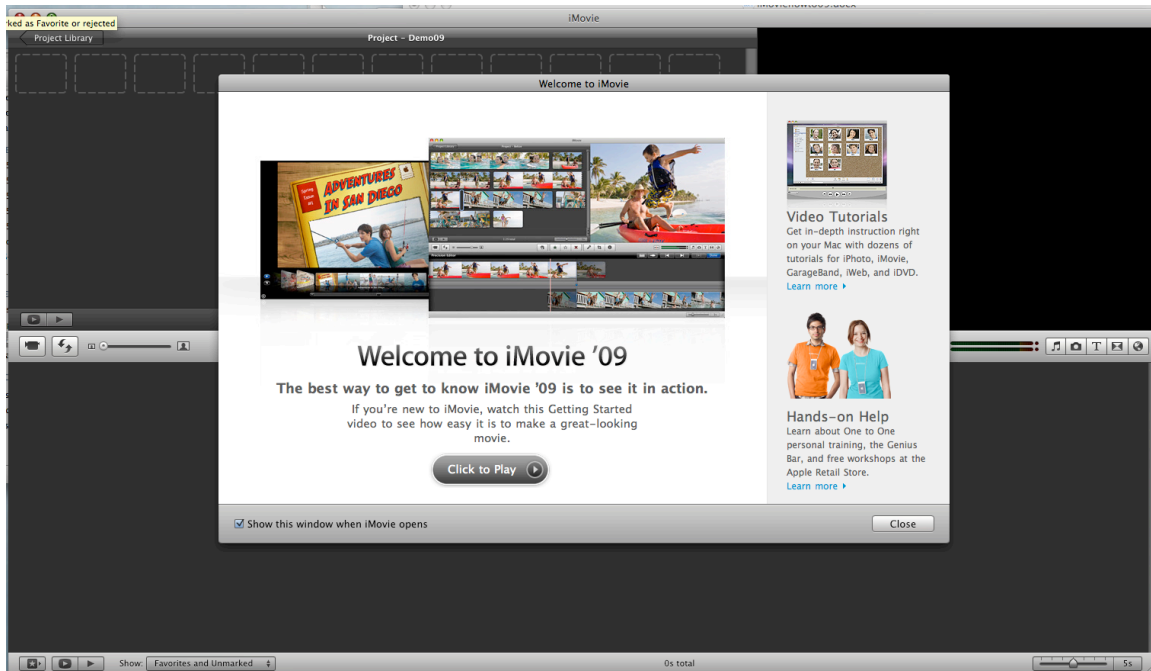**TO BEGIN:**

Click on the iMovie09 icon **In the dock of your desktop.
You may see a welcome screen.**

When you close the Welcome screen you will see the iMovie interface.

SET UP YOUR PROJECT
Step One: Start a New Project. Go to File> Choose New Project.

You will see this dialogue box:
-Enter a Title for the Project
-Choose the Aspect Ratio of your film.
If you do no know how you shot your
film, choose standard.
-If you choose a Theme, iMovie will
automatically add this feature to
your film.
-If you check the "Automatically
Add" box, iMovie will insert
transitions between
each clip you filmed.
-Click "Create"
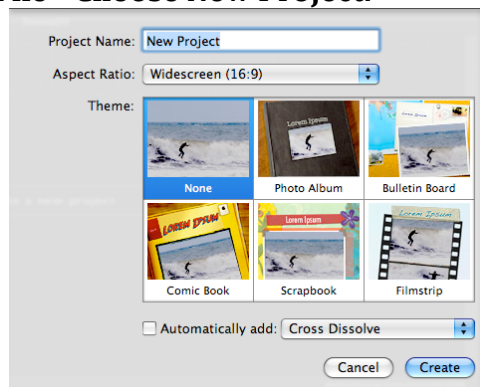
IMPORT/CAPTURE FOOTAGE
Step Two: Import Footage

