

Premiere Quick Reference

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Premiere Quick Reference Guide

Set Up Workspace and Introduction

Sections:

1. Getting Started
2. Adjusting Audio
3. Selection tools
4. Titles
5. Effect Controls
6. Export as Video

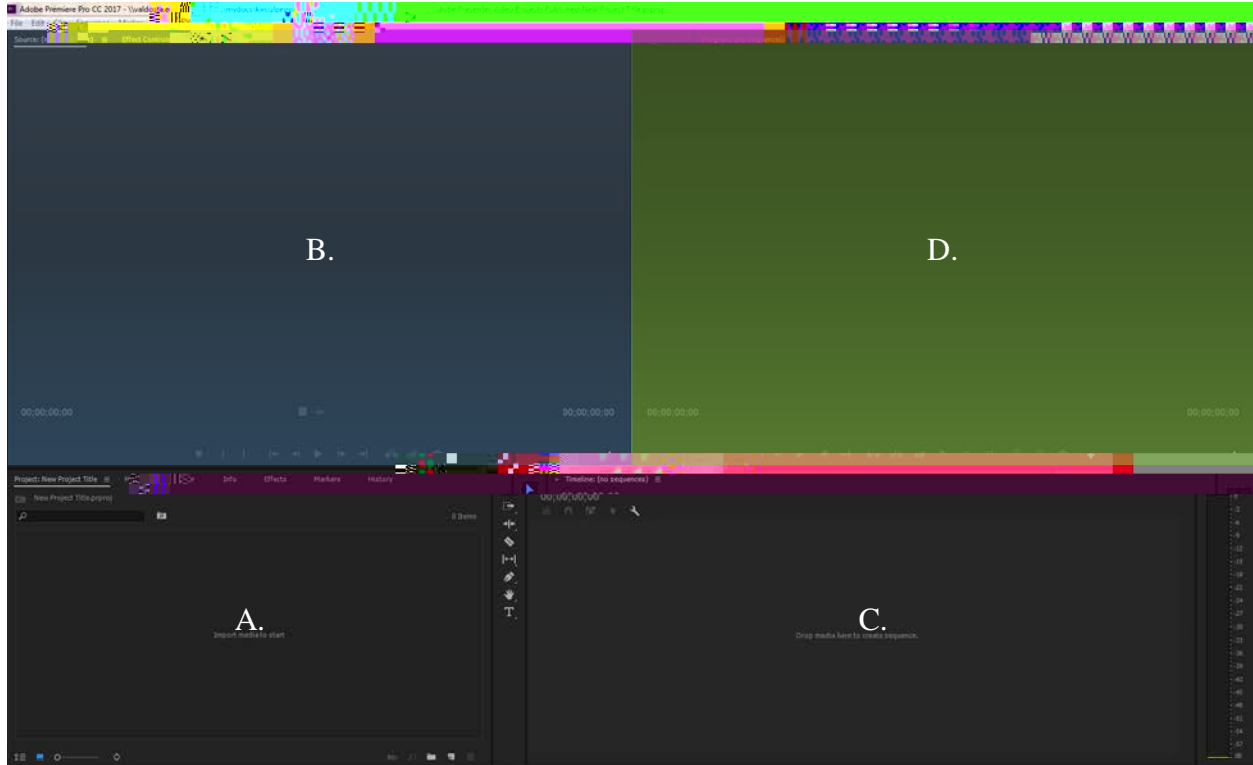
Section 1: Getting Started

<p>Open: Adobe Premiere Pro CC</p> <p>Note: Click the Windows button to search for Premiere on your computer</p> <p>Type “premiere” and make sure “Adobe Premiere Pro CC []” is highlighted</p> <p style="text-align: center;">ZKHUH [] GHQRWHV WKH \HDU WKH YHUVLRQ \RX DUH XVLQJ ZDV UHOHDVHG</p> <p>Press enter on the keyboard</p>	
<p>Starting a new project:</p> <p>Note: You will be greeted with the Start menu. Here you can decide to open a recent project or start a new project. We will proceed by selecting “New Project”</p>	

The “New Project” window is where you will name your video, and choose where it will be stored.

Click **browse** to navigate to the location where you want to save the project.

