**TUTORIAL: iMovie for iPhones and iPods in 20 easy steps** (ish)

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## What’s iMovie?

* iMovie is a **non-linear, non-destructive** editing **app** used principally on Apple products. It lets you build video stories by adding images and sound to a timeline, very much like railway cars on a track. Most modern-day editing applications work in a similar way, though Apple’s Final Cut Pro and Adobe’s Premiere Pro can do much more (with much steeper learning curves).
* NOTE: This tutorial is for iMovie on an iPhone or iPod – iPad and desktop versions are a bit different.

## A few notes on workflow

You can use a variety of workflows to edit in iMovie. If this one doesn’t work for you, poke around in the app (you won’t break anything!).

Starting out, three elements of workflow apply generally to all video stories:

1. **Edit before you edit**: screen your material and note (and/or ❤) what you’re likely to use before/as you write your script. Make an album of these shots in your Photos/Camera Roll app.
2. **Make a script and/or set out a written plan** – This will save time in the long run and help you to tell a better, clearer story.
3. **Try to keep the timeline tidy**. If you dump everything into it, you will have difficulty finding the things you actually want.

**One more important note on workflow**: Don’t delete or move a shot out of the Camera Roll if you’re still editing with it! if a shot’s original ‘home’ is in your camera roll, and you remove it from the Camera Roll before exporting it*, it will also disappear from your project.*

## Steps 1-5: Starting your project

1. When you open the app (this tutorial will refer to landscape view, so turn your phone now and keep it that way ☺), you’ll get the **Projects** screen – across the top, you’ll see:

**DL button** (ignore) **Video / Projects/ Theater ? (help)**

Hit the big  **+** and **Movie**

The app will take you to **Moments**.

2. Get out of there! ☺. Go back:

Tap **<Media**  **<Video** and select the **Album**  (in your camera roll) where you’ve stashed your material for this project. (There’s a quicker way to do this, but we’ll look at it later)

3. When you tap a shot you want to use, a yellow box will appear around it. The edges are

‘handles’ that let you shorten the shot. The arrow lets you watch it; when you’re happy, tap the check mark.

DO this with all the shots you’re sure want to put into the **main track of your timeline** (you can always go back and add more later).

Try as much as possible to tap them in the order in which you want them to appear (another reason it's good to have a script!).

4. When you’re done choosing shots, look at the bottom of your screen. You’ll see iMovie is keeping track of how many shots (items) you have and how long your movie will be.

Just above that, tap

**Create Movie**

This will take you to your **main editing screen - the timeline**.

5. You’ll see:

Down the left-hand side:

* **Done** (y’know)
* **+**  (add media)
* **>** (play timeline from where the cursor line is

At centre: playback screen

Down the right-hand side:

* **?** (help)
* a **cog** (settings)
* a **back-looping arrow** (undo – press and hold for a menu that will let you re-do)

At the bottom of the screen you’ll see the **editing timeline** – it contains all the clips you’ve just pulled in from the camera roll, lined up with little arrow-y things (we’ll get rid of those later) between them.

## Steps 6-17: Editing Basics

### What’s what:

6. When you tap a clip in the timeline, options show up below it:

* **Scissors** (for making cuts)
* A **speedometer** (slow/speed up – mostly ignore)
* A **speaker** (sound)
* A **capital T** (titles)
* 3 concentric **circles** (filters – not discussed here, because journalism is #nofilters)

7. **Scissors**: this is your go-to basic editing tool.

* Because the **Scissors** (cuts) icon is the default when you first land in the timeline – your choices at right are:
* **Split Detach Duplicate Delete**
* Depending on where you position the cursor in a clip – you can choose to do any of these things (and we’ll save the short cuts for another time).

8. **Speedometer** – ignore this for now, but it isn’t hard to figure out!

9. **Speaker** - this lets you boost or lower the audio in your clips. More in items 11 and 12.