-Use a Firewire cable to attach camera to computer.
-You can do two things: Go to the file menu and choose "Import from Camera"
(Keyboard Shortcut: Apple "I"). Or click the camera icon in the main interface (A).
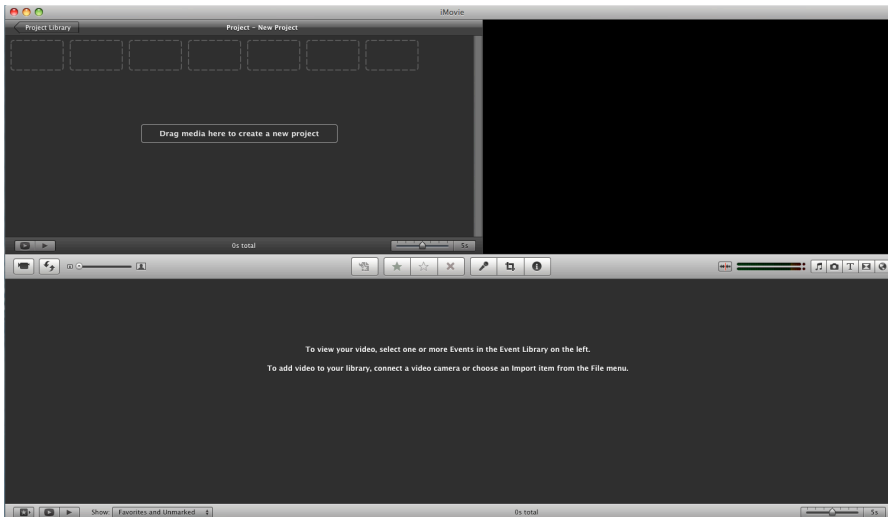
-Set the camera in "Play/Edit" mode. Play the camera.
-You will see the footage from your tape playing through to iMovie. The import
window looks like this:
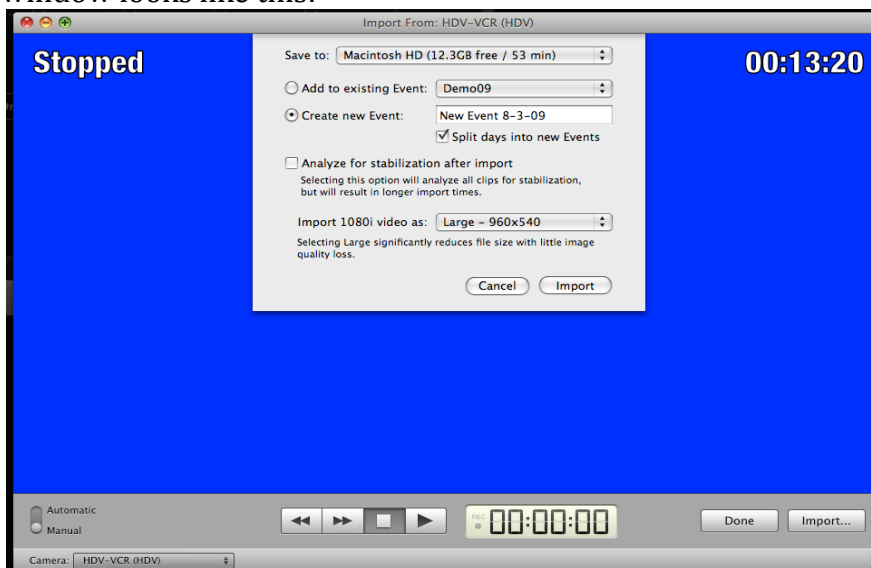
-Choose the appropriate place to save your footage to. If unsure, keep the "Save to" field as is.
-If you are already working on a project, click the "Add to existing Event button". If you are starting a new project, click the 'Create new Event" button.
-If you want to stabilize any shakey camera work, click "Analyze for stabilization after import." Note: you can do this to individual clips after import.
-Click "Import".
-Click "Done" when finished.
You will have a project that looks like this:
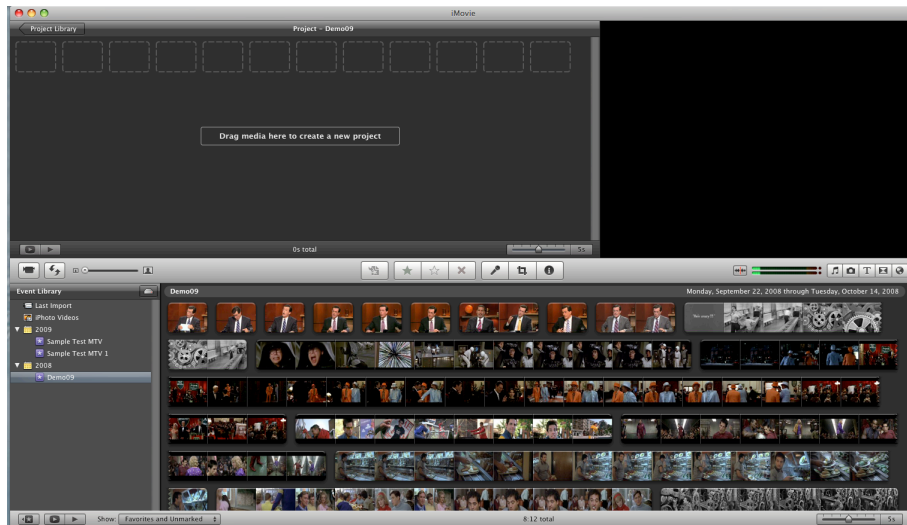

ORGANIZE AND EDIT
Step 3: Organize and Edit your Footage
      General note: iMovie divides your project into two pieces, an iMovie Project and an iMovie Event. These two pieces have two different libraries. The iMovie Event stores all of the footage you import from your camera. The Project stores all of your edits and extra media such as photos and music. You can change the position of the two libraries on the interface by clicking the cycle button (B).

