iMovie: 101
A basic guide to navigating iMovie.
Getting started

- Find and open your iMovie application.
  - Within your dock or
  - Within your application folder
Dashboard Basics
Understanding your Dashboard

This is your project browser. When you create a new project, you will see it appear within this section.

All your created projects will remain in your project library allowing you to access/edit them at any time.

Creating an iMovie project allows you to add multiple video, text, transitions, audio, etc. to one “project” which you will use to create your own movie.
Understanding your Dashboard

This tool allows you to adjust the number of frames per thumbnail that are shown within the project browser.
These two options provide the opportunity to view your project as a video. The first icon allows you to play the project full screen.

The second icon plays the project from the beginning frame in the preview window.
This tab will allow you to exit the current project you are working on and go back to your home screen where your entire project library will be available.
This is your preview window. It will show an approximate point (frame) of your video within your project or allow you to view your video using the spacebar to start/stop at specific frames within the project.
This is your event library. When you import video into iMovie, an event folder will be created in this area for that video.
This is your event browser. This browser will show imported video of the event folder you selected within your event library.
This tool allows you to capture video from your built-in iSight and import it into iMovie.
This tool allows you to swap the “Project” browser area (top left) and the “Events” browser area (bottom right) of your dashboard should you prefer to do so.
This tool allows you to enlarge or shrink the size of thumbnails that are present within your project browser.
These feature will allow you to add a selection of video from your events library directly into the current project.
These features allow you to tag select video from your events by either (1) marking the selection as favorite, (2) unmarking the selection, or rejecting the selection (deleting this selection of video from your event).
These features allow you to (1) voiceover your existing audio, (2) crop and rotate video, and (3) open your inspector window.
This feature turns audio skimming on and off.
These features allow you to add music, photographs, titles, transitions, or map and backgrounds.
Advanced Dashboard View
Importing Video
Create an Event

- From your main menu, select File → New Event
Create an Event

- In your Event Library you’ll see a new folder created. Click within the blue area to rename this event folder.
- Now you are ready to import video!
Import Video Option 1

- You can import video two different ways. From your main menu, select File → Import. Depending on where you’re importing from will depend on which import option you select within the file menu.
Import Video Option 2

- You can also import video by right clicking (command + mouse click) on your new event folder and selecting the appropriate import option from the drop down menu provided.
Importing Video

- You’ll notice that you’ll receive a copying files message (example figure seen below). This will follow with a generating thumbnails message. Depending on how large your video(s) are, this process may take some time to complete.
Congratulations!

- You’ve just imported your first event folder of video(s). Once this process is complete, the event folder you imported video into will be selected (highlighted in blue in the event library) and the video you’ve added to this event will be showing on the right hand side of the screen. This area is known as your event browser.
Creating a Project
Create a new project

- The first thing you’ll want to do is create a project which will be kept in your project library. From your main menu, select File → New Project.
Create a new project

- You can also quickly create a new project by clicking the “+” sign in the bottom right hand corner of the project library.
Create a new project

- You can also quickly create a new project by clicking the “+” sign in the bottom right hand corner of the project library.
Congratulations!

- After prompted for a project name, iMovie will create your project, add it to the project library, and immediately open the current project in the project browser. You’re now on your way to creating digital stories!
Adding Video to your Project

- First, you'll select the appropriate event folder. When you click on the folder, the video within the event will appear on the right hand side of the screen.

- To select video from the event to place within your project, simply click on a section of the video in the event browser. When you click in this area, you'll notice a yellow box appears where you’ve clicked. Similar to selecting text in a word document, this yellow box allows you to select specific frames of the video you’d like to move into your project.
Adding Video to your Project

- You’ll also notice that if you move your mouse over the video within the box you’ll get a hand icon, a red vertical bar, and time stamp. This hand allows you to view the video frame by frame allowing you to crop video precisely at the frame desired.

- In order to expand the selected area (add more video to the selection that you’ll be moving into your project), hover your mouse over the on either side of the selection box. You’ll see an icon which will allow you to expand or narrow the selected video.
Adding Video to your Project

- Once you’ve selected the video you’d like to move to your project, either select the “move to project” button on your dashboard or simply drag the selected video into the project browser area. You’ll know that you’ve dragged it correctly if a green circle with a plus sign appears when your video is hovering in the project browser section.

- You can continue to drag and drop as many video selections within your project as you’d like. The green vertical line shows you exactly where you are dropping the video so you can place them in order according to your storyboard. In the above example, I am placing my video in the first slot of the project.
Examples/Resources

Rebecca’s 486 Reflections

MONDAY, APRIL 23, 2012

IMovie: Digital Storytelling

adventures_in_africa.mov

There were a few aspects of making the movie that I found very difficult. The first was figuring out how to insert the last onto the slide. It turned out, I was then disappointed to find that only particular fragments of the song were reproduced when I stored it on the program in about ten years (and certainly the process did not initially realize that the music first needed to be imported onto the computer)—although once I identified the procedure it was fairly simple.

Educational Uses of Digital Storytelling

Digital Storytelling is the practice of using computer-based tools to tell stories. As with traditional storytelling, most digital stories focus on a specific topic and contain a particular point of view. However, as the name implies, digital stories usually contain some mixture of computer-based images, text, recorded audio narration, video clips and/or music. Digital stories can vary in length, but most of the stories used in education typically last between two and ten minutes. The topics that are used in Digital Storytelling range from personal tales to the recounting of historical events, from exploring life in one’s own community to the search for life in other corners of the universe, and literally, everything in between. A great way to begin learning about Digital Storytelling is by watching the following video introduction to Digital Storytelling.
Questions?? Comments??

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