

## Setting Up Your Digital Story Project In iMovie

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RECAP of Digital Story Steps Prior To Opening Up iMovie.

- 1) Choose a hero or role model that fits the assignment requirements and write a 1- 2 page essay. (Final Digital Stories must be 1 - 3 minutes) Google Docs is strongly suggested so that you can continue work from both home and school.
- 2) While waiting to record your audio with the Zoom Voice recorder, create a desktop folder with your name and gather media (images, video (optional) and music) for your story. The images can be literal or symbolic and should enhance your story. **DO NOT USE BLURRY, PIXELATED, OR WATERMARKED IMAGES!** You may also bring photographs in from home to scan digitally into the computer.
- 3) When you have finished the previous steps, you must then use the following directions to set up and create your iMovie Project correctly.

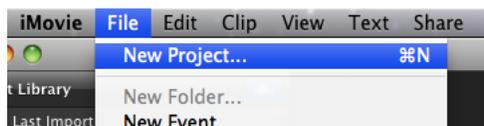
1) Follow The Directions On This Handout Carefully!!! Log into the class hard drive account (R#P#) and open iMovie.



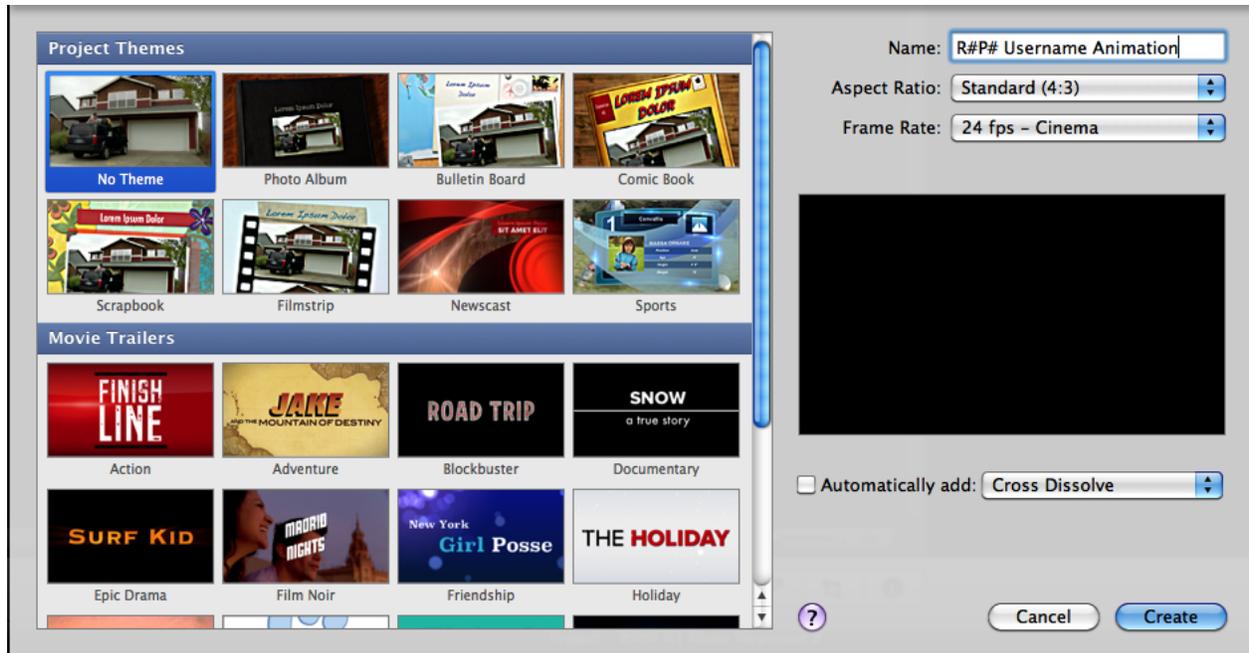
2) Use The Swap Arrows (if needed) to make sure that the Event Library is located on the top and that the Project Library is located on the bottom.