-You will see all of your imported footage in the Event Library window. If you run your mouse over the footage, you will see it play back in the viewer.
iMovie automatically divides your footage into clips depending on when you turned your camera on and off, but you can further edit and select by clicking on the clips in the Event Library section.
-When you click on a clip, a yellow box will appear. Pull the sides of the yellow lines until you have the clip that you'd like to work with in your movie. Note: This clip can be further edited in "Precision Edit" mode.
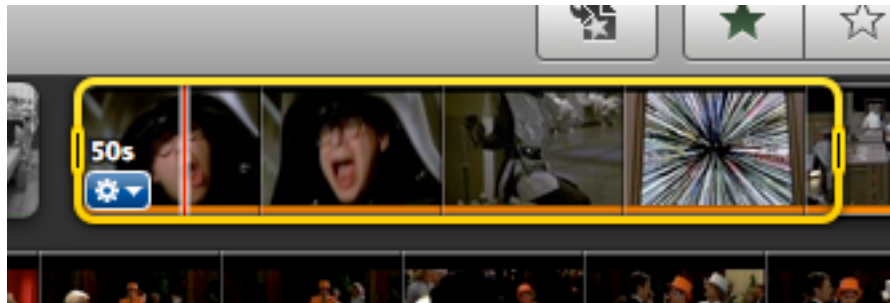
-Drag this clip into the Project Window (C).
-You can arrange clips in Project Window by clicking and dragging the clips.

ADD AND EDIT SOUND
Step 4: Editing and adding sound
-You can edit the sound that exists in the clips in several ways. First select the clip you'd like to adjust in the Project library.
There is a toolbar in the middle of the interface. It includes the inspector button (D)

If you click on the Inspector button, you can see the video and audio properties:

From here, you can adjust the volume of volume of your select clip. You can create manual fade in and outs as well as alter the "ducking". "Ducking" is how loud your clip is in relation to the other clips in the sequence.

-You can add music to your movie by clicking on the [♫] icon within the tool menu to the right of the interface (E). [♫ ▢ T ✉ ◉]

-Once you click on the [♫] icon, you will have access to a bank of sound effect and music from your itunes library (F).
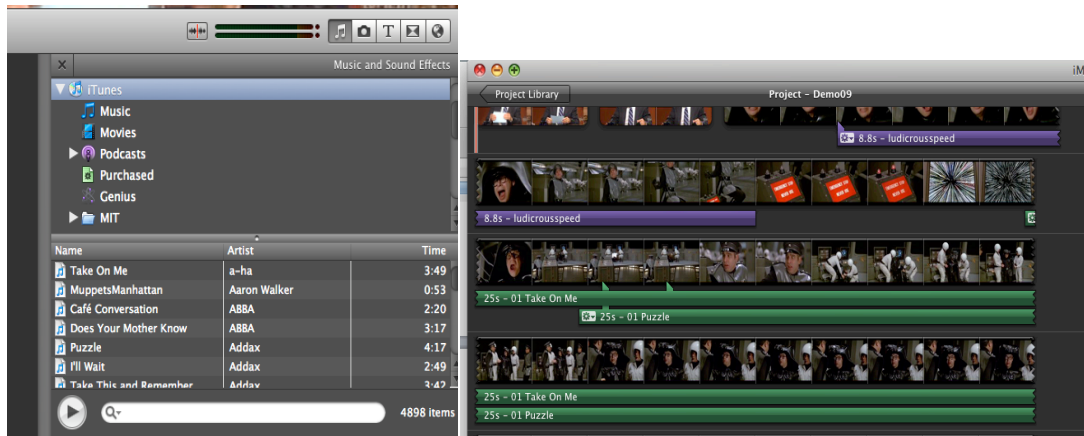
-To insert music into you project, drag a song from the browser into your project window and underneath the clip you'd like to apply the music to.
-The music will appear as a green line underneath the clip. You can edit the sound by clicking and dragging the ends of the green line. You can also click on the clip and make the adjustments to the sound with the inspector just as you were able to before.

