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A Day in the iLife

In This Chapter

Looking over the iLife suite of applications and how they work
Setting up and launching iTunes, iPhoto, iMovie, iDVD, and GarageBand
Building your Mac up to media hub strength
Setting up your iPod

It's a sad fact of life, of course, that doing the thing you want to do rarely involves the thing itself. It involves thinking about the thing and getting the things you need to see the thing and the tools for organizing the thing. Oh, and you'll need the book about the thing — I see you've got that covered; good choice — and there'll probably be a bit of talking about the thing and going out with a couple of good friends to get a couple of drinks and work it into the conversation that if you had known that this thing was going to be so much trouble, then you would never have gotten involved in the first place. You want the sympathy, of course, but there's a good chance that if you're passionate enough about your pain, you won't have to pay for the next round.

It is troubling that so many of you are thinking that the *thing* I'm talking about at the moment is *love*.

No, you see what I mean is whether you've just bought your first guitar or are learning to cook Thai food, there's a distressing lack of Diving Right In involved. The good news with iLife is that setting up the software and getting your hardware ready for your brand-new pushbutton world of the future is straightforward, and in no time you'll be creating embarrassing dewy-eyed montages of your wedding videos, complete with photos accompanied by Lionel Ritchie's *Say You, Say Me*.

Note

Though I do believe in the power and glory of both love and iLife, I do feel that I have to say that any force that causes both, “*Say You, Say Me*” to be called into existence and to be duplicated and disseminated even farther can’t be *entirely* good. So, no matter how good these things may look in their brochures, you might want to approach love and iLife with a certain amount of healthy skepticism.

iLife is a thrillingly intense set of apps and before we dive into the nuts and bolts of using it all, it’s a good idea to take the helicopter tour so we can get our bearings.

LOOKING OVER YOUR ILIFE

Reader, we know you already think of computer applications as separate things, but please don’t think of iLife as one application to manage photos, and one application to manage music, and one application to manage video, and so on. Instead, think of it as the glue that turns your computer into a universal appliance for media and data.

As of this writing, iLife ’04 is preinstalled in every new Mac; the iLife icons to launch the applications should already be installed in your Dock, as shown in Figure 1-1. You click a Dock icon once to launch the application. You can also find the iLife applications in your Applications folder; double-click the application to launch it. (And if you want their icons to show up in your Dock, click and drag the icon for the application from the Applications folder to the Dock.)

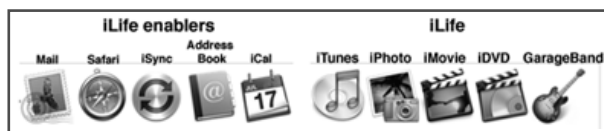


Figure 1-1
Icons for iLife applications and iLife enablers (support applications) in the Dock

THE BEST THINGS IN LIFE WILL COST YOU

Most iLife apps used to be free downloads, actually. But then Apple kept piling more and more features into iMovie and iDVD, making the installers so big that the only people with enough bandwidth to download it all were the folks working in certain government facilities. And then *they* started complaining because the drain on their computing resources was making it harder to continue to keep the invisible alien invasion force living among us a secret, so iLife was bundled and went commercial.

To be fair, you only see a bargain this good in urban legends, when a husband skips town with his girlfriend and emails his wife a month later to say, “I’m running low on cash; sell my Ferrari and send me the money.” iTunes remains a free download, of course. As the app that gives both Mac and Windows users access to the iTunes Music Store, it’s the classic example of giving away free razors and making your money selling blades.

If you don’t have iLife ’04, you can buy the software from the Apple Store from either its web (www.apple.com/store/) or mallware incarnations.

As of this writing you get a DVD with the entire suite, which you can install in one step; you also get a CD-ROM of the suite without iDVD and GarageBand, in case you are installing iLife on a Mac that doesn’t support those two applications. To install from the disc, insert it into your Mac and when its contents appear in the Finder, double-click the Install icon. The installation window appears, as shown in Figure 1-2. Follow the onscreen instructions, which take you through the process of agreeing to licensing terms (the usual legal stuff), registering the product, and reading the last-minute notes.



Figure 1-2
Installing iLife version 4.

Your Moment of Destiny comes when the installer asks which disk drive to use for installing iLife. Pick the appropriate hard disk, as shown in Figure 1-3 and click Continue. The Installer will tell you how much free space you'll need. In our case, we need 2.5GB, but Your Mileage May Vary.



Figure 1-3
Choosing a disk drive to install the iLife applications

The installation process takes a while (10 minutes in our case). You know you are successful when the window in Figure 1-4 appears. Click Close and you're ready for a day in the iLife.

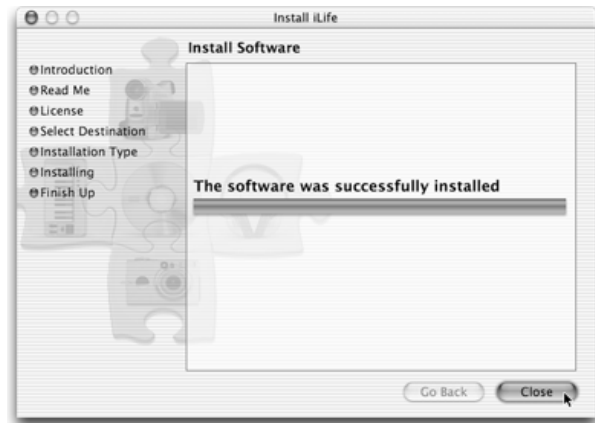


Figure 1-4
iLife is in the house.

Tip

And keep an eye peeled for online updates to the iLife apps. They're posted on Apple's support site (www.apple.com/support/) and are also available through OS X's automatic Software Update feature, which you can access from the Apple menu. Most of the updates are free, free, free, and many of them add monstrously cool and revolutionary new features.

You get five applications in the iLife suite:

- iTunes for bringing songs into your Mac, organizing your music library, burning CDs, and updating your iPod
- iPhoto for transferring photos from digital cameras, organizing your photo library, making slideshows and photo books, and sharing photos on the Internet

- iMovie for transferring video from digital video camcorders, organizing video clips, making movies, and preparing movies for distribution on DVD or the Internet
- iDVD for creating DVDs containing video, music, and photos from your various media libraries that can be played on nearly any consumer DVD player
- GarageBand for creating songs, either by recording live performances or by sliding together the app's pre-recorded loops

With this suite, all of your digital assets — photos, songs, videos, everything — are at your fingertips. The common theme in all these applications is *organization*. iLife brings together all your digital assets so that you can use them for creative projects.

A day in your iLife might start with iTunes bringing music into your computer from CDs and preparing your iPod for going jogging or hitting the road. Empty the contents of your digital camera memory cards into iPhoto, and share the photos with your friends by sending out email.

WISDOM OF IHNATKO: THE BENEFITS OF SUPPRESSING FREE WILL



The other big bonus of giving your heart and soul (and, um, your photos, music, and video) to iLife is that it keeps your media in central, standard libraries where they can be integrated into other projects with ungodly ease. I'll be honest and tell you that iPhoto isn't necessarily my favorite app for organizing photos. So why do I use it? Because other Mac apps automatically locate the iPhoto library and let me browse and import photo albums with just a couple of clicks.

Assemble a slideshow of the best photos; set them to music you created using GarageBand. Download the video footage from your DV camcorder into iMovie, and make a music video with all these elements. At the end of the day, use iDVD to put together eye-popping menus and buttons to show off the music video and slideshow, and burn a DVD.

EXPLORING ITUNES

Nothing moves you quite like a song. People have always gravitated around the source of music since the dawn of time. From the phonography parties of the late 1800s through the juke joints of the 1940s to today's DJ clubs and discos, if you could put on the right groove you could attract people, if not please yourself.