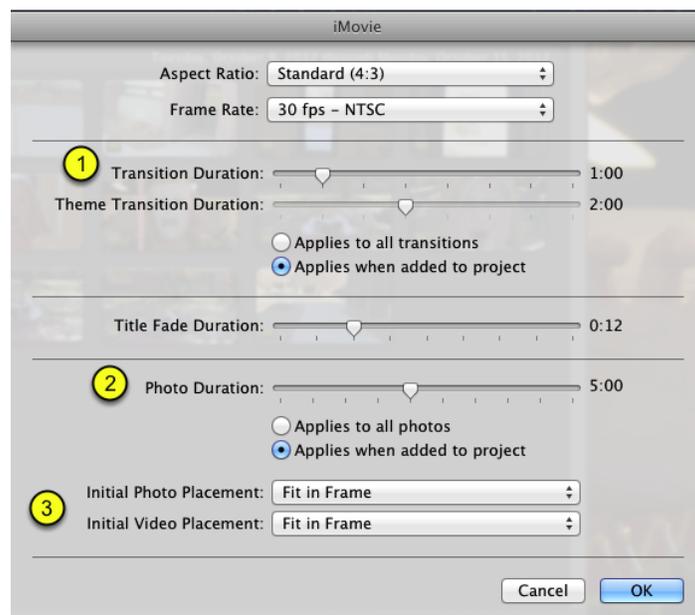
3) Go up to FILE > NEW PROJECT



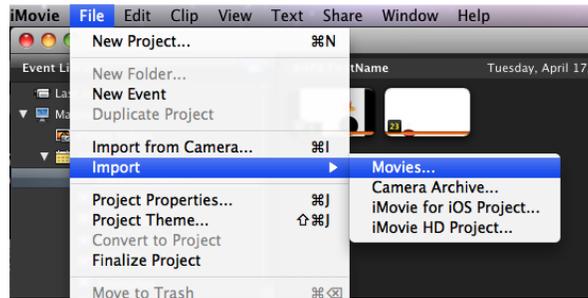
4) Use the Default "No Theme" and Name The File Correctly: R#P# Username Digital Story Aspect Ratio: Standard Frame Rate: 24 fps - Cinema. Then, click Create



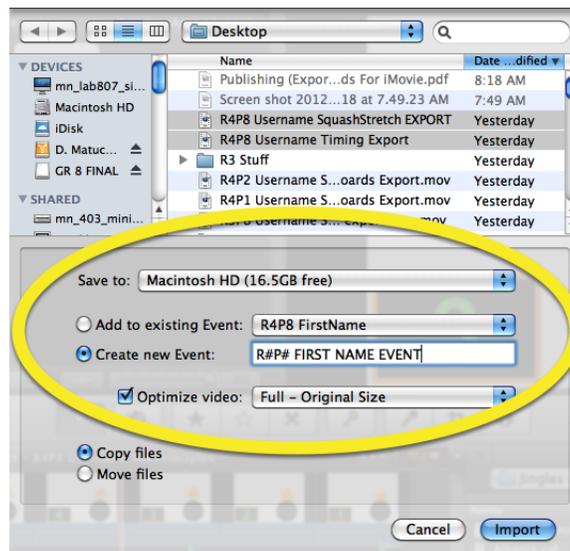
5) Next, go into iMovie's project properties (FILE > PROJECT PROPERTIES). 1) Change the Transition Duration to 1:00 (1 second) and select "Applies when added to project" 2) Change the Photo Duration to 5:00 and select "Applies when added to project". 3) Change both the INITIAL VIDEO PLACEMENT and INITIAL PHOTO PLACEMENT tabs to "FIT IN FRAME" so that your images are not cropped or moving with the automatic Ken Burns effect. You can individually change duration and Ken Burns effects later but this is the best way to start as you bring your visual elements into iMovie. Click OK and close the window.



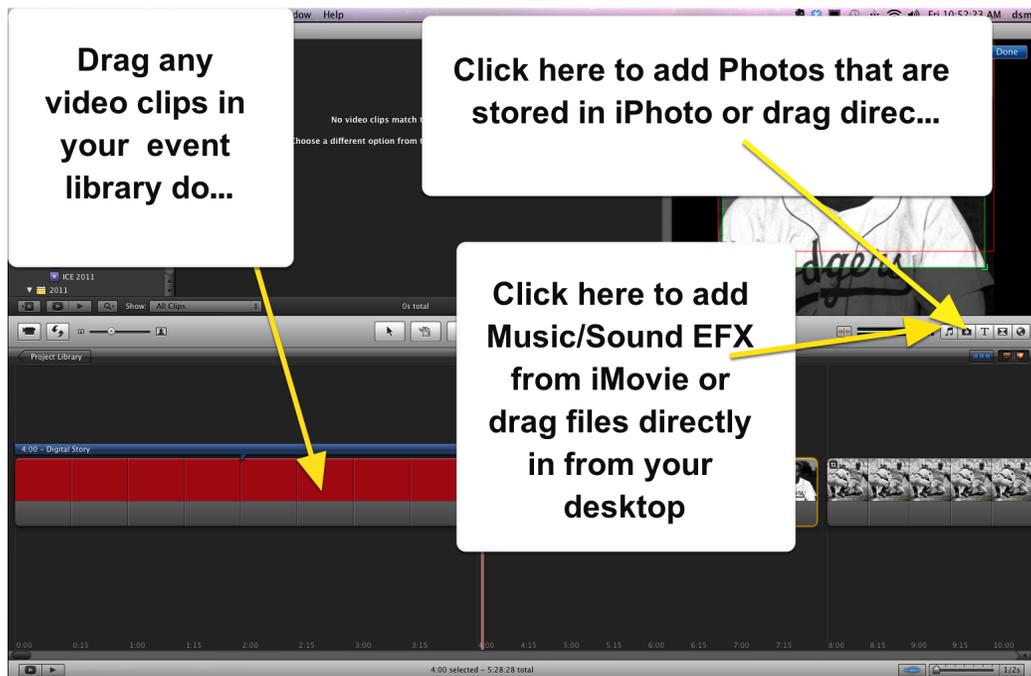
6 ) Using Video clips (both personal or from videoblocks.com) is also a good option but not required. If you don't have any video clips to add, skip to step #8. If you have video clips, go to **FILE > IMPORT > MOVIES**. Then locate & select the clips that you want to import.