Defining the Workspace: **Workspace for Editing Mode**



Note: The order in which the four panels are presented in this guide is to show a common workflow that you may encounter when starting a video project.

A. Project Bin

- x “**Project**” tab houses video, picture and audio assets that are imported into your project bin or Timeline. Here you can preview your asset before deciding whether or not you want to use all or some of it. Scrub the play head on the thumbnail version of your video clip or click the spacebar on your keyboard after selecting a video asset to briefly preview the clip to determine what to do with it.
- x “**Media Browser**” tab will allow you to navigate your computer for the various asset files that you may want to use in your project. If you are working from one central file on your computer then using the Media Browser will be less cumbersome.
- x “**Info**” tab will provide asset metadata like file type, aspect pixel dimensions, and audio and video sample rate. If a video file is selected in the Project tab then this asset’s information will be displayed here.
- x “**Effects**” tab will provide many effect options that you can drag and drop onto your video clip that is being worked on from within the Timeline.
- x “**Markers**” tab is where you can view the points along the timeline where you inserted a marker at. A marker can be defined in multiple ways based on how you plan on using it. Markers can be used for commentary reasons for an editing team,

segmenting a video into separate components, or as a section for adding a URL for the selected time.

- x “**History**” tab allows for the ability to undo specific tasks performed in your project Timeline during the CURRENT SESSION you are working in. After closing the project out and re-opening Premiere, the History tab will be re-set.

B. Source Monitor

- x “**Source Monitor**” tab allows for a larger preview of the video clip you want to work on. Here you can select an **in** (start point for a video clip) and **out** (end point for a video clip), add **markers** to your video clip, and **insert** your selection onto the timeline.
- x “**Effect Controls**” tab is where you can alter the video clip you are working on via available audio and visual effects. Here you can explore **scaling** your video, applying a **zoom and pan** motion and perform **basic audio manipulation**. For more advanced effects, you will need to apply these from the Effects menu found under the Project panel (see Project Bin section above). One feature to learn and understand while in this tab is the ability to add **Key Frames**.
- x “**Audio Clip Mixer**” tab provides a sliding audio bar for volume control per audio track available in the Timeline. Choose to modify audio for the entire track or make modulations via **Key Frame** integration.

C. Timeline your sequence

D. Program Monitor

x

Workspaces:

- x When working in premiere we will be exposed primarily to what is called the Editing workspace. However, there are several other workspace options available. Depending on what you are trying to do you can adjust your workspace to best fit your developing needs. Below I will outline the steps involved in changing your workspace.

Selecting a Workspace:

The image on the right shows in general the **Editing** workspace. This is where you may initially start out working when doing a new project.

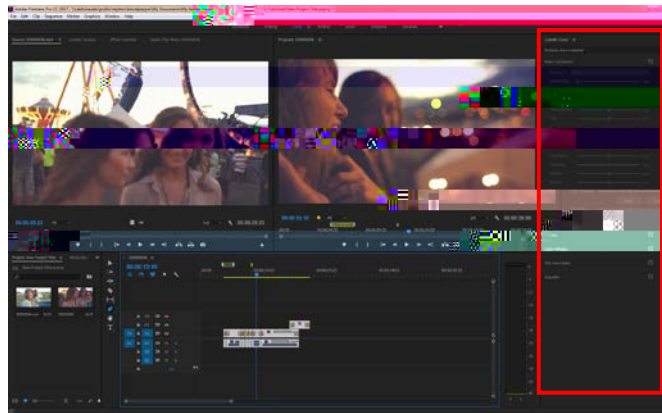
Your workspace panel should contain a library of workspace options at the top middle of your project.

