



Romel Cabling ▾



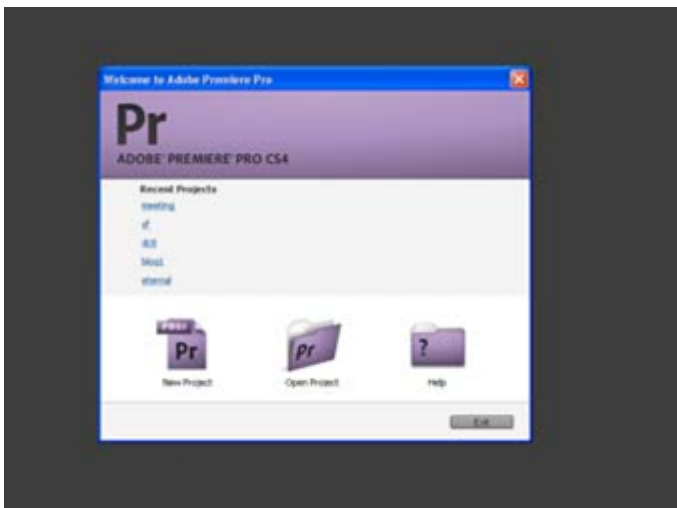
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Lesson Proper for Week 14

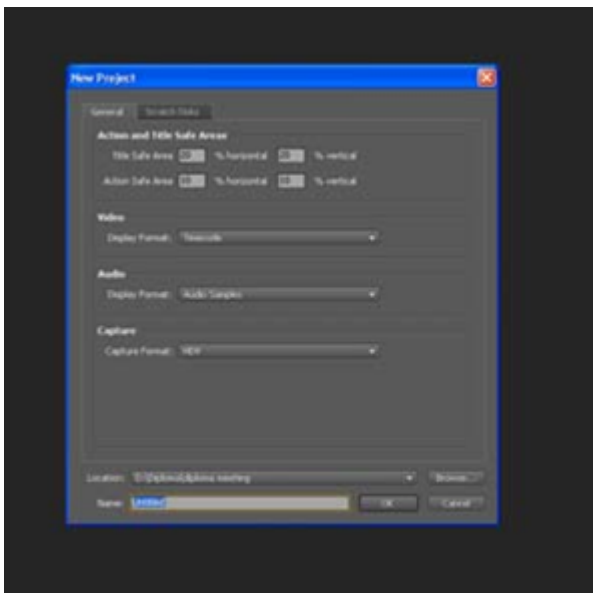
1. Starting out.

To begin using Adobe Premiere Pro please choose the icon in CORE APPS on the start menu.



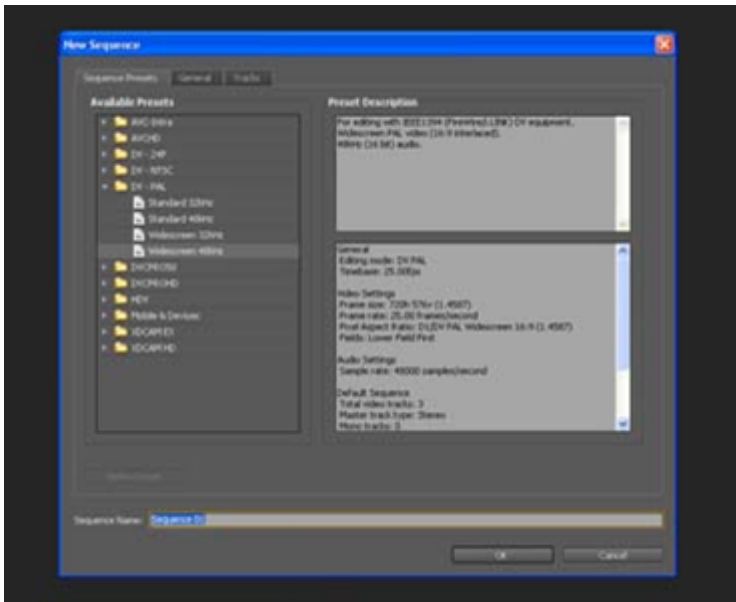
The first thing you will see is a box asking whether you would like to create a new Project or work on an existing project.