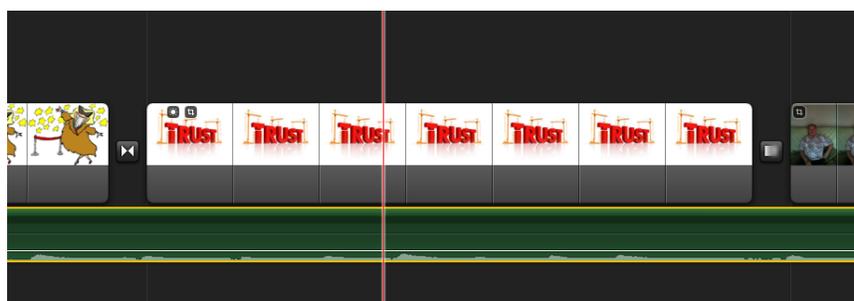
7) From the pop up window, choose "Create a New Event" and name the Event: **R#P# FIRST NAME EVENT**. Use the Large Size setting and click **IMPORT**.



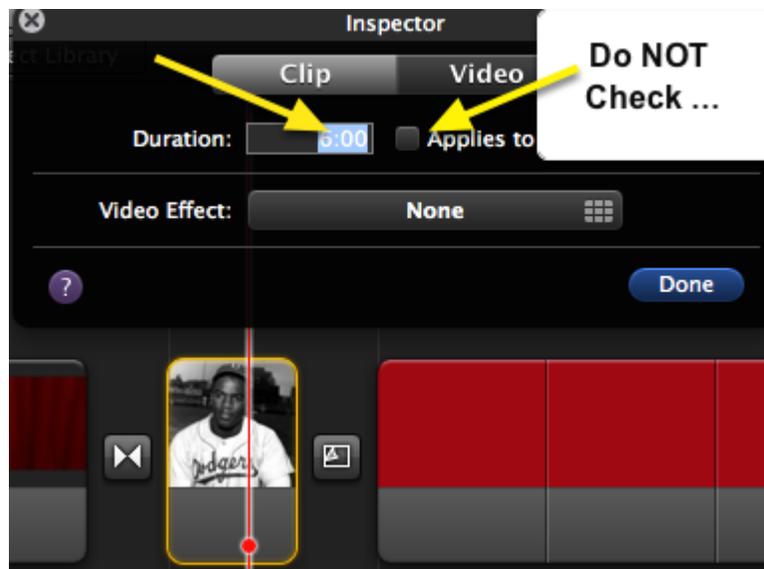
**8) Next, add your high quality, non-watermarked, non -pixelated images to your project. If they are on your desktop, you can simply drag and drop them onto your project timeline.**



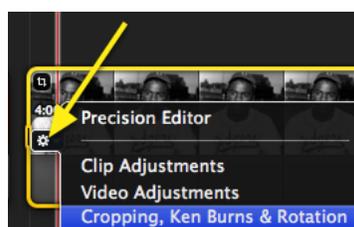
**9) Now add your story's audio wav. file from the zoom voice recorder that should now be sitting on your desktop. DRAG IT DIRECTLY ONTO THE FIRST CLIP. DO NOT DRAG IT ABOVE OR BELOW. After the audio loads, you may notice it will only play back audio up to the point of your last image or title in the timeline. As you change the duration of your visuals or add more images or titles, you will be able to grab the end and drag it out further.**



**10) WORKING WITH IMAGES** - You will now need to adjust your images to fit the pace and mood of your audio. To change the time duration of an image, double click on the photo or press the "i" key to bring up the inspector. Type in the new time in the duration box. (\* Make sure "Applies to all stills" is NOT checked off or it will change all of your other images to that same time length.



**10)** If you followed directions up to this point, all of your photo's should be set to "Fit in Frame" (No cropping or Ken Burns yet). To add some variety, emotion, focus, and "life" to some of your images, you can apply the "Ken Burns" effect by selecting a photo in your timeline and clicking on the images gear icon (you can also select a photo and press your "c" key as a shortcut) and selecting "Cropping, Ken Burns, & Rotation".



