Importing Your Animation Into iMovie 11 and Sharing Your Final Project (8th Grade)

How to export your animation from the animation software so that you can edit/enhance it in iMovie:
1) From Flip Boom A) Click on the Popcorn (publish) Button in the lower righthand corner. B) Choose the Blue Q quicktime cup. C) Name the file correctly (with the word EXPORT added to the end). D) Save it to the Desktop. E) Close Flip Boom All Star 2.0
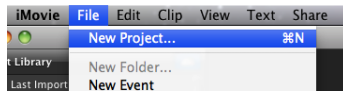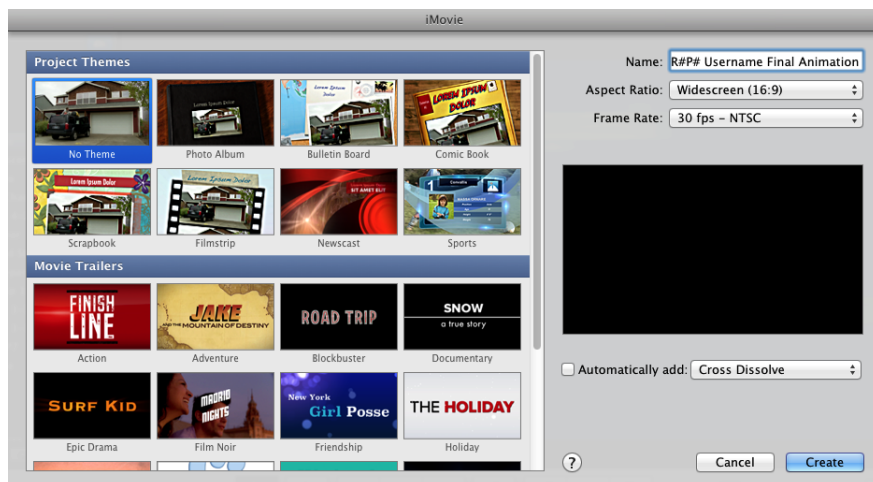
1) Open iMovie

2) Use The Swap Arrows (if needed) to make sure that the Event Library (source footage) is located on the top and that the Project Library (the movie you are making) is located on the bottom.
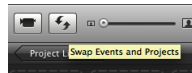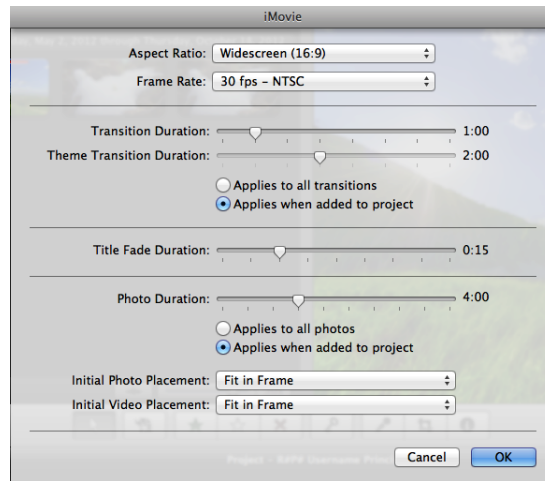

3) Go up to FILE > NEW PROJECT

4) Use "No Theme" and Name The File Correctly: R#P# Username Final Animation Aspect Ratio: Widescreen   Frame Rate: 30 fps - NTSC Click Create

5) Next, go into iMovies project properties (FILE > PROJECT PROPERTIES) and change the INITIAL VIDEO PLACEMENT tab to FIT IN FRAME so that your animation is not cropped. Click OK and close the window.

5) Go To FILE > IMPORT > MOVIES and select your quicktime movie file(s) from the desktop. This is the Quicktime movie file that you exported (published) from Flip Boom - NOT the animation program file itself (which would be greyed out anyway).
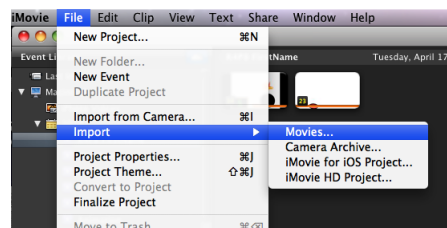

6) Choose "Create a New Event" and name the Event: R#P# FIRST NAME   C) Use Full - Original Size and click IMPORT.
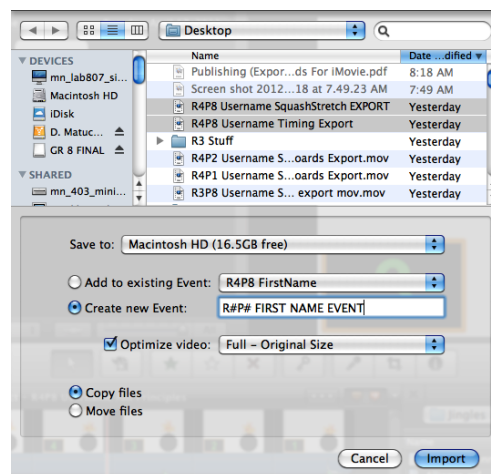
Event Tips: Events are basically big folders where you store your source video clips. You may use all or part of the clip to help build your movie by dragging it down to the project timeline. Events themselves never get turned in but it is important that you name them something other than the date so you can

easily organize and recognize them.