-Additionally, you can click on the settings icon at the start of the clip (G). "Clip adjustments" and "Audio adjustments" will return you to the inspector settings. If you select "Clip Trimmer" (H), the audio will appear in the bottom window for more precise editing. When you are finished selecting the portion of the song that you wish to include in your movie, click the done button (I) and your window will return to normal.
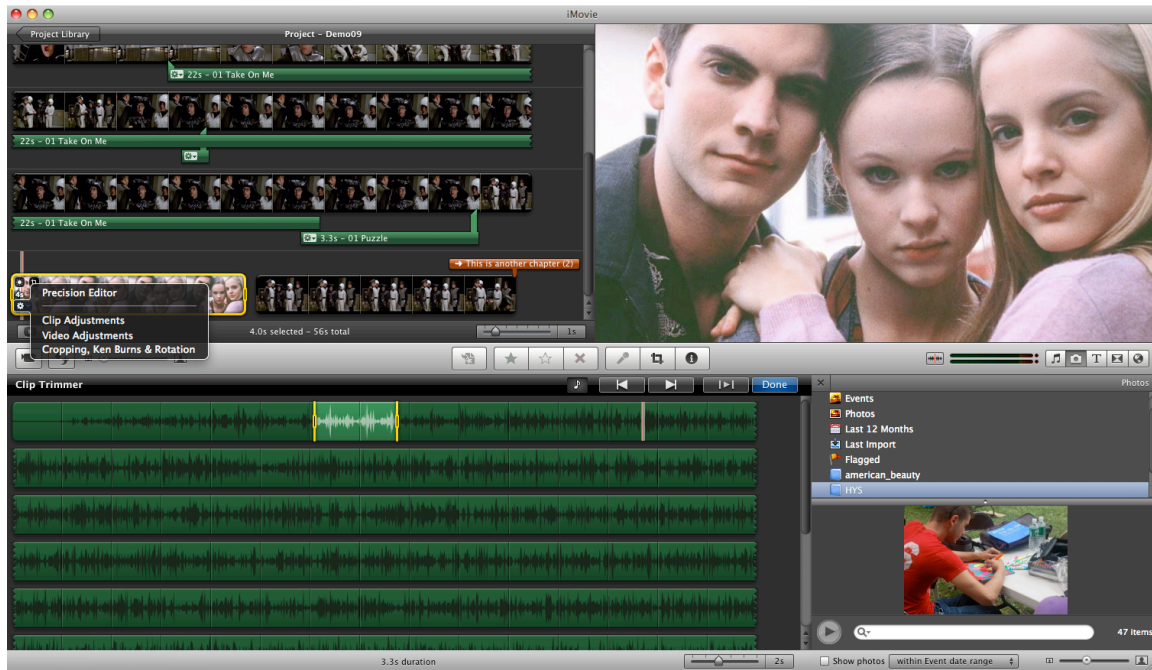
ADD AND EDIT PHOTOGRAPHS
Step 5:
-Inserting stills is similar to inserting sounds into your Project.

Click on the camera [📷] icon next to the music icon. It will reveal access to your iPhoto library (J).

> Note: You can simply drag photos from your computer desktop into your project, but doing so does not grant the full capabilities that iMovie will give you if you place the photo into you iPhoto library first.

-Drag any photo from the iPhoto library into you project. It will appear like a clip. You can adjust its duration by click and dragging on the ends, just like video (K).

-By default, the image is still. If you click on the settings button you will see an option for Ken Burns Effect. This will enable you to apply movement to the image.
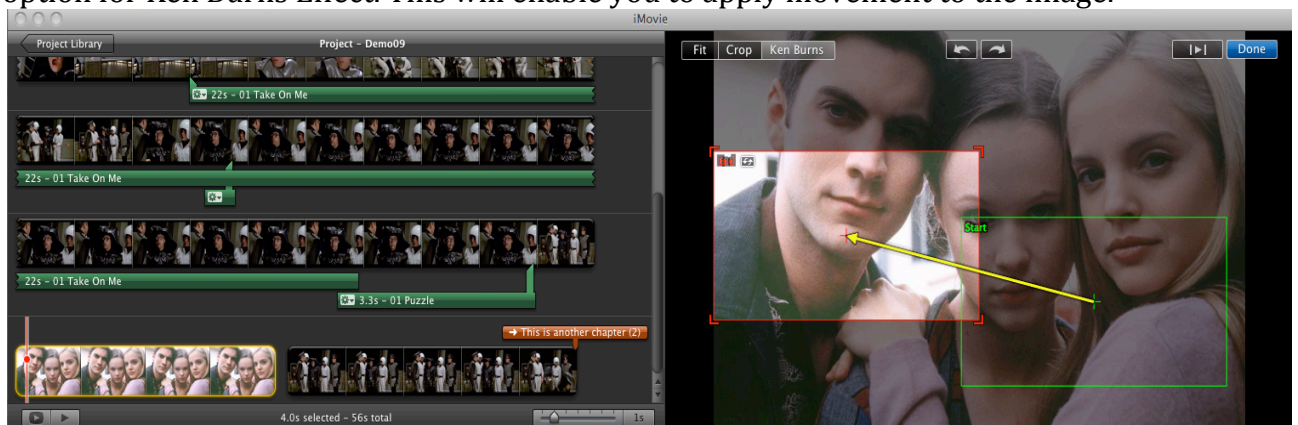
-Notice that you are able to "Fit", "Crop" and "Ken Burns" if you open up you photo in the viewer. Choosing "Fit" will expand your photo to fit the entire screen. Choosing "Crop" will give you the option to crop a photo. "Ken Burns" enables you to design "start" and "end" areas of the photographs (L). This is how you tell iMovie to automatically pan and zoom on the image. When you are finished, select "done".
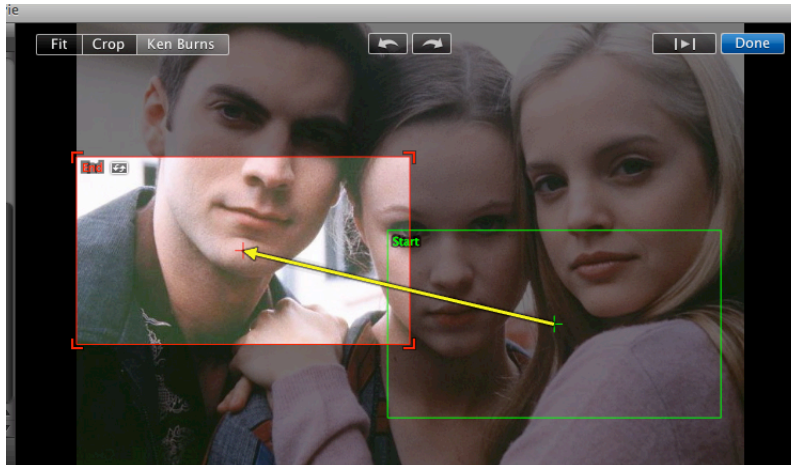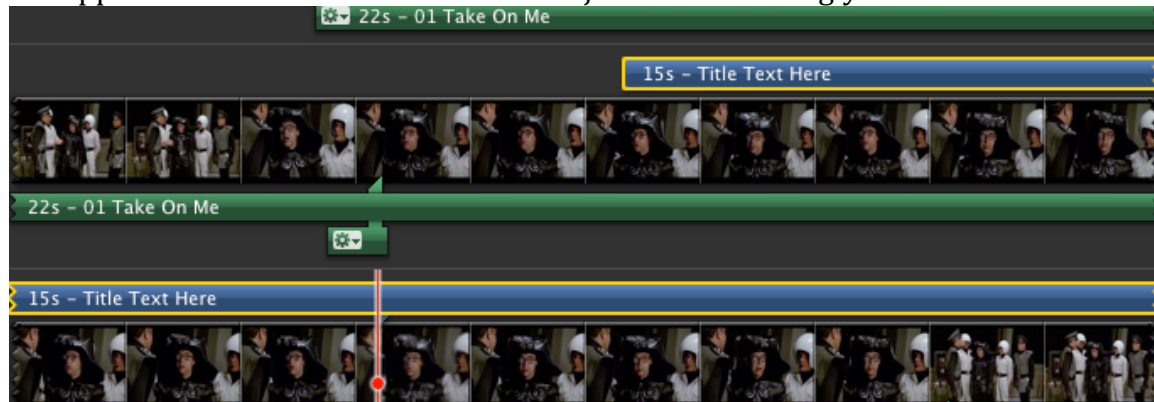
ADD AND EDIT TITLES
Step 7: Add Titles