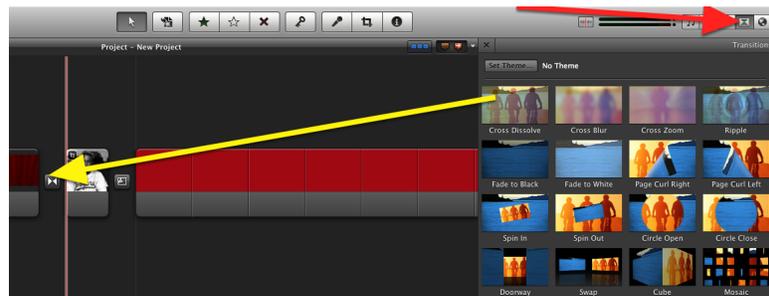
11) Adjust the Start and End parameters, allow or disallow the black space, rotate, crop, etc. and click the preview Play button. Click Done when finished. TIP 1 \*Slower, longer, more gradual movements that alternate moving in/out are better and score higher on the rubric. TIP 2 \* You can quickly reverse the Start and End points by clicking on the double arrow icon in the Ken Burns window.



12) In some cases, you may want to add some photo effects right from iMovie by double clicking a photo to pull up the inspector (press "i" key as a shortcut). Click video effect. Scroll over to preview the different options. This is not required but may help improve the quality and look of certain photos. Do Not Over Do It! Sometimes less is more.



**13) Add transitions when and where needed to blend clips and space together. Adjust the timing of the transition by double clicking it (or use the "i" shortcut) and make the adjustments to the duration. \* Tip one - Remember, you cannot make a transition longer than the two clips you are working with. Tip two - Make sure the "Applies to all transitions" box is NOT selected or it will change the rest of your transitions. Be careful not to add transitions that are to distracting. Remember, when telling a story, the best choices are simple, subtle cuts (no transitions) Fades and Dissolves.**



**14) Adding music to your project. In a project such as this, music played quietly in the background can really add emotion and interest to your story. Instrumental (no words) music works best when there are words being spoken. You can bring in your own music or search online sites such as those listed on the back room white board. Simply find your music files, make sure they are transferred to your computer, and drag them onto your clip (again, not above or below - drop them directly onto your title or clip. ).**

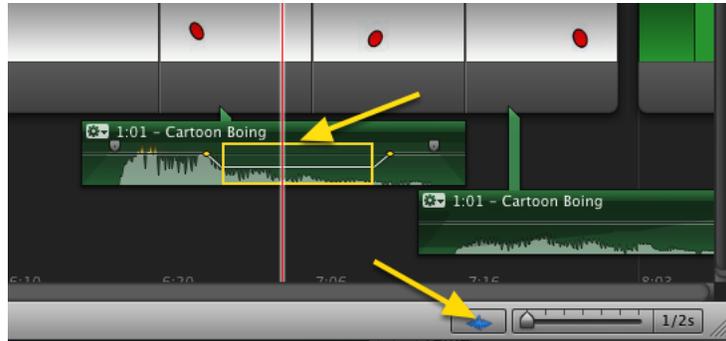


A good free source is [Incompetech.com](http://Incompetech.com) Just credit any used songs to Kevin McCloud

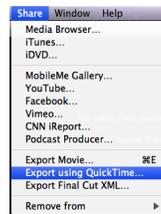
**15) Adjusting audio levels. There are two ways to adjust your audio levels, manually and by using a feature called "ducking". To use "ducking" select your main script voiceover and bring up the inspector ( press the "i" key or double click it). Check the "ducking" box and set the audio levels down to something like 10% - 20%. This will automatically lower the volume of all other sounds to that percentage everytime it detects audio from your voice track. Adjust levels as needed.**



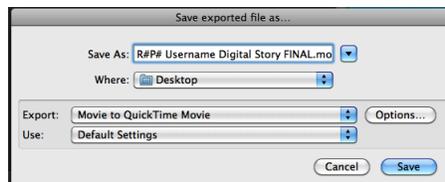
16) To manually adjust the audio of any track or clip, make sure the audio wave form feature is selected. Make adjustments by dragging the audio level line up or down. You can do this to the whole track or select sections by activating a yellow selection box below the main audio line. Only the area inside the selection box will be changed. Adjust any fade handles to fade in or out or to blend nicely between clips if needed.



17) When you are completely finished and ready to submit your project, go up to **SHARE > Export Using Quicktime**.



18) Make sure the file is named correctly and add the word **FINAL** after Digital Story. Save it to the **DESKTOP**.



19) Ask for the Individual Project flash drive and submit the file that you just created by dragging it off the desktop and into the correct Class Period Folder. Eject the Flash Drive and return it to your teacher.