Selecting the desired workspace will move you into the new layout that is predesigned to best suit the needs

Color Workspace:

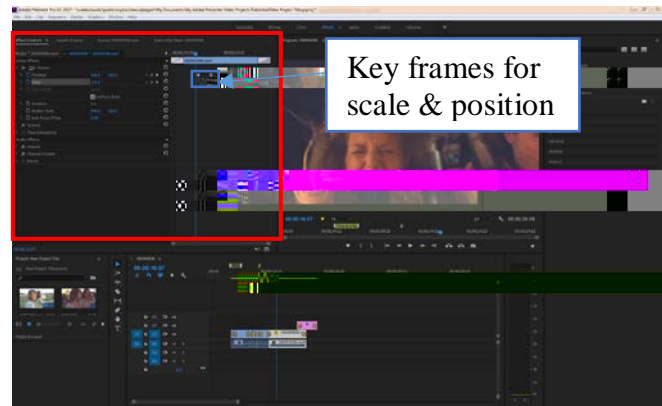
A new panel titled “**Lumetri Color**” will be made available here. This allows you the ability to apply LUTs to your video. LUTs essentially are the color modes that best work with the camera you shot with. This is very handy to get you started out on the right path prior to taking on a full color correction process.

The Lumetri Color panel has Basic Color correction features for brightness, contrast and white balancing. To more advanced features like light curve adjustments for light, mid, and dark tones per color channel.



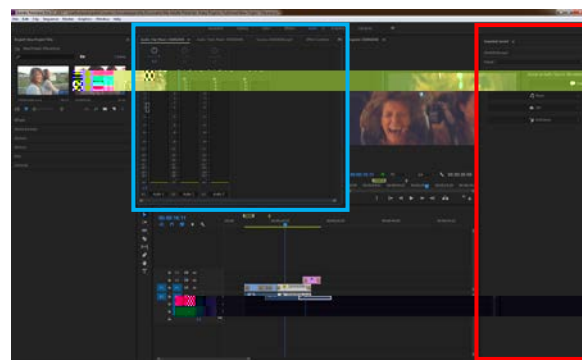
Effect Controls Workspace:

This workspace allows for the Effects Control section to take over for what was the Source Monitor as your starting tab. Apply the general effects available to you like position, scale, and opacity. Play with key frames to transition the effects smoothly across your clip.



Audio Workspace:

Here we can switch between amplifying and choosing which channel needs more sound on the fly for either the selected clip or the entire track using the **Audio Clip Mixer** or **Audio Track Mixer**. Also available is the **Essential Sound panel**, where you can control each track or individual selected clip to modify the audio based on what type of audio file it is (i.e. ambient, background music, or narration).



<p>Graphics Workspace</p> <p>If you need to add a title to your video or apply a lower third, what you may normally see to introduce someone or show a chapter change in your video, then you will now have the ability to do that here in the Essentials Graphics panel.</p>	
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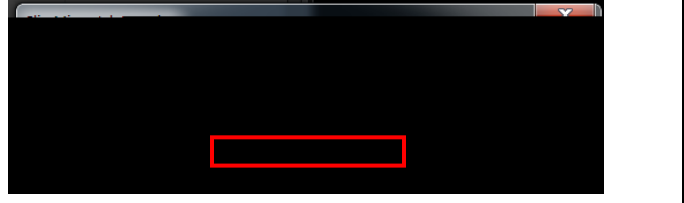
<p>Importing your media to Project Window:</p> <p>Right click in the empty space available of the project window and select import.</p>	
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<p>Importing Cont'd</p> <p>Browse for audio, video, or images you want to use</p>	
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<p>Insert to Timeline</p> <p>Once you have some media in the project window you can add the video to the timeline by clicking and dragging.</p>	
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Insert to Timeline Cont'd

if prompted with a clip mismatch warning, select change sequence settings to fix your project settings