The most recent Projects will appear as their titles above “New Project”

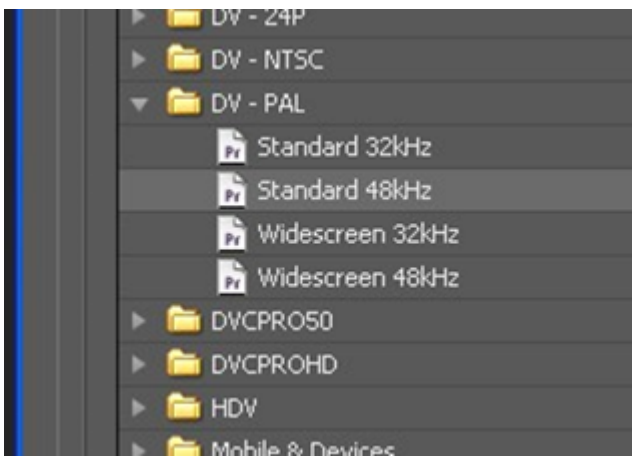


The Next window you see will ask you to name your new project.

From there you will be asked to specify the project presets. These are to do with the Size of the video you are working with and the audio quality you used.

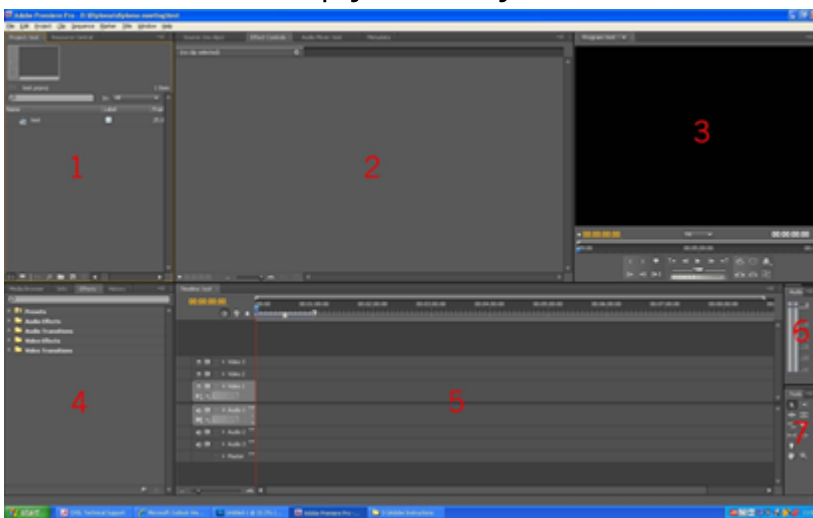


If you filmed using Flip cameras you would be best using DV PAL > Standard 48kHz



2. The Premiere Pro interface.

At first the Premiere Pro interface may be a little daunting but it can be easily split up into 7 areas that help you with your workload.



1 – Project – This is where all the files you use are stored. Each file you import automatically sits in this area for you to then drag into the timeline so you begin editing it.

2 – Effect Controls – Any effect you add to your footage can be controlled in here using a simple sliding scale system.

3 – Video Preview – This is where your video appears and you can watch what you have edited by pressing Play or hitting spacebar.

4 – Effects – A series of drop down menu's containing audio and video effects. These can be added by dragging them from this window onto your footage in the Timeline (See Key 5).

5 – Timeline – This where you edit your footage. Using the red line to travel along

your footage this is your

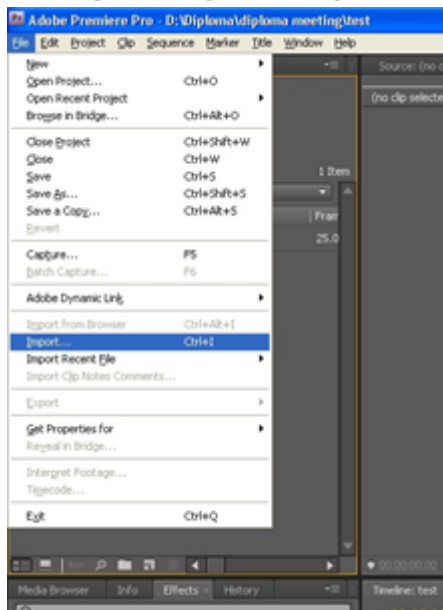
marker to make any edits. To move the marker just click the blue indicator at the top of the red line and slide it across using your mouse.

