toolbar: to access titles, transitions, and pictures from iPhoto and mp3s from iTunes
6. The play buttons: to play the project in the timeline and in full screen mode

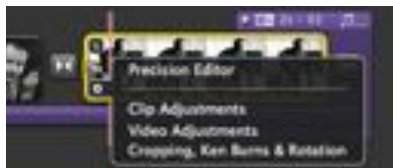
3. Inserting pictures

Drag photos from the desktop in the project window and you can adjust order, duration and format the picture.

Duration: The default duration is set to 4 seconds. To increase the duration, click on the gear icon and type the number of seconds you – you can always shorten it afterwards. To shorten the duration, click the picture and drag the yellow handles to desired length and choose Edit > Trim to Selection



Formatting: click on the gear icon which appears when you mouse over a picture to access settings such as cropping, Ken Burns effects (panning across a picture)



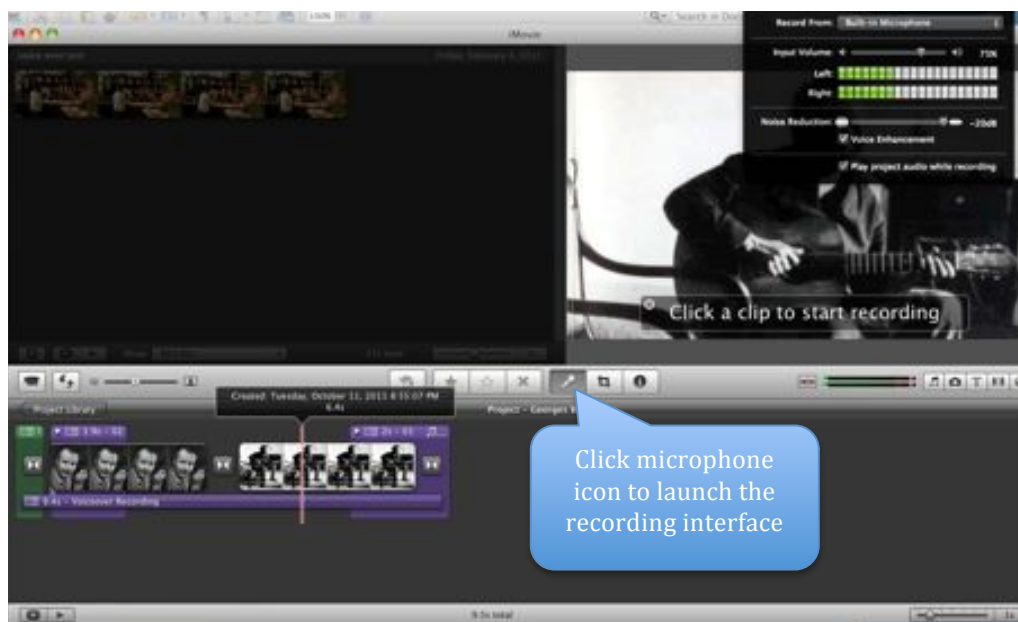
4. Adding a voiceover

In the project window, click the microphone icon to activate the recording interface.

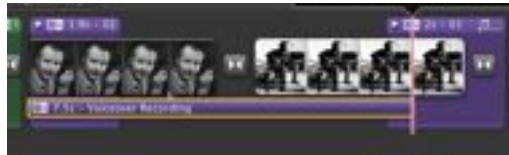
To record: The green Left and Right volume indicators should show a signal when you speak. If nothing happens, make sure the microphone is plugged in properly and check the sound preferences to make sure the correct input is selected.

Use your cursor to place the red line where you want to start recording and when ready, click and you will trigger a countdown.


TIP: using an external USB type microphone will provide much better results



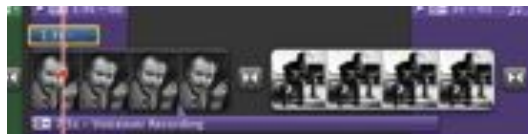
To edit your voice recording: click on the voice over clip and drag the yellow handles to make cuts. Alternatively, you can select the clip and click on the gear icon and use the clip trimmer.



5. Adding titles

To add titles, click on the Titles icon from the toolbar (), select a type of title and drag it into the project window.

Note that you can drag a title before, after or over an existing clip. Dragging a title onto a clip over the clip will create an overlay. The length for each title can easily be adjusted by selecting the title and using the handles to increase or decrease the duration.