-Click on the [T] icon in the right hand tool bar. This will reveal your Titles options.
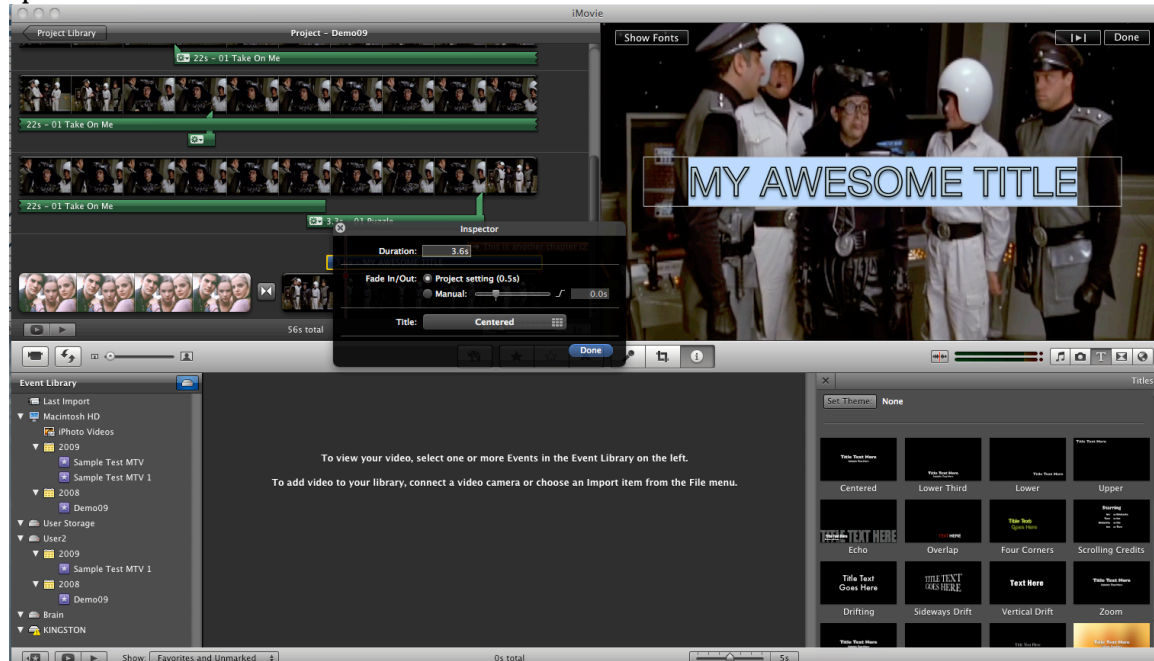
-Drag the specific title you need to the specific clip in the Project line (M). A blue line will appear to indicate the title. You can adjust this accordingly.

