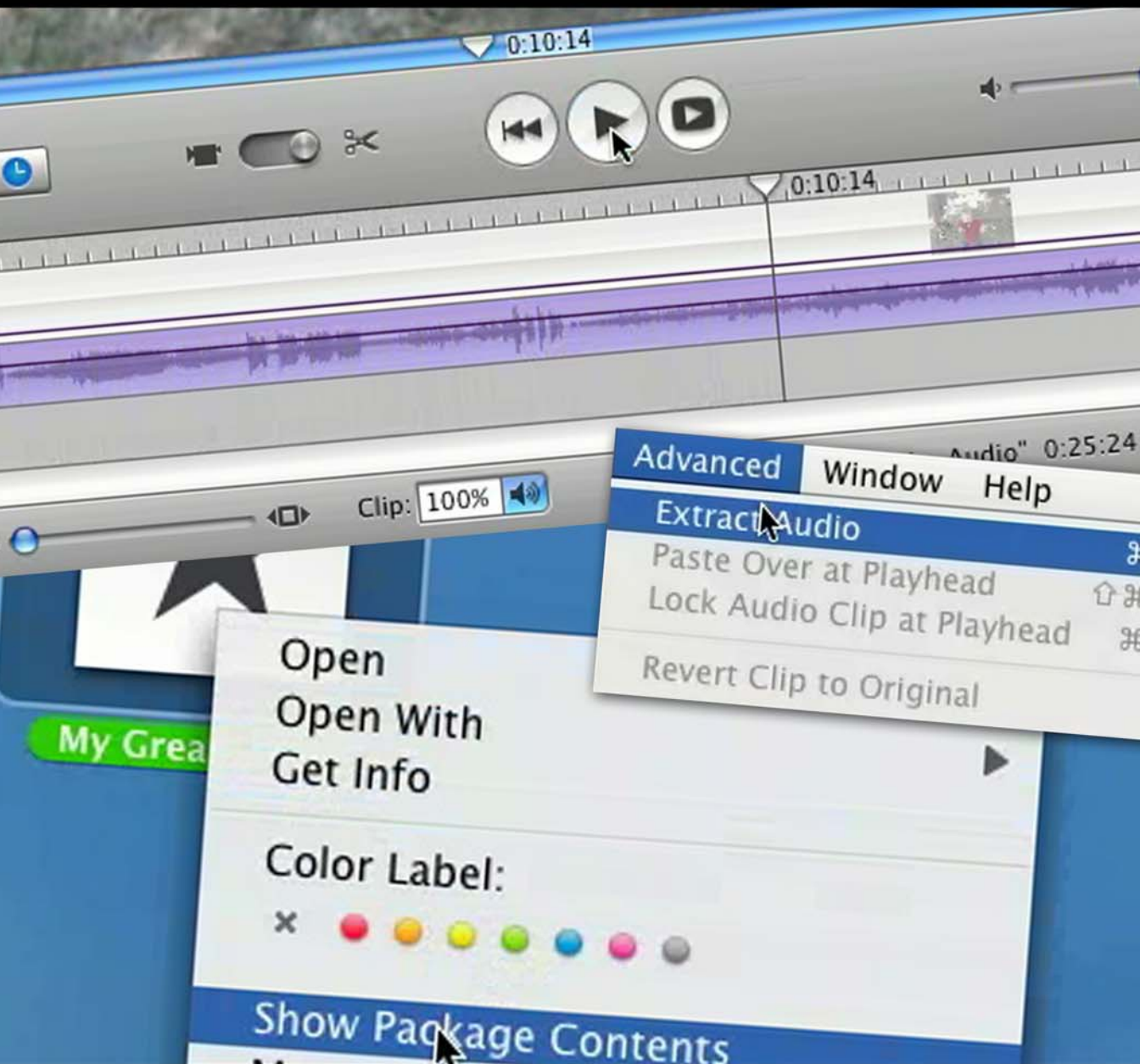


Peak Tutorial: Using iMovie with an External Audio Editor



Using iMovie with an External Audio Editor

Introduction

If you are using a recent version of iMovie HD and plan on using BIAS Peak or the Stand-Alone application edition of SoundSoap for editing the audio content in your iMovie project, these steps show an updated workflow.

iMovie now stores all the various media files used in a project as a “package”. A package appears in the Mac OS Finder as a single icon, or file, but it actually contains multiple files. This makes moving an entire project very simple, rather than having to search around for all the different files used in a project.