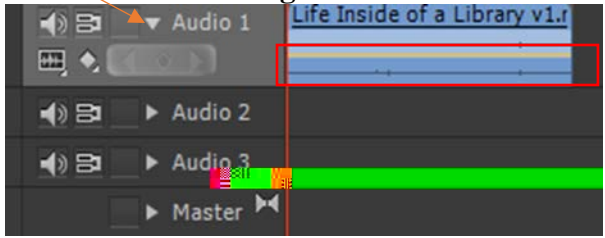



Program Monitor Cont'd

Once you have your in and outs



Premiere Quick Reference Guide Adjusting Audio Levels

Steps	What You See
<p>Select: The drop down arrow.</p> <p>Note: You can adjust the audio levels of your footage by clicking the drop down arrow and moving the yellow line up or down.</p>	<p>Getting Started:</p>  <p>The screenshot shows the audio tracks in Premiere Pro. A red box highlights the volume bar for 'Audio 1' (labeled 'Life Inside of a Library v1.r'). A yellow line indicates the current volume level. A red arrow points to the drop-down arrow next to 'Audio 1'.</p>
<p>Audio Mixer</p> <p>The audio mixer allows you to adjust the volume for each of your audio tracks individually. For instance, if you have a song “audio 1” and narration in “audio 2” you can move the volume bar on track 1 down and move track 2 up so that the narration is able to be heard over the music.</p>	 <p>The screenshot shows the Adobe Premiere Pro Audio Mixer panel. It displays three audio tracks (Audio 1, Audio 2, Audio 3) and a Master track. Each track has a volume knob and a volume bar. The volume bars are labeled 'Volume' and 'dB'. The Master track has a volume knob and a volume bar. The volume bars are labeled 'dB'.</p>

Audio Mixer

The audio mixer allows you to adjust the

Steps	What You See
<p>Tools:</p> <ol style="list-style-type: none"> 1. Select (V) 2. Track Select (A) 3. Ripple Edit (B) 4. Rolling Edit (N) 5. Rate Stretch (X) 6. Razor (C) 7. Slip (Y) 8. Slide (U) 9. Pen (E) 10. Hand (F) 11. Zoom (K) 	
<p>Select tool- This tool is designed to select anything within the Premiere interface. (Also allows you to move clips in the timeline around.)</p>	
<p>Track Select- Select this tool to select all the</p>	

Steps	What You See
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Creating a Title:

- 1.

Steps	What You See
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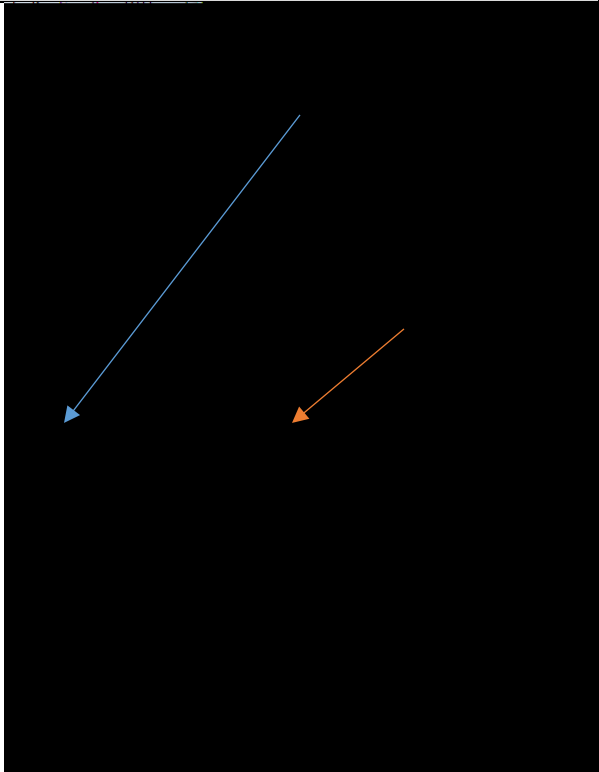
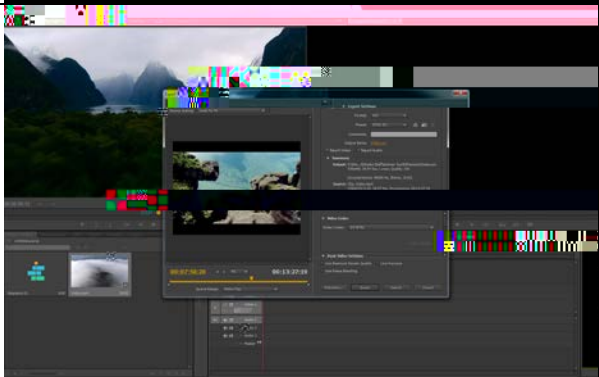
Effects controls:

With the Clip selected you can use various effects to customize it, such as resizing and making an object transparent. Here are a few to get you going!