ADD AND EDIT TRANSITIONS
Step 6: Add Transitions

-Click on the [icon] icon in the right hand tool bar. This will reveal your Transitions options.
-Drag the specific transition you need in between two clips in the Project line (N). You can click on the "Precision editor" to edit the transition more specifically.

The Precision Editor

-This is a new feature in iMovie09 that will enable you to edit your clips more closely than in the Project window.
-Put your playhead directly on the clip that you wish to edit precisely. When you choose "Precision Editor" with the inspector it will open up a panel that displays a closer image of the clip and its accompanying transition.

The highlighted film strips show the active areas before and after to cut point. All shaded areas display the footage that you recorded, but didn't choose to include in your initial edit. To make a more precise edit, move the playhead over the first clip to the exact spot you'd like your transition to begin and click. Do the same with the second clip. iMovie will automatically adjusts the edit points. You can see this by previewing the clip; click the play/preview button in the upper right hand corner of the editing panel. When you are finished, click done. This will apply your changes to your project.
-You can edit sound here as well. Click on the audio tracks button to reveal the audio of the footage (LETTER).

-As you run your mouse over the blue sound clips you will see a cursor.
Move the cursor over the audio edit line until it changes into the cross hair sign.
Click and drag this cursor until you've captured all of the sound you'd like to include.
When you are finished, release the mouse. This will automatically adjust your sound.
Preview this by clicking the Preview button.

PREVIEW AND EXPORT
Step 9: Export

-You need to export your movie to view it. iMovie09 gives you options.
-When you are finished editing your movie go to the "Share" menu. This will show you the many options available to you as you export your project.
-You need to consider where you'd like your video to you. If you'd like to add chapters and design a menu, share your project with iDVD. If you'd like to send your movie directly to YouTube, click YouTube etc. Exporting a file does not change your project file; as long as you keep your project file saved you can make different sizes and versions of you movie in the future.
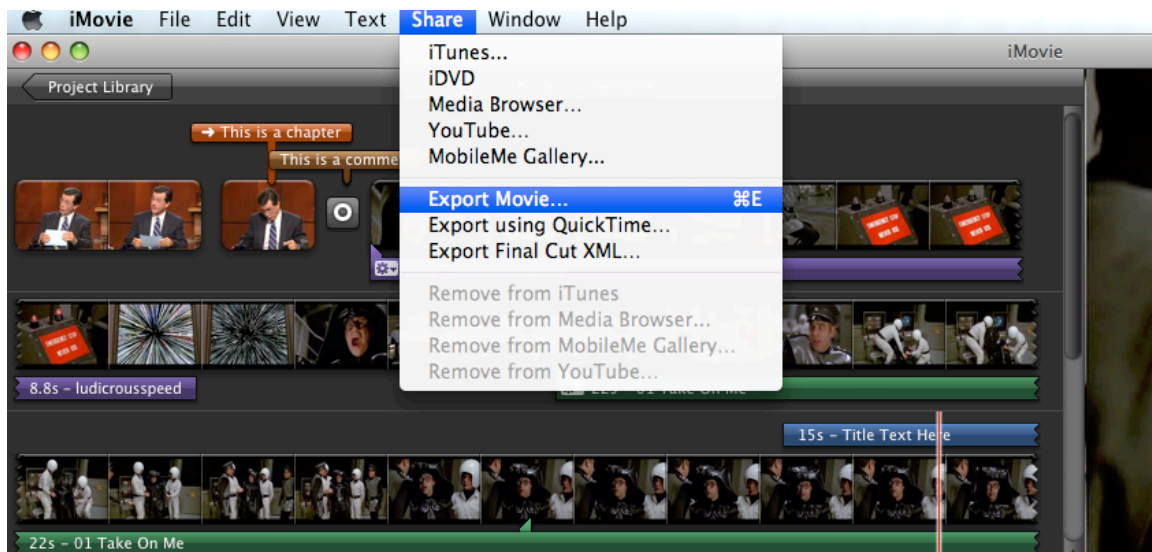
-If you choose Export Movie, iMovie will give you the choice to export your project as a small, medium, or large file. These will ultimately become .m4v files. These files play in iTunes well, but can be troublesome when it comes to viewing and editing on a PC (or anywhere other than iTunes).
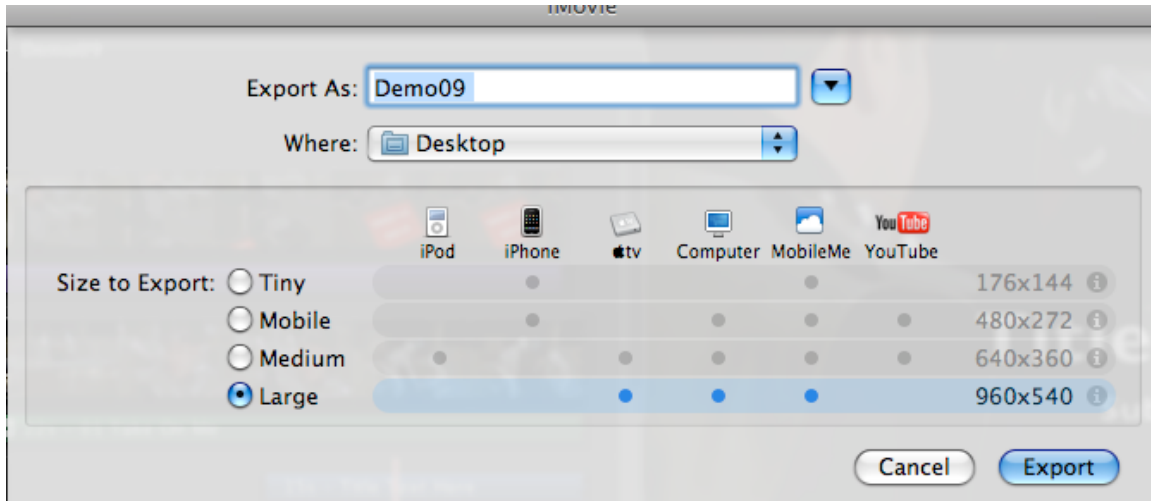
-You can avoid this problem by choosing "Export to Quicktime" from the Share menu. This will give you a Quicktime file. You can be more specific with your export settings here if need be.