Today, using iTunes, you can create a digital jukebox and conveniently click a button to play a song. Connect your Mac to a stereo amplifier in your home, or connect speakers to your Mac, and suddenly your Mac is the best jukebox in the neighborhood.

▼ Note

Sometimes literally. Modding old jukeboxes and stereos into modern music players is a jolly aspect of the digital music scene. My grandparents owned a 1950s console stereo in a handsome furniture cabinet. The record player, tuner, and speakers were beyond salvaging but after I gutted out its electronics and installed an old Mac G3, an LCD monitor, and a set of 100-watt multimedia speakers, it resumed its traditional role as the living room music center. And because I installed a WiFi card, it goes one better by serving 10,000 songs to all the Macs in the house.

The first time you run iTunes, the Setup Assistant appears to customize iTunes for your computer, as shown in Figure 1-5.



Figure 1-5
Using the iTunes Setup Assistant

Setup Assistant asks about your Internet connection. The tendency is to shy away from such a personal question, but all iTunes is doing is turning on its automatic Internet features. Click Yes or No for the following options:

- **“Yes, use iTunes for Internet audio content,” or “No, do not modify my Internet settings”**

Clicking Yes means that whenever you’re visiting a Web site with audio content, iTunes will serve as the audio player. Clicking No means that the audio will use a plug-in app that works within your browser. iTunes is a lot nicer. Browser-based players are like sleeping in a pup tent. iTunes is like a double-decker motor coach with two bedrooms and satellite TV. iTunes should be able to handle most of the music files you’ll encounter on the web.

Tip

But just because iTunes can handle most formats doesn’t mean it can handle *all* formats. If you’re going to make a habit of listening to Internet audio, you’re going to have to visit www.real.com to download RealOne player, and www.microsoft.com/mac/ to get Windows Media Player. They’re both free, and

with these two plus iTunes, you’ll be set to hear everything the Net has to offer, from a BBC Radio Four documentary on George Formby to the sound a \$90 million satellite makes when it falls off its transport frame and collapses to the floor of a lab.

- **“Yes, automatically connect to the Internet,” or “No, or ask me before connecting”**

If you use an always-on broadband Internet service, click Yes to have iTunes connect automatically. If you use a modem, if your Internet service is intermittently off, or if your Internet service charges when you use it, you probably don’t want this connection to be automatic. You can set iTunes to ask first by clicking No. To learn more about connecting to the Internet, see Chapter 2.

Tip

If you have second thoughts about either of these choices, you can change these settings within iTunes by clicking iTunes → Preferences and then clicking the General tab. You’ll see a checkbox for the Connect To Internet option and a pushbutton for making iTunes your default Internet player.

Setup Assistant then asks if you want iTunes to search your home folder for music files. You might want to click No for now, until you have a chance to read Chapter 3, because iTunes may find files you don’t want to add to your library (such as music for games).

Finally, Setup Assistant asks if you want to go straight to the Apple iTunes Music Store.

Note

This feature was implemented by the same man who made sure that you can’t get from the security-screening area of Heathrow International Airport to the departure gates without passing through the duty-free shops first.

If you click Yes, iTunes launches with the music store; otherwise, it launches with an empty music library, as shown in Figure 1-6.

The iTunes window offers a view of your music library and your sources for music, as well as controls for organizing, importing, and playing music, as follows:

- **Source list:** This is the source of your music — Library (your music library), Radio (web radio stations), Music Store (the iTunes Music Store, described in Chapter 3), your iPod (see Chapter 5 for updating your iPod), and your playlists (see Chapter 4).

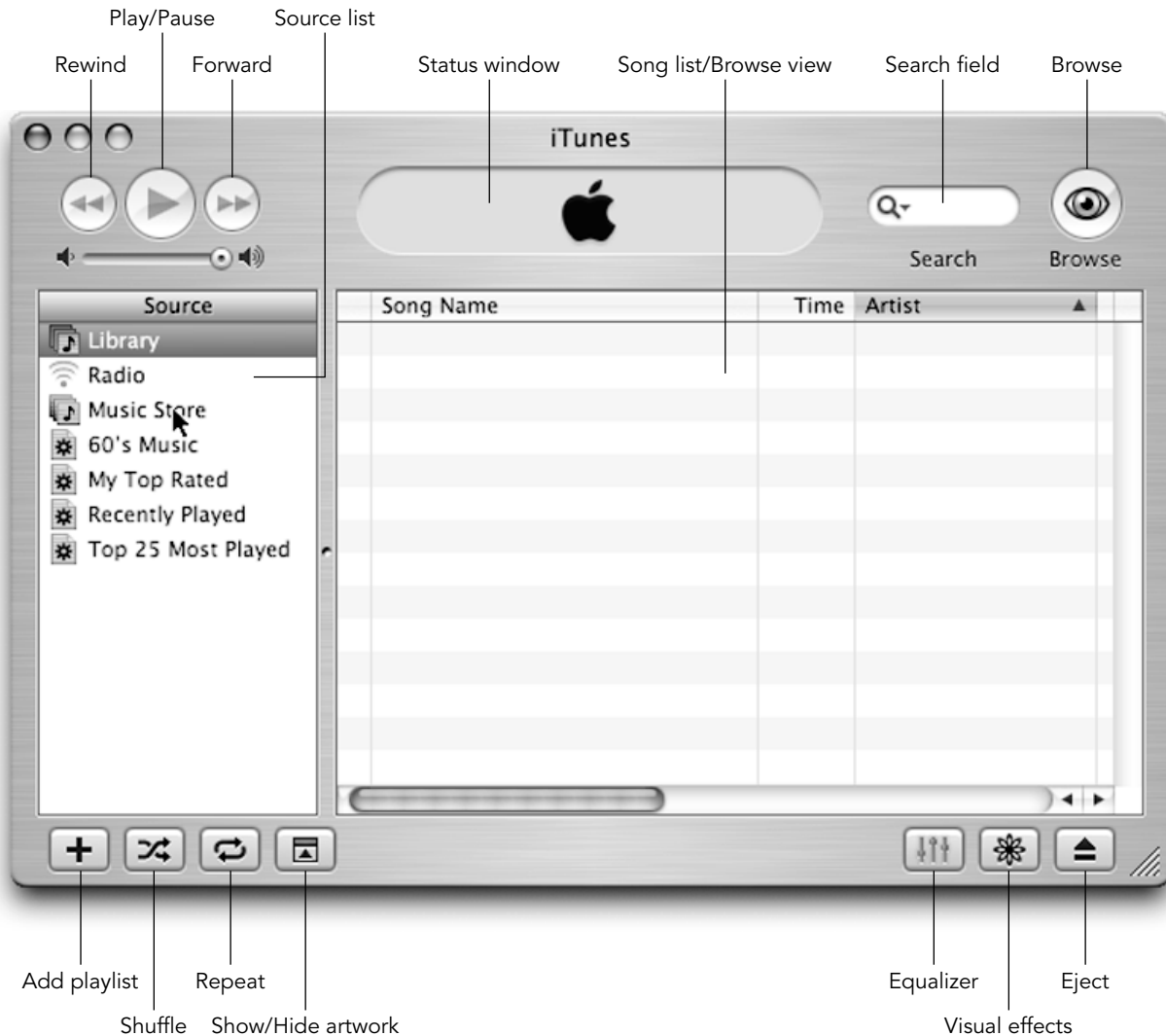


Figure 1-6
iTunes with an empty music library, ready for action

- **Song list/Browse view:** Depending on the source selected in the source list, this view displays the songs in your music library, your playlist, or your iPod, or songs in the Music Store or web radio stations. For information on browsing the songs in iTunes, see Chapter 3.
- **Status window:** Displays the name of the artist and song (if known), and the elapsed time.
- **Search field:** Use this to type text to search your music library (see Chapter 4).
- **Player buttons: Forward/Next, Play/Pause, and Previous/Rewind** — These work just like CD player controls for playing songs (see Chapter 4).
- **Playlist buttons: Add, Shuffle, Repeat** — Add playlists, and shuffle or repeat playback of playlists (see Chapter 4).
- **Show/Hide buttons: Artwork, Equalizer, Visual effects** — Use to display or hide song artwork (supplied with purchased songs), the equalizer, or visual effects (see Chapter 4).
- **Eject, Browse:** Eject performs a CD or iPod eject, and Browse turns browse view on or off.

iTunes is indispensable for music. Purchase music from the online iTunes Music Store and from other sources and download it directly into iTunes. Listen to web radio broadcasts through iTunes. It gives you the power to organize songs into playlists, even smart playlists that fill with songs automatically based on song information. Use the built-in Equalizer to fine-tune the sound, using presets for all types of music and listening environments or creating your own, and even assigning different presets to different songs.