10. **Titles** (cap T)

* As a rule, use the **Standard** or **Line/Title** format. If you’re doing a title card for your video, you may want to leave the titles in the centre of the screen.
* To identify people or locations, tap the “Lower” option (“Center” is the default) at right to move your titles to a more useful spot.
* Titles appear across the entire shot in which they are entered.
* If you want your title to appear only in *part* of a shot, you will have to go to the **Scissors**tool and **split**the shot at the point where you want the title to start/end.
* NOTE: The titling in iMovie is both limited and fiddly. If you have a lot of titles in a story (e.g., if you’re doing a TOV), let’s talk about other ways to do them.

### Basic editing and navigation in the timeline

**11. Moving around:**

* The **cursor** is the white vertical line that stays at the centre of the timeline.
* **Tap and drag the timeline back and forth** to see a shot, or to put the cursor where you want it.
* Go to a shot you want to edit by **dragging** or by **tapping** the timeline to place it underneath the cursor
* **Go to the top/start** of the timeline – press and hold the far L of the timeline
* **Go to the end/bottom**: press and hold far R of timeline.
* **Zoom in or out** on the timeline with the two-fingered pinch-to-zoom gesture (scrunching the timeline to as short as possible will be handy when you go to delete all those dissolves)

**12. Basic Editing**

* **to trim a shot** in the timeline: make sure you’re using **Scissors.** Place the cursor where you want to make the cut; hit **Split**, and then highlight the part you want to remove and tap **Delete.**
* **To move a shot** in the timeline**:**  highlight, press down, and drag the clip up and over the timeline and drop it where you want it to go. (NOTE: You may accidentally delete it if you let go at the wrong point – if so, just hit **Undo-** backward arrow at right.)
* **Get rid of dissolves**: it’s a hassle, but dissolves look hokey in news stories. Tap the **two arrows** that mark the dissolve in the timeline; a box will appear - select **None**

### Adding layers to your project

Now the fun starts... Suppose I want to add a shot to cover a **jump cut** in my main timeline, or to illustrate what someone is talking about while they’re talking.

This is where we insert **cutaways.**

**13. Adding cutaways**

In the main timeline window, tap the **+** at the left of your screen, and then tap the shot you want to add. A black bar will appear giving you options:

* + will just dump it into the timeline wherever you left the cursor. That’s not what we want here.
* > will let you play the clip
* What we’re looking for here is **a frame over another frame**. It will drop the shot into a second video track that will play ON TOP of wherever you left the cursor, without otherwise disturbing the sound or video in the main, lower timeline.
* You can **split and move cutaways** as you like along the secondary timeline, just as you do with the main one. Add as many cutaways as the piece needs. (See the audio notes below for playing with the audio on cutaways.)
* We will ignore the other options (**picture-in-picture** and **split screen**) for now. They’re of limited practical use.

So: Once the cutaway shot is in the timeline, you can **press on it -** to **drag** it where you want it, or to bring up the **handles to shorten** it.

**14. Adding stills**

You can add stills to the main timeline fairly easily. Adding them as cutaways (say, over an interview) is a bit more work.

* **Add stills to the main timeline**: Insert stills as you would any other clip, BUT know that the default running time is about 5 seconds, with another default to the so-called Ken Burns effect: a slow pan/zoom that you can control a bit (to discuss), but which I prefer to cancel. (Alas, you have to turn off the Ken Burns effect one shot at a time.)

Want more/less than 5 sec? Tap the yellow handles to stretch or shorten.

* **Add stills as cutaways:** bit of a workaround here. Open another iMovie project, dump the shots you want into a new timeline (with or without Ken Burns) and save the file to your Camera Roll and project album, where you can insert them like any other cutaways.

### Audio Basics

15. **Adjusting audio**: as noted in #8 – if you want to lower or remove audio, tap the speaker icon in the main editing window. Dragging the slider will raise or lower the volume on the selected shot (yes, one shot at a time ☹), on any track.

16. **Adding or moving audio tracks:**

It’s a hassle, but it’s worth it. Maybe don't try this on your first time, though. The first time you try it, have your 'undo' button nearby!

