

## iMovie X Workflow

1. Create and Name Library and Event
  - Limit the number of Libraries open if possible
2. Import Media
3. Preview/Mark Favorites
  - Sort by Favorites
  - Edit to Timeline
4. Rough Edit
  - Re-arrange clips
  - Add or subtract clips as necessary
  - Make sure your project is telling the story you want to tell (even if it's rough at the moment)
5. Add Overlays, if necessary
  - Green screen
  - B-roll
  - Picture in Picture
6. Trim (fix head and tails; this is where the bulk of the work is; remember to remove any frame that doesn't help your story. Be ruthless. Less is more.) See the **Working Fast** section for some powerful shortcuts to speed your work and improve the precision of your final cut.
7. Set Audio levels
  - Use the best headphones you have access to.
  - Set your volume for comfortable listening by watching a YouTube (or other) video. Memorize the level you've chosen for future editing.
  - Use the waveforms to help with optimum levels.
  - Set dialog and/or narration first.
  - Set music and SFX relative to dialog or narration
8. Add Transitions (perfectly OK to have none; use only for a reason).
  - **Tip: Command-T** will put a 1-second **Cross Dissolve** transition on a selected edit
  - Add Titles
9. Color Correct (**Tip:** for clips recorded under similar circumstances, fix one clip and then copy it (**Command-C**), select kindred clips and choose **Edit > Paste > Color Correction**)
10. View and refine until satisfied



## Working Fast in iMovie X

Planning and organization are definitely your friends if you wish to avoid duplication of labor. Knowing from the beginning where you want to end and planning for that end at every step is the best way to lighten the load. But once you're at the editing table, these tips can really help.



### Under **Edit** Menu

- Select Entire Clip (**X**)
- Connect Edit (**Q**)—places clip above timeline, starting at Skimmer or Playhead position
- Insert Edit (**W**)—places clip in timeline at Skimmer or Playhead (splits original clip)
- Add Cross Dissolve (**Command-T**) will put a 1-second **Cross Dissolve** transition on a selected edit

### Under **Modify** Menu

- Trim to Playhead (**Option-/**)—trims head or tail, whichever is closer to skimmer
- Trim Clip Edge > Nudge Left [or Right] (, [comma] or . [period]) Select edit first.
- Split Clip (**Command-B**); splits at Skimmer position.

### Under **View** Menu

- **Command-+** [plus]/- [minus]
- **Shift-Z**= Zoom All Clips
- Play Selection (/; it can be multiple clips)
- Play From Beginning (\)
- Snapping (**N**)

### Under **Window** Menu

- Open/Close Clip Trimmer (**Command-\**; select clip first)
- Open/Close Precision Editor (**Command-/**; select edit first)

### Other Tips

- Select multiple clips and double-click on the transition of choice to apply to all.
- Manually duck (or raise) audio by dragging a selection on the audio portion of a clip and manipulating the volume line.
- Select multiple **Favorites** clips in the Event Browser (maybe all of them) and press **E** to add to the timeline all at once. You can rearrange order once there, if necessary.
- Drag a clip from the event browser on top of a clip in the timeline. Release when the clip turns white and choose
  - **Replace** if you want the entire clip to replace the current clip (thereby making the project longer or shorter)
  - **Replace from Start** to have the first frame of the Event clip be the starting frame and then fill until it matches the duration of the timeline clip, so the timeline timing is preserved.
  - **Replace from End** to have the last frame of the Event clip be the ending frame and then fill until it matches the duration of the timeline clip, so the timeline timing is preserved.
  - **Insert** to split the current clip at that point and insert the Event clip in between the two pieces.