And when you organize your music library with fine-tuned versions of your favorite songs, you will find that your music follows you everywhere — especially into iPhoto slideshows and iMovie projects.

WISDOM OF IHNATKO: ITUNES: HERO OR MENACE?



iLife is controversial in one respect: When Apple goes ahead and creates an app for organizing and playing digital music, it scares all of the third-party developers away from developing alternatives. As a generic matter of principle, we should be outraged that Apple has seized a monopoly and we should be waving the red banner of revolution.

But the thing is that I'm perfectly happy to live under the iron thumb of dictatorship so long as the gent in question is a *good* dictator. iTunes really is the best music player available anywhere (whether for Mac, Windows, or Linux) so it's really not an issue. Apple gets away with some — I'm going to use an ugly word here, so any parents who are reading this book to their kids, please tell the young 'uns to cover their ears — *Microsofty* behavior with the iLife apps because it's hard to counter the argument that the iLife apps represent the best apps on the market and are piffingly cheap.

PERUSING IPHOTO

The whole world has gone digital, but we remember it starting, after word processing, with images and photographs. Way back in the 1980s when desktop publishing was all the rage, photos went digital and there was no turning back.

iPhoto is to a digital camera what iTunes is to your CD drive. It functions as the digital darkroom that brings photos into your Mac where you can organize them and produce albums, books, and prints. For all the reasons why you need to use a digital camera, see Chapter 6.

THE ROLE OF IPHOTO

iPhoto is the least ambitious app of the iLife suite. That was probably Apple's intention. The days are long gone when using a digital camera made you part of the cutting edge of technological geekery. The same people who bought Instamatics with drop-in film loading a generation ago are now buying digicams, so iPhoto needs to be a clean, simple, and unassuming app that slurps photos off of a memory card and slurps them onward into photo albums.

When we talk about iPhoto in force, we'll discuss some of its shortcomings and apps that will enhance or replace the iPhoto experience. But for now, just be aware that Your Digital Imaging Lifestyle doesn't begin and end with iPhoto.

Even professional digital photographers have bad days. The chances that your pictures will come out perfect every time are very slim. Some of the pictures may not be as vivid as you thought they would be. That postcard-perfect view of the beach may show a pile of litter and some ugly sunbathers, and you want to cut that part out. Or maybe the light was too bright or too dim, or your flashbulb put red spots in your subject's eyes (red-eye) that makes it appear as if an alien abduction is under way.

iPhoto can improve photos in a number of ways:

- By adjusting a photo that's too dark, too light, or overexposed
- By zapping away the dreaded red-eye effect with one click of the mouse
- By cropping the image to get rid of unwanted clutter
- By changing color photos to black and white (actually gray) for printing in books, newspapers, newsletters, or documents that don't use color, or by changing a photo to sepia tones to make it *look* old

- By removing blemishes from faces or visual artifacts such as large pixels in the image to make people look better

Note

The single most useful feature missing from iPhoto is a button marked "Go travel backward in time and space, return to Aunt Googie's birthday party, and remember to *turn the damned flash on.*" Hopefully this is one of those power features that the G5 processor will make possible. Until then, remember that your most important opportunity to fix your photographic mistakes comes before you press the shutter.

iPhoto is all about organizing your photos into albums such as Birthday, Wedding, Vacation, School Trip, and so on. You can print your own photographic images or order them through online photofinishing services. You can print your own photo albums or order professional linen-bound books, as described in Chapter 9. And you can share photos and entire albums over the Internet.

Note

The first time you launch iPhoto (clicking its icon in the Dock or double-clicking it in the Applications folder), iPhoto may display the message "Caution: The current screen resolution is not optimal for iPhoto." This means that your display is set to fewer colors than the display can actually handle, or your display's resolution is set to a lower number than possible. If you use an older iBook, the settings provided for the iBook display always cause this message to appear. iPhoto still works properly, and the images are still preserved in their glorious high resolution, but your display may show colors in solid splotches rather than smooth gradients, with jagged rather than smooth edges. See "Changing Display Settings" later in this chapter.

The iPhoto window is split into three major sections, or *panes* (as in windowpanes), as shown in Figure 1-7:



Figure 1-7

iPhoto offers a viewing area, tools for photo operations, and albums for organizing photos.

A PATTERN SEEMS TO EMERGE

So does this look familiar? This is the standard i-Interface for i-Apps and working on i-Projects. It's all in one window. You got your big work area, you got your gutter of media sources to one side, and you got your row of buttons for performing actions. It's truly elegant. It's rare that a software designer can come up with a basic template for a user interface that translates so well to so many different functions.

- **Tools pane:** This is the iPhoto control center, offering one-click access to iPhoto tools. These tools change when you switch modes by clicking the mode buttons — Import, Organize, Edit, and Book. The mode buttons are in the toolbar space above the Tools pane.
- **Album list pane:** This holds the list of albums you've created for organizing your photos and Smart Albums that organize themselves based on a criteria (such as Last Roll and Last 12 Months). Buttons for creating a new album and playing a slideshow are underneath this pane.
- **Viewer pane:** You see your photo thumbnails here in Organize mode or a single photo in Edit mode.

iPhoto's mode buttons switch modes of operation:

- **Import:** Transfers photos from your digital camera
- **Organize:** Displays your photo library and lets you organize photo albums
- **Edit:** Displays a single photo and lets you make improvements, such as removing red-eye and changing brightness and contrast
- **Book:** Organizes photos into a book layout for printing books

Fill your iPhoto library with photos from digital cameras, image files created by scanners or sent to you by scanning services, or even copied from other computers or from the Web. How to get photos and images into your iPhoto library is described in Chapter 6. No matter where your images and photos come from, they should end up in iPhoto so that you can improve them as described in Chapter 7 (adjusting brightness and contrast, removing red-eye, and so on). How to organize your photos and images into albums and slideshows is explained in Chapter 8; how to share your photos by email or the web, or order prints and photo books is explained in Chapter 9.

PREVIEWING IMOVIE

Nature abhors a vacuum. The web does an incredibly efficient job of taking hard-working and productive individuals and turning them into brain-dead zombies staring numbly at an illuminated screen for hours, accomplishing nothing all the while. This technology came about partly through the emergence of the open-software movement and the adoption of international standards for networking, but mostly because the universe noticed that people weren't shooting and screening home movies nearly as much as they used to, and something needed to come in to take that activity's place.

Still, when the time comes to record Apple's greatest contribution to Humanity, it will be trumpeted far and wide that it gave countless new parents, brides, and vacationers the power to take hours of iffy footage and edit it all down into 10 minutes of tightly assembled storytelling that will leave the audience clamoring for more, not clamoring for the author to stay right there while they find something big and heavy to hit him or her in the head with.