If you want to **fade the volume up or down**:

* Tap the clip to highlight (in **Scissors)** and tap **Detach**. You’ll see the sound now appears as a separate track *below* the main timeline track.
* Now tap the **Speaker** icon at left; then tap **Fade** at right. Slide the yellow arrows that appear back and forth until you have the fade you want.

17. Unmute **cutaways**, or replace ‘main’ audio with the audio in a cutaway: (easy)

* Tap the **Speaker** (audio) tool
* Tap the cutaway or clip you want to unmute and drag the audio slider to the level(s) you want.

## 18 Adding a voice track (voiceover)

**Note**: for basic news edits during workshops, you may prefer to use the method outlined by Jeff Semple in the video on page 8 (be sure to discuss the vetting process or script approval with your prof or editor). That method is faster, BUT: Advantanges of this method include more control over audio quality, and more time to write your script if you aren’t able/don't need to record on location.

**To add your own narration to your report:**

* Connect an external microphone (including your earbud mic) for better quality
* Put the play head where you want your voicer to start.
* Tap + (add media) and scroll down to Voiceover (w/ mic icon)
* The green/yellow/red VU (volume unit) meter tells you if your audio levels are too low or too high. Aim for the middle; stay out of the red!
* When you tap record, you’ll get a 3-2-1. Read your script to the images or to time, pausing as necessary for shot changes, sound bites and interview clips (you should have a rough idea of where they are; you can adjust shots/voice afterwards).
* When you tap ‘*stop’* – then *cancel*, *review* or *retake*. Don’t tap *'accept'* without checking your work). *Retake* will go back to your original in-point.
* Your voice track is purple – trim, split, move and delete it like the other tracks.
* Adjust the background audio on your main video to +/- 30% - don’t just kill it! (see steps 15-17)

## Steps 19-20 (optional): A bit more challenging… J- and L-cuts

**19. If you want to start the audio before the video** in a clip (J-cut):

This can be used in interviews to soften transitions in the back-and-forth, or to hint to viewers that a chance of scene or location is about to happen.

* Add the full shot/clip to the timeline after the shot you want to run over the clip.
* Highlight the later clip (the one with the audio you want) and **Detach** the audio.
* Tap the video portion of the same (second/later) clip and drag the left handle (the one at the start) back. The audio will stay where it is, and the rest of the timeline (including the previous shot) will back up to stay connected to the now-shorter clip.
* You may want to fade the audio up or down on one track or the other, but iMovie fades it up a bit by default.
* Ow your head? I had trouble with it too – demonstration is easier.

20. **If you want to start the video before the audio** in a clip (L-cut):

This is often used in interviews.

* Add the full shots as you did before
* Highlight the earlier clip and **Detach**  the audio.
* Tap the video portion of the first (earlier) clip and drag the right handle (the one at the end) back. The shot will be shorter and the audio will continue under the next shot.
* iMovie doesn’t (seem to) fade the audio out in this action; if you want to ‘crossfade’ the sound, you’ll have to do it yourself as explained in Point 14.
* NOTE: if you move the audio track itself, you’ll have a devil of a time regaining sync. Undo, undo, and start again if necessary.

**When you’re done:**

## Step 21: Uploading, sharing, exporting

21. Save, upload, describe: the job’s not over ‘til the paperwork is done!

* When you’re happy with your edit, watch it all the way through. Look for misspelled titles, rogue dissolves, etc.
* press **Done** … and press the **Upload** arrow/box.
* First: **Save the video to your camera roll, Dropbox or other cloud storage, or AirDrop it to your Mac**, to be safe. Uploads can crash, projects can be deleted and corrupted. Then:
* Press **Upload** again, and this time choose **Share** **to** **YouTube.** Post to the relevant account with…
* **Upload settings:** HD-720p or 1080p (to discuss); select access - “Public”; category & tags as appropriate (to discuss).
* **Reminder**: before uploading, be sure to **give your movie a proper, find-able title/headline** and *not* “My Movie 5” or “Guitar Practice – Newhook”. You can fix this in YouTube, but better to do it right the first time.
* **Wait**… it will take a while to upload. Maybe a long while, depending on your connection…
* **Double-check** your upload when it’s done!