Notes:
Stabilizing Footage: There are two ways to stabilize footage. You can click on a clip in the project window and choose "Analyze for Stabilization".
You can also choose this option when importing footage, but the process is very slow.

To add still frame to project:
Run mouse over clip in event library. Find image you'd like to convert to a still. Right click on image. Click "Add Still Frame to Project".

Right clicking on a clip in the Events library gives you opportunity to Play clip in different ways, shows you properties, "reject" (delete) clip or entire selections etc.

Undos:
your list of Undo's will be lost if you quit iMovie.

Found here: http://maccreate.com/imovie/copying-imovie-09-projects-from-one-drive-to-another

Copying iMovie 09 Projects from one drive to another

iMovie 09 provides the ability to store movies and projects on any connected drive, which also gives you the ability to copy Projects from drive to drive from within iMovie. Unfortunately, there isn't a lot of feedback about this process, and after you've copied files you still have to get rid of the originals, something that might cause some trepidation to some users. The process isn't really any more difficult than working with files in the Finder, but iMovie doesn't have that "sproing" sound that the Finder uses to indicate a copy is complete.

The most obvious reason to move a project from drive to drive is to free up space on one of your drives, while keeping your content more organized. Many people start editing in iMovie and soon find themselves out of disk space, which they expand by adding another drive. Unless you move the content from your old hard drive to the new one, it'll still take up the same amount of space on the old drive.

Copying iMovie 09 Projects from one drive to another

Here's the right way to move your Projects.
1. Drag Project(s) From One Location to Another
2. Move Project and Events
3. Files Copy
4. Delete the Original Project