IMOVIE: THE TOP END

And if you doubt iMovie's power and flexibility, do a Web search for a movie called *Tarnation*. It's a feature documentary that was produced and edited completely with iMovie. Big iMovie projects are hardly novel, but this movie won an honorable mention at the Sundance Film Festival and is poised for a formal release. Not bad for a movie that cost \$218 to produce.

iMovie is great on its own, but it's a powerful vector for further advancement as a filmmaker. iMovie is free with new Macs. If you buy Apple's Final Cut Express, you'll find that most of your iMovie skills translate quite directly. And when you want to truly go pro, there's Final Cut Pro, which is one of the two standard apps for professional online film editing. So when you learn iMovie, you're taking your first step into a much larger world.

iMovie provides the basic, no-frills editing tools you need to put together a movie from a set of video clips. You can navigate freely from scene to scene in any manner, and save your edits and changes in digital format without the use of videotape. The result is a digital video movie you can put on a web site, burn onto a DVD, or spit back onto tape to share with your audience.

Here's a quick summary of how you would use a DV camcorder and iMovie to create movies:

- **Shoot video and transfer it to iMovie**, which automatically separates the video scenes into clips you can organize as you wish.
- **Edit the video clips in a timeline viewer** using precise time code that synchronizes any sound to the video.
- **Add scene transitions and visual effects** like Lens Flare, Aged Film, Letterbox, and Electricity. Bring photos from iPhoto to life with professional documentary-style impact, using pan and zoom effects.
- **Edit the soundtrack** with fade-ins and fade-outs, voice-overs, narration, sound effects, and music from your iTunes library.
- **Add credits, titles, and even rolling commentary**. You can choose from several styles, fonts, and colors.
- **Copy your movie to digital videotape**, use it with iDVD to burn a DVD, or export it as a QuickTime file for publishing on the web or importing into a professional video application.

You need plenty of display space to run iMovie. If your display is not set to at least 1024 x 768 or higher in the Displays preferences, you get a message from iMovie saying it can't run. Read more later in this chapter about properly setting your display.

Once you have launched iMovie on your Mac it appears as shown in Figure 1-8. When you first launch iMovie, the iMovie monitor is black and your Clips pane is empty. See Chapter 10 to learn how to bring video clips into iMovie.

iMovie divides its window into three sections:

- **iMovie monitor:** Your video clip plays here.
- **Clips pane:** iMovie stores incoming clips here until you use them in the timeline or clip viewer. The Clips pane is one of the Media panes. You can use the Media panes buttons to switch Media panes.
- **Timeline or clip viewer:** The timeline viewer displays the video clips over time. When you click the clip viewer mode button, the timeline viewer switches to the clip viewer, which shows individual clips in the sequence (as shown in Figure 1-8).

You can use the following tools to edit and play video clips:

- **Scrubber bar:** Click and drag the triangle along the scrubber bar to move through (or scrub through) a clip or sequence of clips frame by frame. You can select a single clip from the Clips pane and scrub through it, or create a sequence in the timeline or clip viewer and scrub through that.
- **Camera/Edit mode toggle switch:** Click this on the scissors side to switch to edit mode (edit video) or on the camera side to switch to camera mode (transfer video to and from your camcorder).
- **Clip viewer/timeline viewer button switch:** Click this on the tape side to switch to clip viewer mode or on the clock side to switch to timeline viewer mode.
- **Playback controls:** Use the playback controls to skip to the beginning of a selected clip, play the clip in the iMovie monitor, or play the clip using the entire screen.



Figure 1-8

iMovie offers the Clips pane for organizing video clips and a viewer for arranging clips in a timeline.

- **Media pane buttons:** Use these buttons to show different Media panes, such as the Clips pane (as shown in Figure 1-8).
- **Trash:** Click and drag unwanted video clips from the bin to the Trash icon to delete them and reclaim disk space.
- **Disk space indicator:** You can see how much disk space you use as you work. You need at least 2GB of free storage at any time while using iMovie. This bar turns yellow when you start running out of disk space. When it turns red, you must free up some space (usually by emptying the trash) in order to continue working in iMovie. To empty the trash, click File → Empty Trash.

It's possible with iMovie to make a video look as professional as broadcast TV. Shooting techniques have not changed much with the advent of digital video — you just have more capability to experiment now without wasting film or videotape. And you can take the results of your iMovie experiments directly to iDVD to burn a DVD disc, to a

THE BIG POINT

iMovie's great power is that it takes filmmaking and turns it from something that requires a lot of technical skill and infrastructure (splicing film together, mixing soundtracks, timing frames, color correction) and turns it into something you can learn just by messing around. Of course, let's not go nuts here: That \$218 documentary can't be released into theaters until a film studio transmogrifies it from a homemade DVD into a professional 35mm print — at a likely cost of \$300,000 — but the point is that the filmmaker's first step was *making an actual movie*, not making the \$300,000 he needed for film stock and equipment and renting an editing suite.

QuickTime file to use on a web site, or to a professional digital editing application or professional video studio.

CHECKING OUT IDVD

iDVD is, hands down, the coolest experience many people will ever have. We're all familiar with the idea of taping something onto VHS, but *make a DVD*? You're not *supposed* to be able to do that! Some of us leave quiet, law-abiding lives, and even the slimmest of illicit activities will fuel our bad-boy self image well through the rest of the week.

If you have even the slightest doubt as to the power of DVD as the new media of choice, go into any electronics store and just try to find a VHS machine. You'll be lucky to find three models, and one of them will be a combo DVD player. Putting your movies and photos on DVD means the ability to take a pretty complex story (your wedding, your trip to see Yakov Smirnoff in Branson, the details of the damage done to your house when you allowed the neighbor's kid to use your gazebo for his graduation party) and deliver it to nearly anyone on the planet. And with the price of recordable media plummeting, it's practically cheaper to tell your story on a DVD-R than on a VHS cassette.

DVD stands for Digital Versatile Disc. (It was originally Digital Video Disc, but then the various industry groups realized that they wanted to sell it as a format for all kinds of content, not just video). DVDs can hold anything from video to music to photos. It's the first consumer medium that lets you interact with the content by using menus to navigate the disc's movies, excerpts, photos, and multiple soundtracks.

iDVD lets you create DVDs with menus and buttons to navigate the contents of the disc. Besides offering professionally designed menu themes with spectacular special effects, iDVD allows you to grab your photos from iPhoto,

WISDOM OF IHNATKO: CLAIMING VICTORY IN THE WAR ON CLUTTER



It's a marvelous format for archiving, too. When I got home from a week in London, my PowerBook was filled with hundreds of new photos. Inside of 20 minutes, iPhoto handed this library off to iDVD, which automatically filled a DVD with every last file and assembled an (unedited) slideshow. I'm quick to point out that none of my friends and family has ever double-crossed me so badly that I'd inflict a 400-image slideshow on them, but before I edited it all down to something presentable I already had my entire trip safely archived and tucked away where it wouldn't get lost.

It's a huge improvement on that familiar Rubbermaid container you've got somewhere in your closet, packed to the rim with envelopes of prints and negatives in no particular order. Why not just burn the prints the moment the guy at the drugstore hands them over? If you're never going to look at them again let's cut out the middleman.

import your QuickTime movies from iMovie, and use music from iTunes. It requires a Mac with a factory-installed Apple SuperDrive or a qualified third-party DVD-R burner. If you can't afford this, you can send your iDVD projects or QuickTime files to a service to be converted to DVD. Or you can use iMovie on one Mac and later transfer the project to another Mac running iDVD with a DVD-R drive.

Here's what you can do with iDVD:

- Organize your movie into sections by marking the sections in iMovie, then turning these markers into buttons for a scene menu on the DVD so that viewers can go to specific sections of the movie.
- Add cool animated buttons and menus to your DVD, showing portions of your movie or photos from your iPhoto library. You can even add transitions between menus.

- Import and arrange photo albums for a DVD slideshow, accompanied by music, with viewer controls and buttons for playing back the slideshow.
- Burn a DVD with movies, slideshows, and menus, and include project files and other data on the disc.

iDVD fits well with the iLife suite. When you export a movie from iMovie, as described in Chapter 13, iMovie automatically launches iDVD with the movie ready to be placed in a menu. iPhoto includes an iDVD button to launch iDVD with a ready-made slideshow, as shown in Chapter 13.

