

iMovie

Recording a Voiceover

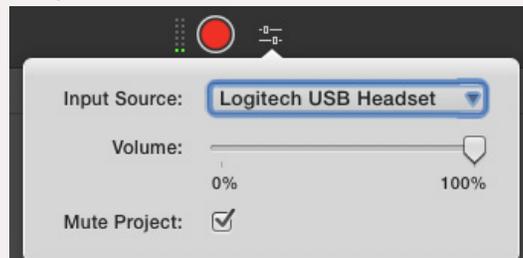


IMPORTANT: For best project management practices, **we strongly recommend that you set up your iMovie Library on an external hard drive (see *iMovie - Project Management* guide for details).**

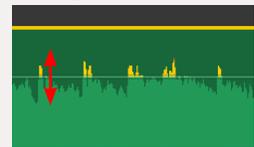
Before starting your project, request a microphone (headset mic or desktop mic) and an Editing Station or another private (quiet) space at the Media Services Desk.

To Record a Voiceover in iMovie

1. Plug the USB microphone or headset into an available USB port.
2. Select **Window > Record Voiceover** from the iMovie menu. A voiceover toolbar should pop up at the bottom of the viewer window.
3. Click on the **Voiceover Options** button in the **Viewer** window and select your **input source** from the dropdown menu (Desktop Mic: **Samson Meteor Mic**; Headset Mic: **Logitech USB Headset**).



4. Speak clearly and at your natural volume into the microphone and check the input meter in iMovie. If your input levels are too high (in the yellow and red), use the **Volume** slider to lower the record volume.
5. To hear the original audio of your clip during the voiceover recording, uncheck the Mute Project box (make sure to monitor the audio through headphones).
6. Move the playhead to the spot where you want your narration to begin and click  to **start recording**. After the onscreen countdown/audio alert, start speaking.
7. To **stop recording**, click Stop Recording  or press the space bar. A green **VO** track appears pinned to your video clip.
8. To **change the volume**, select the audio track in the timeline by clicking on it. Then, adjust the volume by either using the slider within the audio clip itself or by clicking on the **Volume** button in the viewer window and using the grey slider there.



9. You can also click the **Auto** button to automatically adjust the volume, or click the  to improve the quality.
10. To **move** a voiceover track, simply click and drag it to a different spot.
11. To **delete** a voiceover track, click it and press the delete key.