Premiere Quick Reference Guide

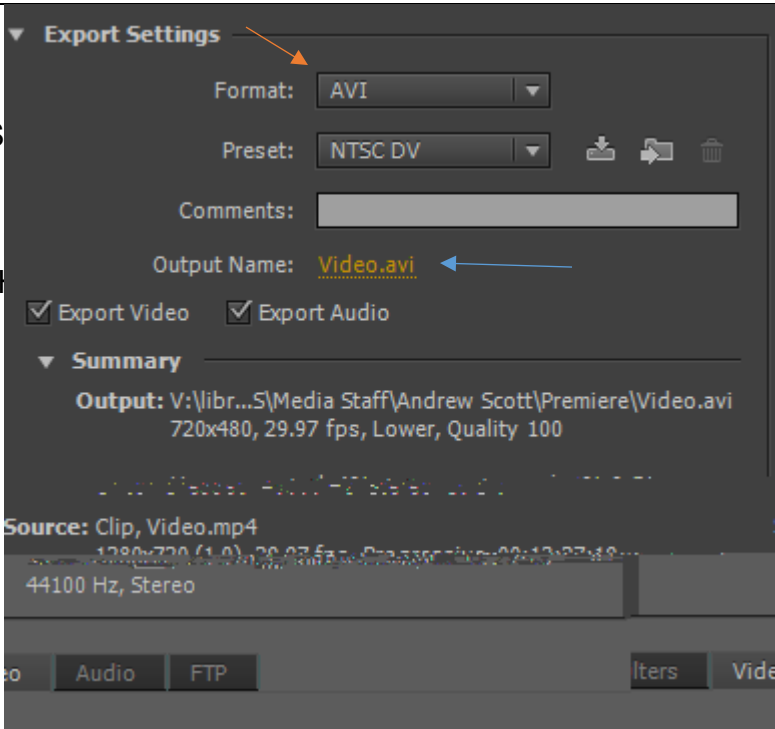
Exporting video

Steps	What You See
<p>Exporting Your Video</p> <ol style="list-style-type: none">1. At the top left corner click file.2. Next go down to export and click the side arrow.3. Then click Media.	
<p>Exporting Video Cont'd</p> <p>You will then see another window pop up with export settings to the right.</p>	

Exporting Video Cont'd

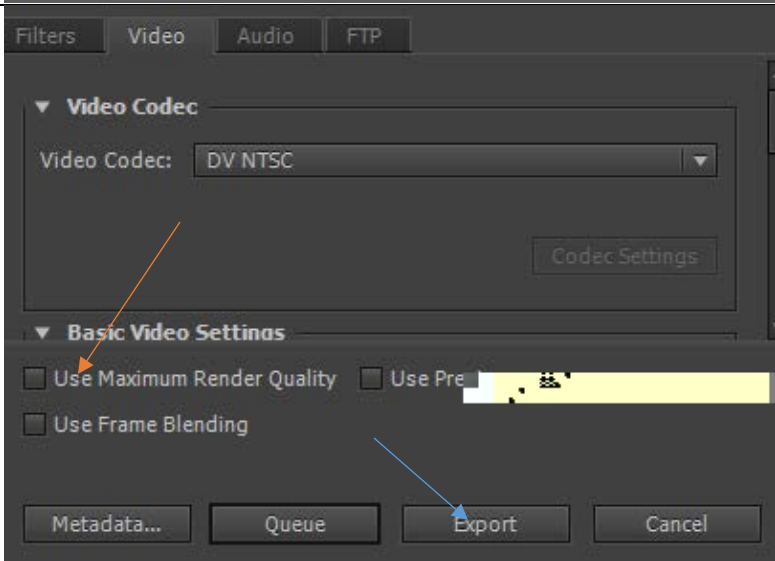
- x For Format options change AVI WR D GLIIHUHQW S +
- x \$GMXVW WKH VHWLQJW W ILQDO GHVLU VRXUFH L H 9LPHR HWF.

The output name is where you change the name of your video and where it will be VDYHG once finished exporting.



Exporting Video Cont'd

- x Next click the "Use Maximum Render Quality Box."
- x Finally Click Export



Exporting Video Cont'd

Finally Your Video will Encode and finalize to the destination you appointed it to!