When you launch iDVD, its main window appears as shown in Figure 1-9 with just the menu for the DVD you intend to make. iDVD's inauspicious start may be confusing at first; what you see is what a DVD viewer might see, only in a small window.



Figure 1-9
Starting iDVD and displaying the opening menu of a DVD

To see what iDVD can do, click the Customize button. A drawer slides out to the left of the main window, as shown in Figure 1-10, displaying the Customize drawer with Themes, Settings, Media, and Status buttons. Here's what they do:

- **Themes:** Browse DVD menu themes and select them. You use a theme to set up your menus and buttons for the DVD.
- **Settings:** Open the Settings pane to customize the buttons, titles, and background of a theme. You can add background video or sound, change the shapes of menu buttons, and further customize the menus.
- **Media:** Browse your iMovie projects and QuickTime movies to use in your iDVD project; your iTunes library to add music to slideshows or to menu elements to enhance a theme; or your iPhoto library to create slideshows with your photos.

- **Status:** Shows the status of the imported movie's encoding process (digital video is encoded by iDVD for the DVD format).

iDVD shows the DVD project in the main window and lets you do things like arrange buttons and edit slideshows, as described in Chapter 13. This window changes to a preview window when you click the Preview button. iDVD also has buttons below the main window:

- **Customize:** Opens the Customize drawer to show the Themes, Settings, Media, and Status panes.
- **Folder:** Creates a submenu for your DVD project, as described in Chapter 14.
- **Slideshow:** Creates a slideshow using photos from iPhoto. You can edit and even create a new slideshow from within iDVD, as shown in Chapter 13.
- **Motion:** Turns on or off the motion in menus and buttons. Motion slows down the performance of iDVD, and you may want to turn it off until you are ready to preview and burn your DVD project.
- **Map:** Open a map view of your iDVD project to navigate more easily through menus and submenus, as described in Chapter 14.

BEWARE CONFORMITY

Apple gives you lots of slick themes for your DVD projects, but, of course, *everyone* has those templates. Remember back when Macs first hit it big, and all of a sudden every single report and letter you received was printed in Helvetica or Times? I get the same déjà vu when I get a wedding DVD prepared with iDVD's standard Wedding theme. It's sort of like looking at the photo that comes with a store-bought picture frame.



Figure 1-10

Click the **Customize** button to see the **Customize drawer**.

- **Preview:** Previews the DVD project in the main window.
- **Burn:** Burns a DVD-R disc. See Chapter 14 to learn more.

Don't think for a moment that the DVD-R you can create with iDVD is not as professional as a DVD you can buy in stores. With iDVD, you can burn a DVD-R that you can then use in normal DVD players, and you can also use the DVD-R as a master to provide to a service that mass-produces DVDs.

BUT IS A DVD A DVD LIKE EVERY DVD?

Yes, a DVD is a DVD. But some DVDs are more DVD than others.

I sense hostility so I'll explain further. Recordable DVD is a fairly new innovation and therefore certain *older* models of DVD players can't deal with them. They conform to the DVD standard but some early players make some rather unfortunate assumptions, so Aunt Googie's machine might report that your wedding DVD is unplayable. Unwatchable, maybe, but it isn't unplayable. Aunt Googie is a victim of circumstance.

The good news is that the electronics industry has modified the DVD hardware standard somewhat, and now every DVD player you buy is capable of playing recordable DVDs. Plus, look on the bright side: Now you know what to give Aunt Googie for Christmas this year.

JAMMING WITH GARAGEBAND

Like the name implies, you can kick out the jams and record studio-quality music in your garage or home or wherever you use your Mac — even at your favorite coffeehouse. GarageBand turns your Mac into a portable recording

studio with built-in instruments, special effects, thousands of prerecorded loops, and the wisdom of at least one or two recording engineers. You can use the royalty-free loops in your songs, play the software instruments that are built into GarageBand, and add real instruments to the mix if you want — you can even plug in a real guitar and use GarageBand's built-in amplifier simulators.

You may not think you are capable of reaching the top of the pop charts anytime soon, but GarageBand has other important capabilities, such as making original music for your slideshows. You can then post them on the Web or distribute them with legal music *you own*. Professionals and small businesses sometimes need jingles and music for advertising spots and videos. Maverick directors need music for their independent underfunded movie projects. Why pay exorbitant licensing fees? The music you make is yours to distribute and copy as you wish.

When you first start GarageBand, you have a choice of creating a new song or opening an existing song. The iLife installation DVD also contains GarageBand songs you can open and use for whatever purpose. To open one of these songs, choose Open Existing Song when you first start GarageBand, and browse to the DVD folder GarageBand Demo Songs and choose a song.

MORE USEFUL THAN YOU MIGHT THINK

You know, GarageBand is conceivably one of the most important parts of the whole iLife suite. It's easy to forget that there are these creatures known as *songwriters*, and when you attempt to use their work without paying them, they tend to get all lawyer-ey on you. If you use Kenny Rogers' *Lady* on your honeymoon video, no one's going to sue you. *Hit* you, sure, but who's going to find out? But if you want to put your iMovie on the Internet, exhibit it before an audience, or slap it on a DVD and sell it, you'll be in big trouble.

So, GarageBand gives even novice musicians a way to create original music that contributes to the story you're telling and enhances your presentation without forcing you to give some trombone player in Fresno half the cost of your house later on. Music is important for creating mood and tension, and GarageBand helps desktop producers to be all that they can be.

GarageBand provides a window of audio tracks, as shown in Figure 1-11, that lets you drag and drop sections of music, and stretch and transpose music. Click the open-eye icon (to the right of the “i” icon, just to confuse you) to see the built-in software instruments and CD-quality prerecorded Apple Loops. You can use these loops and play software instruments with a USB piano keyboard or the built-in software keyboard, and also perform on real instruments and record directly into GarageBand with the ability to mix multiple tracks using professional controls and effects.

The GarageBand window offers the following:

- **Track headers:** Each track has a header that shows the instrument icon and name. You can click the mute button (with the speaker icon) to mute the track or the solo button (with the headphone icon) to hear only that track.
- **Track mixer:** You can click and drag the pan wheel to adjust the left-right placement of the track in the stereo field, and drag the volume slider to adjust the