## 1. Drag Project(s) From One Location to Another
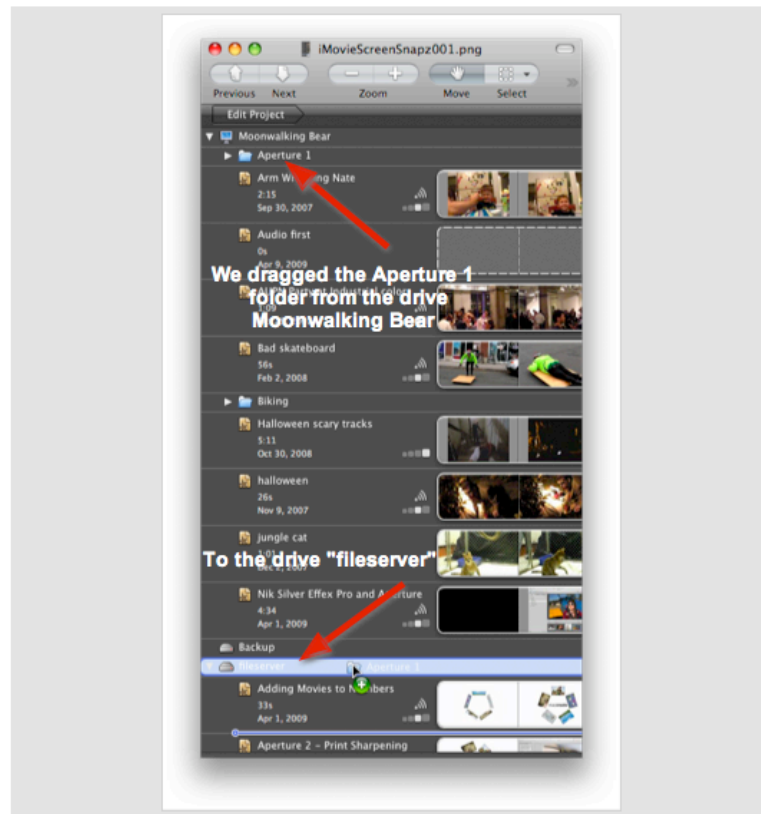
The first step is to grab either a folder or a project from one drive (in this case Moonwalking Bear) to the destination drive (in this case fileserver), just as you'd move a file from one place to another in the Finder.
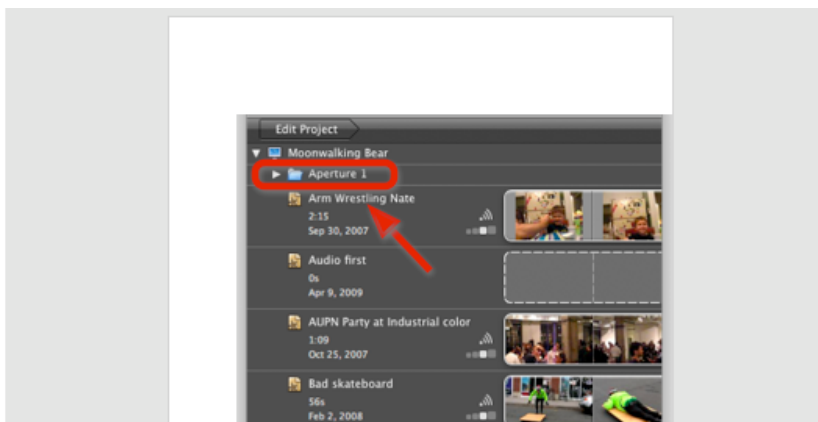
2. Move Project and Events
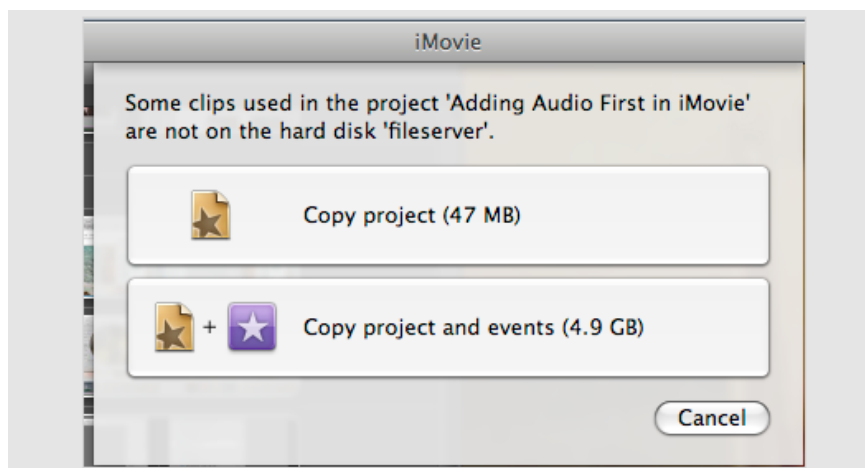
iMovie will drop a pane to see if you want to copy only the project, or the project and the events. The events are the actual videos that are in the project, while the project is just the video used in the final edit, the transitions, titles, etc. In almost all cases, you're going to want to move both the project and the events, because if you don't you'll end up with some of your content on one drive and some on another. If you're moving content between drives to free up space on one drive, or to consolidate all of your iMovie content into one place, only selecting to move the projects and the events will do the trick.

3. Files Copy
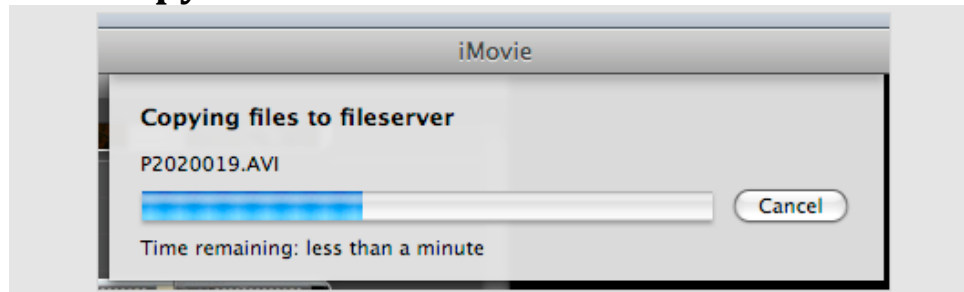
iMovie will display a copying status, which is its only indication that iMovie is copying your files, and when iMovie is finished the only indication that the project has finished copying is that this status display disappears. No beep, no message, just a disappearing status bar.

4. Delete the Original Project

The last step is to delete the original project, or folder of projects. Simply click on the original project and hit the Delete key or right click and select "Move Project to Trash". There will be no confirmation about the delete, so be sure to delete the right one.