6. Adding a soundtrack

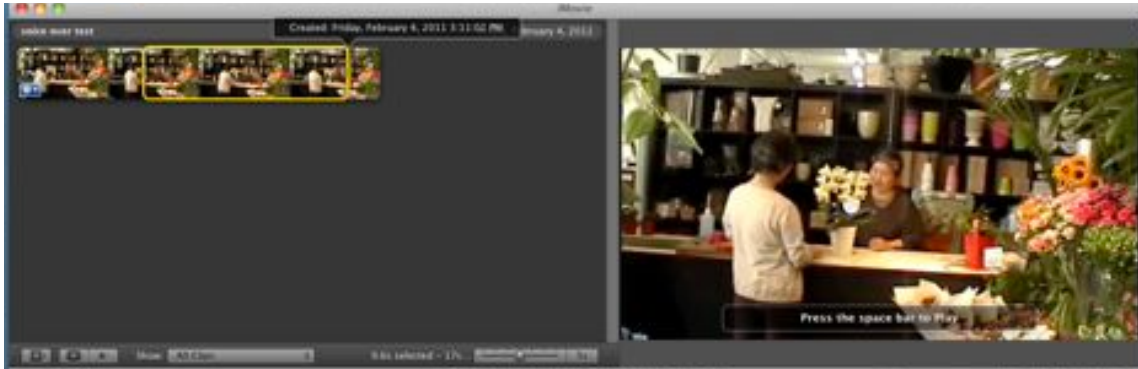
Drag a sound file into the project window. As a default, the entire length of the audio file will appear in the clip but this can be changed by clicking on the gear icon and choosing 'Clip Trimmer'. This option lets you choose the part of the audio file you want to use. You can also move the clip around in the project window to match your pictures.

Also, note that as a default, music volume will be decreased when there is a voiceover track.



7. Adding video

Choose: File > Import > Movies ... The clip will appear in the Event window. Click the clip and use the handles to select the part you want to include in your project and drag this part into the project window.



8. Project management

If you are working on your own computer you can skip this part, unless you want to make a backup, which is always recommended.

IF YOU WORK ON A LAB COMPUTER, you must either work directly on an external drive or save your project to an external source such as a thumb drive or external hard drive.

To set up a project on an external drive, follow the steps below:

1. Connect the external drive to the computer and select 'Group Events by Disk' using the disk icon in the 'Event Library' panel:



2. Choose the external hard drive from the list of available disks:



3. In the 'Project' panel, click 'Project Library' in order to access the list of available drives



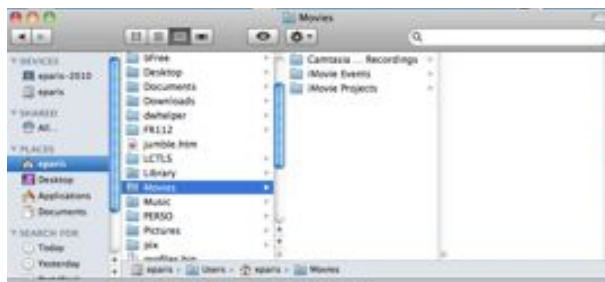
4. Select the external drive and choose File > New Project



To Copy a project from a lab computer to an external drive:

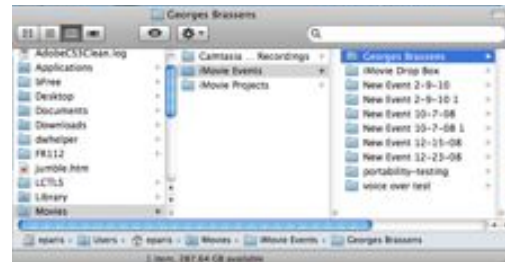
Make sure all files will be copied, choose File>Consolidate Media...>Copy the Events.

All files related to the project, as well as the project itself are automatically saved in the Labuser > Movies folder in 2 separate folders: 'iMovie Events' and 'iMovie projects'



To successfully save your project to an external source, you have to save **both** the project file itself located in the 'iMovie Projects' and the corresponding folder in the 'iMovie Events'.

In the example below for a project named 'Georges Brassens', both the highlighted files/folders would have to be copied:



When you are ready to work on your project again, copy the project file and the project folder in the appropriate folders on the computer and start iMovie. There is no 'open' functionality under the File menu in iMovie – instead, the project will be

listed in project library that you access with the 'Project Library' in the project window.



9. Exporting the iMovie project as a video

When you are ready to share your project, click on Share > Export Movie. If space is not an issue, choose large or HD. The file size will depend on the length of the project and what materials you have used (for instance, including video clips will make the movie file larger.)

10. Recommendations

- When using titles and transitions, stick with the basics and limit your use of flying words and exotic transitions. Notice that most of what you see in movies or documentary is very basic: for transitions, most are cross dissolve or one shot to the next without transition and the same goes for titles
- When using the Ken Burns effect to pan over still images during a narration, use different types of panning and avoid opposite effect following each other: ie zooming in followed by a zoom out and left to right followed by right to left.