6 – Audio levels – These tell you how loud your audio is. If it's in the red then it is too loud and will crackle.

Ideally you'll want your levels in the middle around the 12 mark.

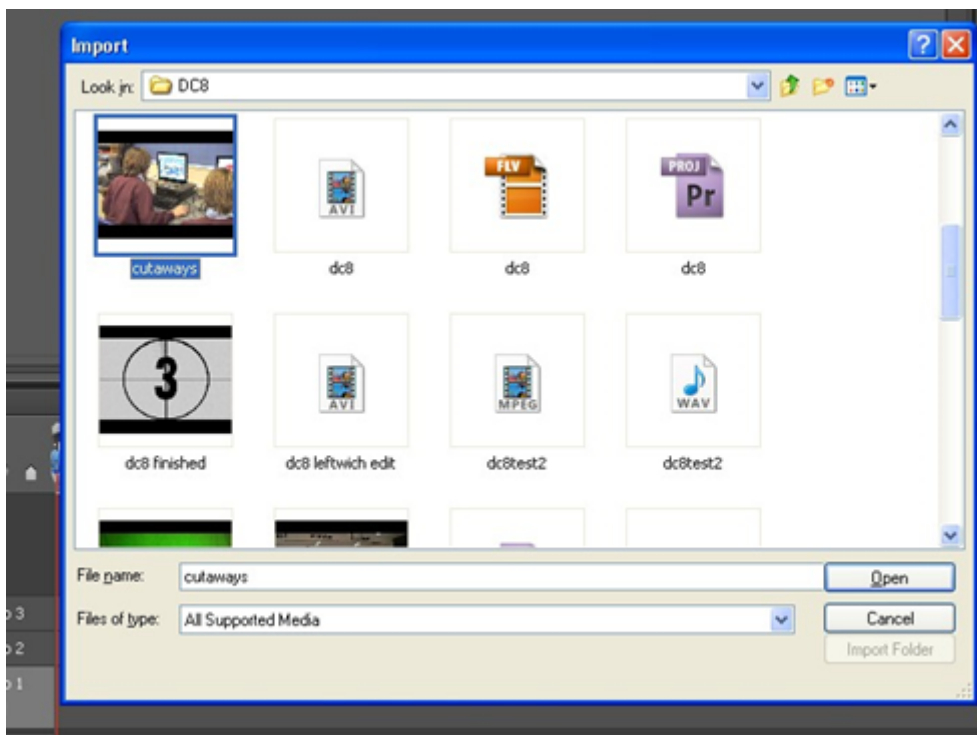
7 – Tools – This window holds various Tools you can use to edit your footage. Try them all out to see what they do.

3. Importing Footage.



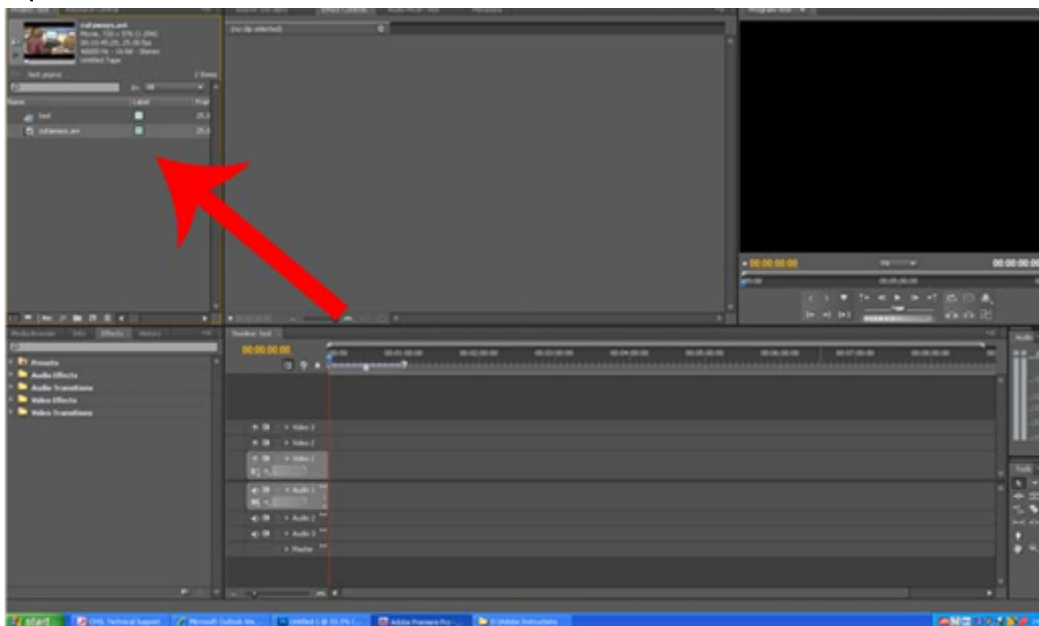
To start editing you need to import the footage You have just shot. With the Flip cameras you Simply need to save them into a folder.