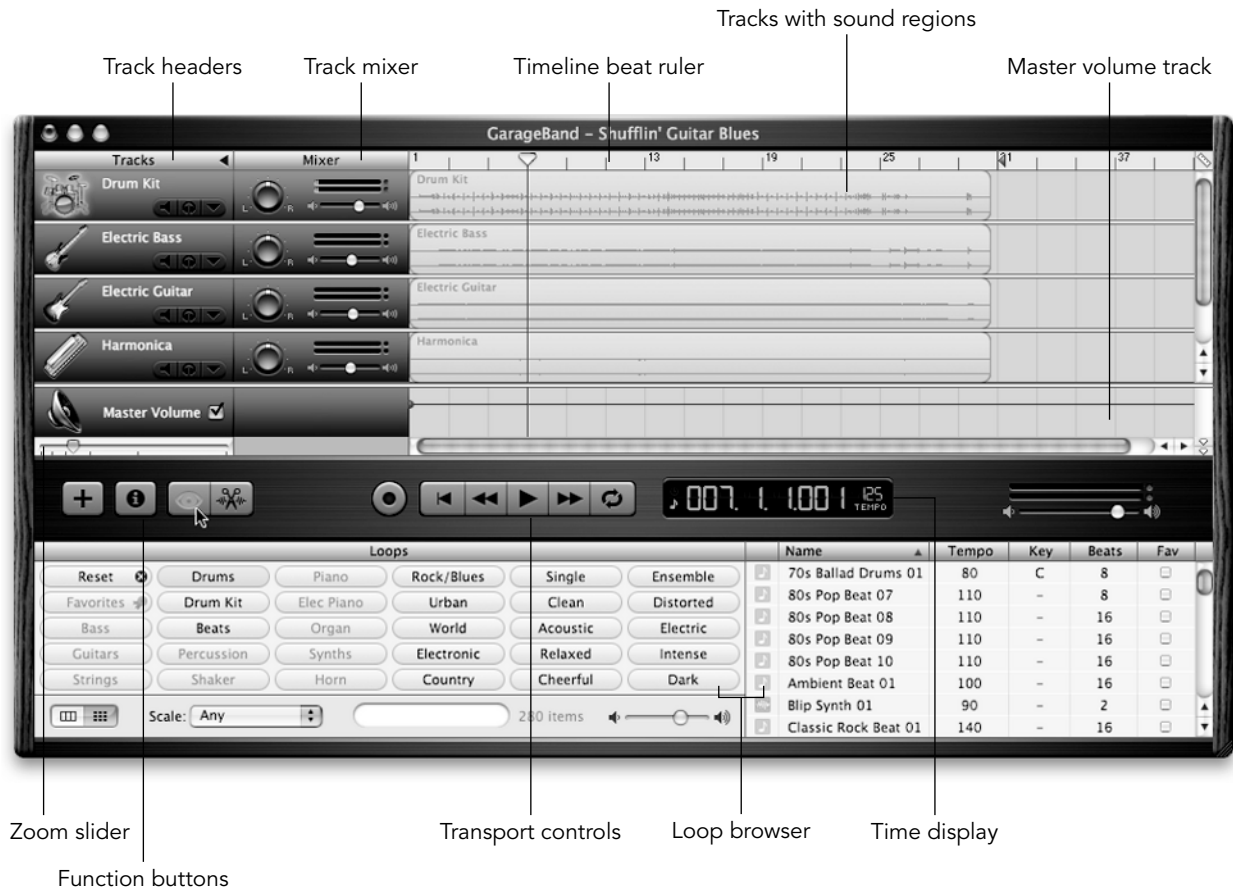


Figure 1-11
Opening an existing song in GarageBand

GARAGEBAND IS FOR THE PROLETARIAT

"Make my own music?" you're thinking. "I can barely make microwave popcorn!" Give it a try anyway. Creating music with GarageBand's built-in loops doesn't require you to be a trained musician. These pieces are designed to fit together in key and tempo, and it's really hard to create truly awful, unlistenable garbage, unless of course you're Michael Bolton, in which case all bets are off.

It's also a really powerful tool for students. Playing your (piano, guitar, blockflöte) to a four-piece accompaniment really elevates the challenge and excitement, and accelerates your learning. Many instructors have posted GarageBand music lessons, too. You've got a four-piece arrangement and through GarageBand you can turn off the guitar and try to take the studio performer's place.

track's volume. The level meters show the track's volume level as you record and play.

- **Timeline:** The track's audio information appears here as a region showing a waveform representing the sound. This is where you click to record real and software instruments, or drag loops. You can drag the regions within the track to arrange the music. The timeline includes a beat ruler with a playhead you can drag to different locations within the song; you can also use the ruler to align regions to beats and measures. Can't keep time? The timeline does it for you.
- **Zoom slider:** Use this slider to zoom into the timeline for a closer view of the regions at a particular time in the song.
- **Function buttons:** You can add a new track (+ icon), open the Track Info window (i icon), open the Loop Browser (the open-eye icon), or open the Track Editor (which occupies the same space as the Loop Browser when open).
- **Transport controls:** Use the record (red) button to start recording; use the CD-player-style controls to play at the point of the playhead, go to the beginning, go fast-backward, or go fast-forward.
- **Time display:** This indicator tells you the playhead position measured in musical time (using musical measures, beats, and ticks) or absolute time (hours, minutes, seconds, fractions of a second), and the tempo. It also provides buttons to change the tempo or to change the time measure.
- **Loop Browser:** This section offers either a grid of keyword buttons to refine your search for a loop (refer to Figure 1-11) or a column view that lets you browse to a loop. After choosing a software instrument, you can scroll through the matching list of loops on the right or click more buttons to the right of the instrument button to refine your search. You can hear a loop by clicking on the loop, and you can drag a loop directly to the timeline to create a track.
- **Master volume track:** This track controls the master volume and lets you adjust the overall volume by dragging the volume slider, or adjust the volume of sections of the song by dragging points of the volume line in the track.

ACCESSORIES: WHAT YOU WANT AND WHAT YOU NEED

Not all of us are blessed with (a) stellar buying power or (b) the moral resiliency required to commit a break-and-enter, either of which is necessary to keep acquiring the hottest Macs every year. So if you're stuck with older hardware, can you still enjoy a rich and fulfilling iLife?

Well, sure. Your Mac's iLife-studliness breaks down into simple categories:

- **Speed:** As with most anything as interpreted by someone raised in Western European culture, faster is always better. Ideally you'll have a dual-processor G4 or better, but a single-processor G4 will work okay and you *might* be able to limp by on a G3.

▼ Tip

Of all the iLife apps, only iTunes is happy to run on nearly anything, though iPhoto is pretty egalitarian, too. GarageBand is the prima donna of the group. If you run it on anything less than a dual-processor machine, it'll spend a lot of time throwing up warning messages that explicitly make fun of your Mac, telling you that it would be able to continue recording if only you weren't such a tightwad. iMovie and iDVD will run on lesser machines, but there will be points where you're expected to walk away and find something to do while the app munches on a scene transition or something similarly intensive.

- **Storage:** You'll need lots. A 10,000-iTunes library can easily occupy 30 or 40 gigabytes (GB). One photo may consume a megabyte (MB) or more. An hour of video in iDVD will eat 13GB. If you don't have a 60Gig internal or a big external drive, be prepared to accept limitations. Remember that iLife is at its coolest when it organizes *all* of your media, not just a selected subset.

- **Screenage:** iMovie and GarageBand really need a lot of screen real estate to organize all those clips, effects, and the timeline. It won't even run if your screen resolution is less than 1024 x 768. Suffice to say that iMovie will make you happy that you went ahead and bought the 20-inch iMac instead of the smaller one.
- **Silicon:** Actually, we mean Memory but that doesn't start with an "S." All of the iApps will run faster and more smoothly with more memory available. But then that's true of all apps. You'll need a minimum of 256 megs but get more; you'll thank me later.
- **SuperDrive:** Obviously, you can't burn DVDs unless your Mac is equipped with a DVD burner. But if you can't afford one, all is not lost. iDVD lets you save projects and burn them on other Macs later. There are even services that will burn your iDVD projects to DVD-R for you. Burning compact discs is a nonissue for most users; CD burners are standard items on nearly all Macs.

We always have the same suggestion about what to use: get the most powerful Mac with the most amount of hard disk space that you can afford. Get a large (17 inches or even larger) display if you are serious about using iMovie.

That said, witness the Tale of the Tape: Tony uses a standard iMac with a G4 processor, 256MB of RAM, and an 80GB drive and SuperDrive — a very typical setup and not too expensive. We maintain a 40GB music library and at least 20GB of video clips at any one time and back everything up to other disk drives and storage media to make room for new projects. I do my mobile iLifing on a 15" PowerBook with 80 gigs of storage, and when I get home I use a Power Macintosh G5 with a total of 320 GB of disk space and a gigabyte of memory. When I'm cutting video and making DVDs, the extra oomph comes in handy. Don't feel as though old Macs have been shut out. If all you have is an iBook with an 800 x 600 display, you'll find that some iApps (like iTunes) run just fine.

Tip

If you don't know what you have, choose **About This Mac** from the Apple menu, then click the **More Info** button in the window that appears. The **Apple System Profile** launches and shows you everything you could ever possibly want to know.