7) Drag your animation down into the project timeline. Add audio (sound effects/music) and titles to your project by dragging and dropping them from the media browsers to the timeline.
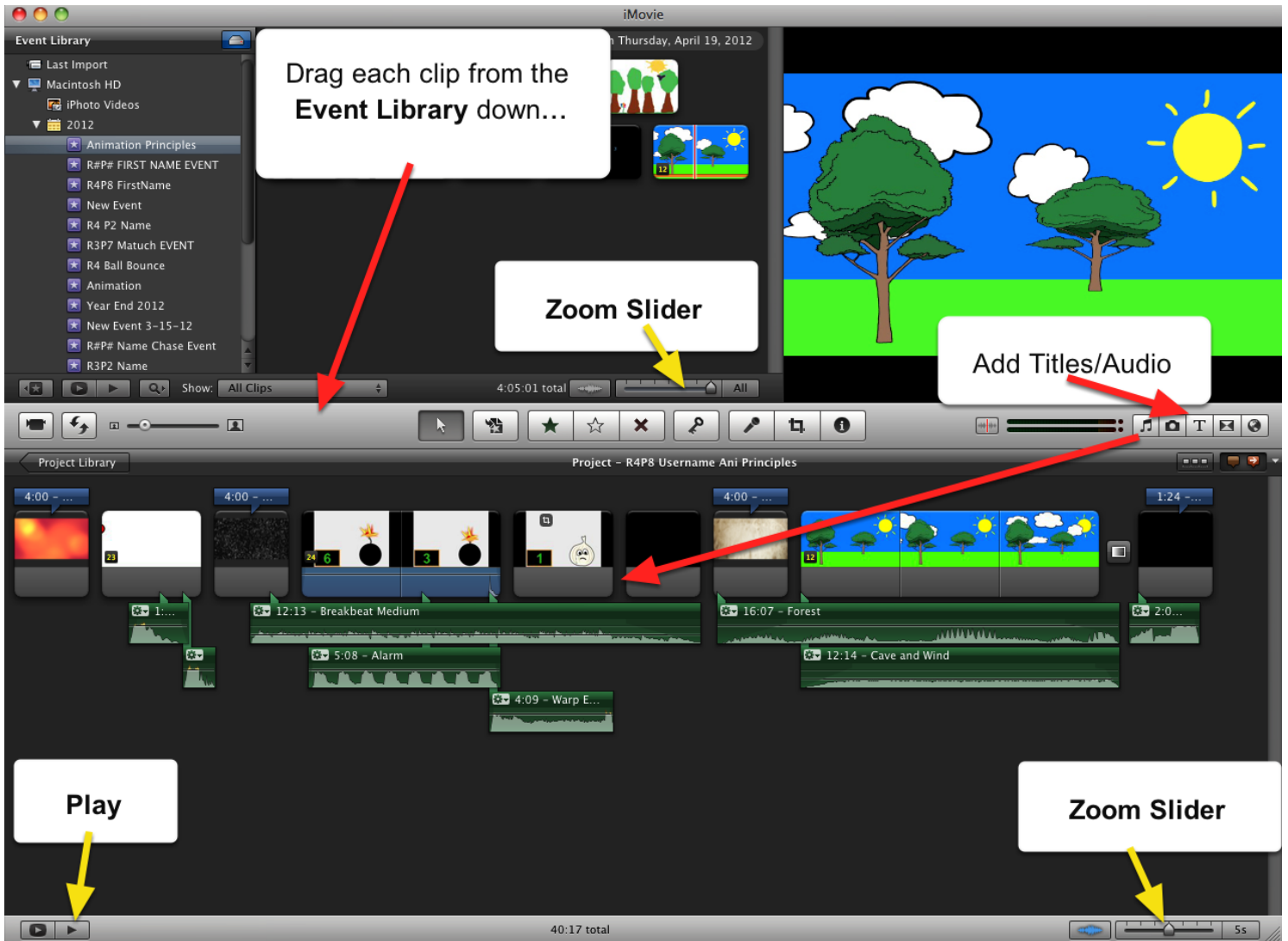

*Additional sources for sound effects/music: Incompetech.com (royalty free music)
                                                    soundbible.com
                                                    videoblocks.com

Download the files and drag directly into your project.

When you drag audio into your project, make sure you drop the file directly onto the clip (NOT above or below with a big green shaded area). If you drag it onto the clip correctly, it will actually appear below like in the picture above.

Remember, movie and video files must be imported into iMovie using the import process covered in steps 5 & 6. However, photos and audio files can be dragged directly into your project.

If you click on the audio browser, you can access all the diffrent sounds that iMovie has to offer. There are two main folder we use: iMovie Sound effects and iLife sound effects. The iLife folder can be opened up using the drop down arrow which will reveal a breakdown of the sounds by category.
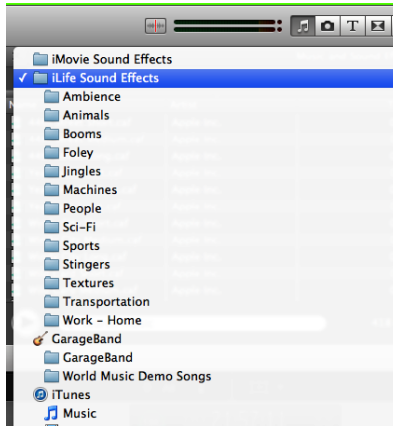
8) When you are completely finished and ready to submit your project, go up to SHARE > Export Using Quicktime.
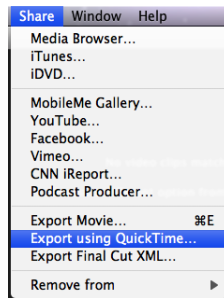
9) Make sure the file is named correctly & Save it to the DESKTOP.
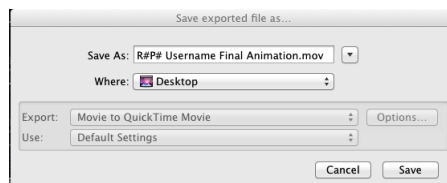
10) When it is finished sharing (exporting), take the .mov file that should now be on your desktop and submit to the 8th grade (individual) class flash drive.