Then you go to File >Import and a window will Open up



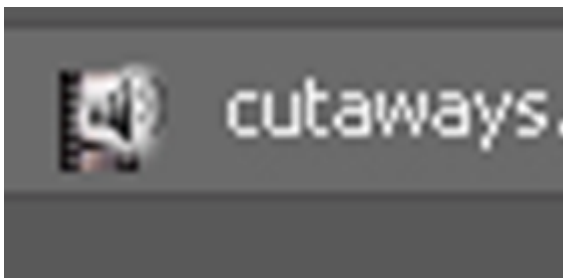
Select the footage you require and click “Open”. This will import the footage.

You can select multiple files using Control and Left Mouse click and then Clicking on “Open”.

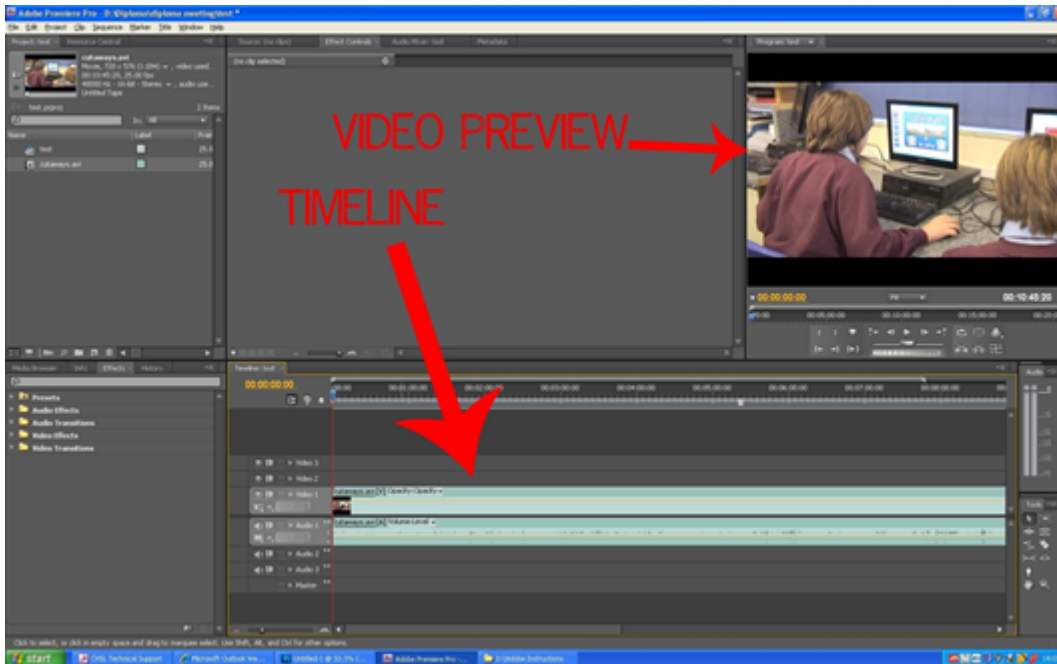


Your footage will now appear in The Project window as indicated by The red arrow.

4. Editing your Footage.



To begin editing your footage you must drag it into the TIMELINE by holding Down Left Mouse click on Film/Audio icon (See photo) and then drag it on to the TIMELINE.



When it has been dragged onto the Timeline you will see your video appear in the Video Preview window.

5. Cutting out the bad parts of your Footage.