All of this boils down to the following minimums:

- **Basic system:** To install iLife as of this writing (some components work with older versions, but not all), you need an OS X version 10.2.8 or later with at least 256MB of RAM. You also need QuickTime version 6.5 or later. To run GarageBand, you need a 600 MHz PowerPC G3 processor or higher (such as a G4 or G5); but to use software instruments, you need a G4 or G5 processor. To use iDVD, you need a 733 MHz G4 processor or higher (or G5). Our advice is to upgrade to the latest version of OS X and get as much RAM as you can afford.
- **Burning DVD-Rs and CD-Rs:** A DVD-R burner (either Apple's SuperDrive or a third-party burner) is essential for running iDVD. Many Mac models already come with a SuperDrive, which can burn CD-Rs (audio), MP3 CD-Rs, CD-ROMs, and DVD-Rs.

Tip

But even if you don't have a DVD-R drive, iDVD still lets you create and save DVD project files. If you have a pal with a burner, you can then take your files (on a big external hard drive, naturally) over to their make and burn away.

- **Disks and backups:** While you absolutely need at least 4.3GB to install everything, you need far more disk space than you think, mostly to accommodate video clips, which are by far the fattest of all media types. Digital video in iMovie occupies about 3.6MB of storage space per second — roughly 7GB for 30 minutes. Your music and photo libraries will also take

up considerable space — we use 40GB to hold over 10,000 songs and at least 20GB for who knows how many photos. We also use external portable hard disks for temporary project backup, while using a combination of CD-Rs, DVD-Rs, DV cassettes, and the .Mac service for backups, as described in Chapter 18.

In addition, the following are accessories you will want:

- **Audio gear:** You may want to augment your Mac's speakers with headphones and portable speakers, or cables to connect the Mac to your home stereo (see the sidebar "Adventures in Hi-Fi"). Whether or not you have an iPod, your Mac is now a music player, so check out the listening gear in the iPod accessory areas of the Apple Store.
- **Digital camera:** Get a digital camera for iPhoto. You can use a film camera and scan the prints, but the first time you see how easy it is to import and manage photos from a digital camera, you'll be on your way to the superstore with money burning in your pocket. Your camera must be compatible with the USB (Universal Serial Bus) or FireWire (IEEE-1394) connectors on your Mac. To use iPhoto with your camera, see Chapter 6.
- **DV camcorder:** Get a digital video (DV) camcorder that connects by FireWire to your Mac to record your video footage and to convert older footage and other video sources to the digital format with iMovie. The DV camcorder's cassettes can also be used to back up your video clips and final movie. Chapter 10 dives right into using DV camcorders with iMovie.
- **iTunes:** Get an iPod, of course, because you'll look a lot less dumb jogging down the street listening to your iTunes library on a pocket player than on a tower G5 Mac strapped to your back. iTunes will work with many third-party players, but an iPod is simply the best player out there, and iTunes with iPod is like driving on round wheels instead of square ones.

ADVENTURES IN HI-FI

The iMac we use has very nice globular translucent speakers that sound excellent in an office or cubicle, but don't pack enough bass punch or volume to fill a living room. So we connect our iMac and PowerBook and other Macs and even our iPods to home stereo equipment.

To do the same, you need a hi-fi stereo that lets you connect a source device into its preamp/amplifier/tuner. Most stereos allow you to connect an input or source device using RCA-type cables — one (typically marked red) for the right channel and one for the left channel (often white). All you need is a cable with a stereo mini-plug on one end and an RCA-type connector on the other. Stereo mini-plugs have two black bands on the plug, while a mono mini-plug has only one black band. Your Mac may have both line-out and headphone-out connections that accept a stereo mini-plug.

Don't use the phono-in or phono source (for phonograph input) on most stereos, which are for phonographs (turntables) and are not properly matched for other kinds of input devices. You may get a loud buzzing sound if you do this, which can damage your speakers.

CHANGING DISPLAY SETTINGS

Your display is just plain *there* and as such it's easy to forget how important the thing is to your happiness as a Mac user. You're staring at that sheet of glass all day long, for Heaven's sake, so scrimping on a display that's (a) small or (b) a nasty third-party unit with poor sharpness and contrast will lead to feelings of ennui and resentment. Avoid.

▼ Tip

And larger is always better. Here's that Western European upbringing again. Well, sometimes the Western Europeans knew what they were talking about. Boston and San Francisco are terrific cities and once you've visited them you can understand why they took the trouble to sail all the way over here to visit them.

Whatever type of display you have, set it to its highest resolution and color depth. iLife really needs the wider choice of colors and the finer dots to display your photos and

movies. In fact, iMovie won't run on a display lower than 1024 x 768 pixels, with colors set to millions. iPhoto really likes to exercise the Mac's color palette. Give these programs all you've got.

You can change your display settings at any time in OS X, and your settings take effect immediately. However, you should first quit whatever application you are running (especially iPhoto, iMovie, or iDVD) before doing so. Follow these steps to change your display settings:

1. Click System Preferences in the Apple menu in the upper-left corner.
2. Click the Displays icon.

You can find it in the Hardware row of icons. The Display preferences window appears.
3. Click the Display tab.

The Display tab shows the Display pane (see Figure 1-12).



Figure 1-12
Changing resolution and color settings in the Display preferences window

4. Choose the highest pixel resolution setting in the Resolutions list.

The resolution settings are on the left side of the Display pane. Your display may be capable of 1024 x 768 pixels; you should choose that setting or a higher one if available. The display jumps to that resolution immediately.

5. Click the Millions option from the Colors pop-up menu.

The Colors pop-up menu is to the right of the list of resolution settings in the Display pane. Your display should be capable of displaying millions of colors; choose that setting so that your photos look their best.

6. Click System Preferences → Quit System Preferences.

Your display settings should now offer the best quality viewing for your photos and movies. Make yourself a nice ergonomic setting for your display, computer, mouse, and keyboard, and get ready for the ride of your iLife.

SETTING UP YOUR IPOD

No iLife is complete without accessories, and the most popular accessory is the Apple iPod music player. The iPod is indeed different from any portable music device that came before. It is essentially a hard disk and a digital music player in one device. The 40GB iPod model available as of this writing can hold around 10,000 songs. We've put enough music in an iPod to last three weeks if played continuously, around the clock (or about one new song a day for the next 20 years).

As thin as two CDs, the 40GB iPod is designed for one-handed operation with backlit display, a touch wheel, menu buttons, and backlighting for clear visibility in low-light conditions.

Apple also offers an iPod mini model in different colors that, at 3.6 ounces, is smaller than a cell phone. The mini model offers enough disk space for about 1,000 songs and works the same way as regular-sized iPod models. The same buttons are there, but moved underneath the scroll wheel, turning it into the newest Apple user-interface invention, the Click Wheel. All the models offer up to 25 minutes of skip protection that keeps music playing smoothly even with jarring physical activity.

WHEN MORE IS LESS

In this instance, I'm willing to acknowledge that more and bigger aren't always the way to go. I recently ripped every last CD I own into iTunes after years of simply picking and choosing the tracks I want. And now when I set my iPod to play random selections, there's a troubling chance that I'll hear songs from the contractually obligated minimal length section of any given Ramones album instead of always getting straight to the good stuff.

WHY IPOD DOTH TRULY ROCK

Other music players are just music players. An iPod has such an intimate relationship with the OS that it's actually more like a pocketable extension of your Mac. iTunes can synchronize data onto it, but so can Address Book and iCal. You can store and read text notes on it and when plugged into your Mac, it can act as an external FireWire drive for your most important files. Not only can you update your iPod in seconds with an entire CD of music, you can also pick and choose what to put on your iPod and copy music directly to it, as described in Chapter 5. And all that other data is kept in constant synchronization automagically through the iSync app, which you'll learn about in Chapter 19.

The thing even has a sleep timer and an alarm clock, for heaven's sake (Chapter 20), and is in compliance with the law of technology that states that no electronic device can be considered fully mature until it is capable of playing Solitaire.