Note:

* **YouTube** embeds easily into most content management systems such as WordPress.
* If you want to **share directly to Facebook**: check & adjust your Facebook app settings. The default may be set to upload in 480p (standard definition) instead of 720 and your upload will be of low quality.

## Things for another day, & a note

Zooming and reframing shots

Adding music (remember copyright! But in-app music is usually ok for everyday non-profit/social media purposes) **NOTE**: We all learn from online tutorials - Some of this workflow is drawn from tutorials at *epictutorials.com*. Check them out for Apple Clips (free) and (later, when you’re ready for a steeper learning curve) Luma Fusion and Filmic Pro.

## A short glossary

**App** – a *software* *application*. We usually think of smartphones when we talk about apps, but you could say Microsoft Word is a word processing app, Excel is a spreadsheet app, etc. It’s the same for smartphones: you can use the NYT app to read the New York Times, or read it on the web through a **browser**such as Chrome or Safari.

**Browser** – just a program that displays files… the thing you use to look at stuff. It can be a web browser like Safari, or an application browser, like the browser windows in iMovie.

**Clip** - a chunk of media. It can be an interview clip, a shot of something – it is not your entire story. That’s a project.

**Cut**  - a straightforward edit. The tool icon for cuts is often a razor (going back to the days when we edited film and audio tape with razor blades. Seriously.)

**Cutaway**: a shot dropped over another shot to cover a **jump cut** or to otherwise smooth out a sequence. It *cuts away* from the main action.

**Dissolve** – when an image “melts” into the next, instead of **cutting**

**Export** – to send something from one place(app) to another, e.g. to export your finished iMovie project to YouTube.

**Import** – to bring something into an app, e.g. to import something from your camera roll to your iMovie project.

**Jump cut -**  when two shots are so similar (e.g. two clips from an interview) that, when they’re edited together, the action in the image seems to jump unnaturally in time from frame to frame.

**Non-destructive editing**  - media cut into a project is still accessible in its original state. That’s why you can cut out part of a shot in iMovie, and then streeetch it back in again without having to reload it.

NOTE: if a shot’s original ‘home’ is in your camera roll, and you remove it from the camera roll, it will also disappear from your project

**Non-linear editing**  - the edit is done digitally. Linear editing involves taking analog videotape, film or audiotape and sticking the first part to the second to the third, and so on. In non-linear editing you can call shots up from a disc without playing through an entire shoot, and move things around as much as you want. The latter is both blessing and curse :Z

**Trim** – dragging the little yellow handles on a clip to shorten or lengthen it.

# iMovie tutorial by Jeff Semple – field report/TV pak

<https://www.youtube.com/watch?v=K4h0Pxf42H0>

(note lack of variation between standup and interview location! #justsaying)

00 – 1:30 overview

Two ways to do it....

1. **Voice report,** with voice first:

* lay down script on camera. Basically, it’s one big standup … with (stretchable) pauses in the places you want to put your clips.
* @1:30 - add on-camera script (rant) to timeline ; tidy top and tail
* @3:46 - add clips
* trim and extend
* delete dissolves
* add ‘b-roll’ :Z and pull background audio up to 30-40% (@6:12)
* (option: split screen @ 8:50 …but that’s not for us!)
* @9:41 - save & export:
  + at least 720p, or 1080p and WAIT :Z – google drive, various uploader apps (he talks about a CBC app we don’t have)
* google drive: 1 min to export; FOREVER to upload
* export (in HD) to YouTube
* Dropbox:

2. **Unnarrated** / using an audio bed At 11:34 -

Detach audio from a long clip including audio

* Detaching audio for an audio bed (excellent example re: music); also fading up and down.

Other notes and reminders:

* you can swipe or add and click
* Trim interview clips **in** **advance** and save them to an album. Saves time and confusion.
* Be sure to tweak the bg audio! (Semple’s example is on location, so dead air isn’t so obvious…but there’s no natural sound, either.
* Don’t use split screen like that. Yuck.
* (note he uses in-frame in the intro and later)