Some earlier documentation, such as the BIAS SoundSoap 2 manual, were written before this change in the way iMovie stores its project files, and are in the process of being updated. This FAQ should help to simplify the workflow in the meantime.

Updated Workflow Steps for using iMovie with an External Audio Editor:

1. In iMovie, locate the clip that needs editing.



Clip that needs editing

2. Select the clip, and from the Advanced menu, choose Extract Audio.

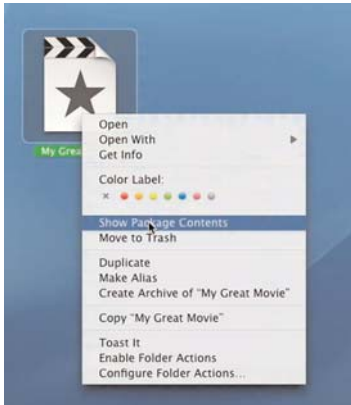


Note extracted audio clip, which now appears as a waveform on one of iMovie's Audio Tracks

3. Save and Quit iMovie.

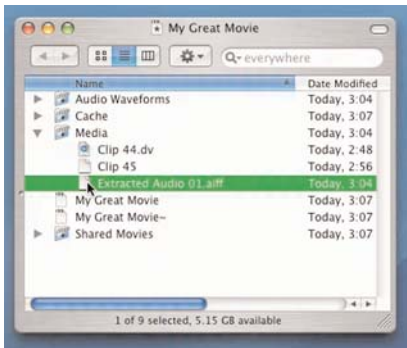


- In the Mac OS Finder, locate the iMovie project file (or “Package”)
- Ctrl-Click on the project icon, and choose Show Package Contents.



Control-Clicking on the iMovie project's icon, or "Package" brings up a pop-up menu, with various options.

- In the open package, navigate to the Media folder.



Note the mouse cursor – pointing at the extracted audio clip, which is located in the project's Media folder, within the "Package".

- In the Media folder, the first extracted audio clip would be called “Extracted Audio01.aiff” – the next clip (if there were another) would be called “Extracted Audio02.aiff”, and so on.
- Open “Extracted Audio01.aiff” in your audio editor – ie, BIAS Peak or the application edition of SoundSoap – edit as desired.

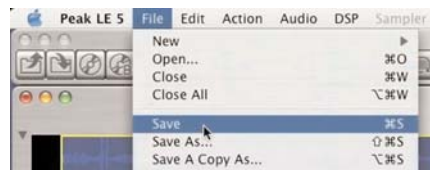


This picture shows the extracted audio clip being dragged over the Peak LE 5 application icon in the Dock – one of several ways to open a file in an editing application.

- Save and close the clip – be sure to save the edited clip with the EXACT SAME FILENAME – and into the same directory where it originally came from – i.e., the Media folder inside the iMovie project package.



If you are working with the application edition of SoundSoap, which only allows the option to “Save As” – then you will need to “Save As” to your Desktop, using the EXACT SAME FILENAME as the original file, and then drag this file into the same directory where it originally came from – i.e., the Media folder inside the iMovie project package.



When you're finished editing, be sure to save and close the file – and be sure the file has the same name as when you started, and that it's being returned to the Media folder of the iMovie project.

- Open the iMovie project – it should open up with all the audio changes intact – ie, changes in levels, noise reduction, etc – whatever you did to edit the file in Peak or SoundSoap.



When you re-open the iMovie project, the audio edits are intact!