You can take a six-hour flight from New York to San Francisco and listen to your iPod the entire time without recharging it (and without hearing everything on it, because you can hold more than two weeks worth of music). The iPod includes a built-in rechargeable lithium polymer battery that provides up to 10 hours of continuous music playtime on three hours of charge (battery time varies with the type of encoder you use in iTunes, which is described in Chapter 3). The iPod battery recharges automatically when you connect the iPod to a power source, and you can fast-charge the battery to 80 percent capacity in one hour (we describe batteries and recharging, as well as accessories for road trips, in Chapter 19).

Older iPod models offer a Mac-like FireWire connection on the top of the iPod, but newer models use a dock for the iPod that offers FireWire and USB connections to various devices. The dock can also connect to your home stereo through a line-out connection. The dock includes a cable with a dock connector on one end and a FireWire (or optional USB) connector on the other, as shown in Figure 1-13. Connect the FireWire end of the cable to either the Mac (to synchronize with iTunes and play iPod music in iTunes) or to the power adapter to charge the

iPod battery. The FireWire connection to the Mac provides power to the iPod and can charge its batteries.

▼ Note

Apple made a nice little tweak to the Macintosh hardware recently. If you have a newer model, your iPod will charge even while the Mac it's connected to is asleep. Older Macs can't be bothered to continue to feed the parasite that's attached to it, not while they're asleep, anyway.

Your Mac has a FireWire connection marked by a radioactive-looking Y symbol. The cable supplied with your iPod has a six-pin connector that inserts into your Mac FireWire connection. Depending on your iPod model, that cable either connects directly to your iPod (older models) or to a dock. If you already used the cable to charge up the iPod, you can disconnect the cable from the power adapter and connect that same end to the Mac.

When you first connect the iPod to your Mac, the Setup Assistant pops up (see Figure 1-14) for you to type a name for your iPod (ours are called Mojo iPod and Bobby McGee).

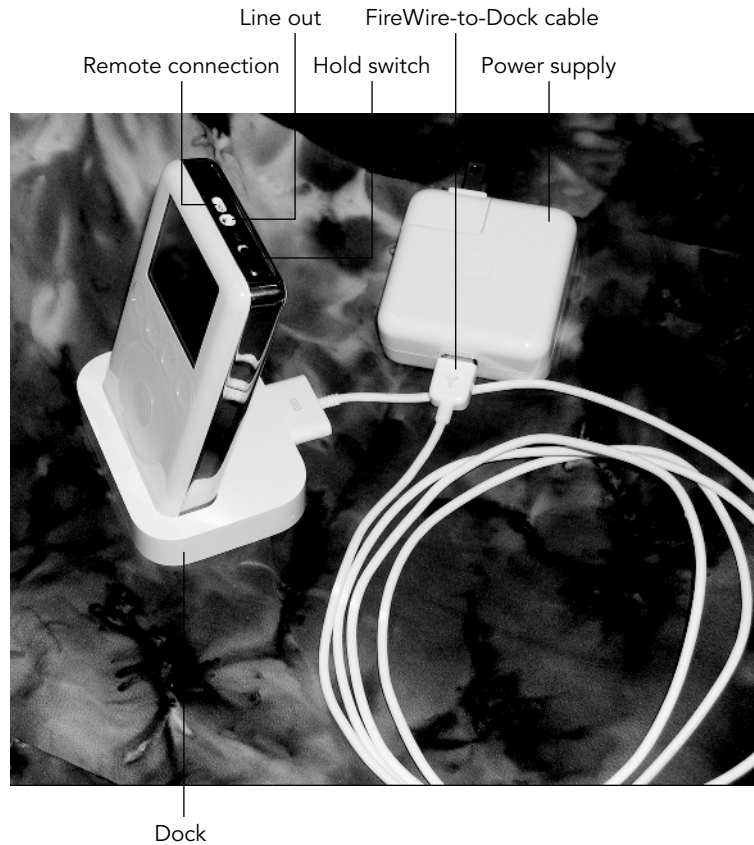


Figure 1-13
iPod and its dock are connected to the Apple power adapter.

If this is your first time using an iPod, you probably want to fill it up right away. In Setup Assistant, you can turn on or off the option to automatically update your iPod. We suggest leaving it on, building up your music library in iTunes (Chapter 3), and then updating your iPod automatically (Chapter 5 goes into the details of updating). If you want to copy only a portion of your library to the iPod, turn off the automatic update option and read about manual updating in Chapter 5.

▼ Note

But what if you have more music than your iPod can store? Wow, you must have been busy if you're on Chapter 1 of this book and already have at least 4 gigs of music! Well, not to worry. iTunes will pop up with a warning and will randomly select a blob of music that'll fit in the space available.



Figure 1-14
Setting up your iPod with the Setup Assistant

The Setup Assistant allows you to register your iPod with Apple to take advantage of Apple support, which is a good idea. When you reach the last dialog box of the Setup Assistant, click Done and iTunes automatically launches. The iPod name appears in the iTunes Source list near the top. If you selected the automatic update feature in the Setup Assistant, the iPod name appears grayed out in the Source list, and you can't open it. However, your iPod is quickly filling up with the music from your iTunes music library, as we describe in detail in Chapter 5.

After finishing setup, the iPod icon also appears on the Finder desktop. You must eject it first before disconnecting it. Eject it by clicking and dragging its icon to the Trash (or using the Eject iPod button in iTunes). If you leave your iPod connected to the Mac, the iPod appears on the desktop and in iTunes whenever you start iTunes.

▼ Tip

To see how much free space is left on the iPod, click the iPod icon on the desktop and choose **File → Get Info**. The Finder displays the Get Info window with information about capacity, amount used, and available space. You can also use the **About** command in the iPod Settings menu. Click **Settings → About** in the main menu. The iPod information screen appears with capacity and available space. We show these and more iPod tricks in Chapter 20.

Because an iPod is a hard disk in disguise, you can put literally anything on it. Accessories are available (see Chapter 19) that let you add photo files to an iPod directly from a memory card for a digital camera, so that you can erase the memory card and continue taking shots. While you can't see the photos on the iPod's itty-bitty display, you can copy the photo files directly to iPhoto on your Mac and use

your iPod as a temporary storage device. We predict that soon you'll be able to do the same with video from a DV camcorder — use an iPod to store temporarily and then transfer the video clips directly to iMovie on a Mac. It's just another example of how an iPod can integrate into your iLife.

So what do you think thus far? If you're like us, there are parts of iLife that make you eager to take the red pill and others that you hope you'll never be forced to deal with. Trust us. It's all good. The sooner you accept that iLife has a wonderful plan for your future and embrace it fully and completely, the better off you'll be.

That's part of the brilliance of the iLife suite. Is there a better video editing app than iMovie? Absolutely. Software that's more suited toward serious music creation than GarageBand? Sure, it's a fair cop. Is iPhoto the end-all be-all of photo library software? Oh, *God*, no. But that's not the point. The point is to give you, the freedom-loving user, all the tools you need to explore and enjoy and manage all of the media that the latest generations of bleepers

and blinkers are currently adding to our lives. You might not use iMovie today. But it's *there*. And some day you'll plug your camcorder in, just out of curiosity, and the next time you look at your watch seven hours have gone by and you've turned the 43 minutes you shot at your kid's soccer game into a taut six minutes filled with action, music, captions, and effects.

And then you think, "Gee, that came out great. I think I'll just quickly burn it onto a DVD before I go to bed." Three hours later, you're adding iPhoto albums to the custom menus and backgrounds in your new DVD, making plans to make copies for friends and relatives all across the planet.

iLife is a most unexpected and natural extension of the fundamental Macintosh philosophy. The Macintosh is professional hardware and a professional OS, but its engine driving its development has never been the needs of professionals. It's always been fueled by creative curiosity and the desire to explore and learn. In time, you'll use all of iLife and you'll find it to be very, very good indeed.

