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Lesson Proper for Week 13

Adobe Premiere Pro is a timeline-based video editing software application developed by Adobe Inc. and published as part of the Adobe Creative Cloud licensing program. First launched in 2003, Adobe Premiere Pro is a successor of Adobe Premiere (first launched in 1991). It is geared towards professional video editing, while its sibling, Adobe Premiere Elements, targets the consumer market.

HISTORY

Premiere Pro is the successor to Adobe Premiere and was launched in 2003. Premiere Pro refers to versions released in 2003 and later, whereas Premiere refers to the earlier releases. Premiere was based on ReelTime, a product acquired from SuperMac Technologies Inc. and was one of the first computer-based NLEs (non-linear editing system), with its first release on Mac in 1991. Adobe briefly abandoned the Mac platform after version 6 of Premiere. Up until version Premiere Pro 2.0 (CS2), the software packaging featured a galloping horse, in a nod to Eadweard Muybridge's work, "Sallie Gardner at a Gallop".

FEATURES

Premiere Pro supports high resolution video editing at up to 10,240 × 8,192[11] resolution, at up to 32 bits per channel color, in both RGB and YUV. Audio sample-level editing, VST audio plug-in support, and 5.1 surround sound mixing are available. Premiere Pro's plug-in architecture enables it to import and export formats beyond those supported by QuickTime or DirectShow, supporting a wide variety of video and audio file formats and codecs on both MacOS and Windows. When used with CineForm's Neo line of plug-ins, it supports 3D editing with the ability to view 3D material using 2D monitors, while making individual left and right eye adjustments.

Premiere Pro can be used for all common video editing tasks necessary for producing broadcast-quality, high-definition video. It can be used to import video, audio and graphics, and is used to create new, edited versions of video which can be exported to the medium and format necessary for the distribution. When creating videos using Premiere Pro, various video and still images can be edited together. Titles can be added to videos, and filters can be applied along with other effects.

WORKFLOW INTEGRATION

After Effects

Through Adobe Dynamic Link, compositions from Adobe After Effects may be imported and played back directly on the Premiere Pro timeline. The After Effects composition can be modified, and after switching back to Premiere Pro, the clip will update with the changes. Likewise, Premiere Pro projects can be imported into After Effects. Clips can be copied between the two applications while preserving most clip attributes. Premiere Pro also supports many After Effects plug-ins.

Premiere Rush

Video projects in Premiere Rush can be opened in Premiere Pro to add more complex edits and views.

Photoshop

Adobe Photoshop files can be opened directly from Premiere Pro to be edited in Photoshop. Any changes will immediately be updated when the Photoshop file is saved and focus returns to Premiere Pro.

Illustrator

Adobe Illustrator You can also open files directly in Premiere Pro. These files are generally vector files, which means that they are mathematical paths that can expand or decrease with any zoom level.

Adobe Story, OnLocation and Prelude

The Premiere Pro workflow takes advantage of metadata in the script of video production. The script is created in or brought into Adobe Story, then passed to Adobe OnLocation to capture footage and attach any relevant metadata from the script to that footage. Finally, in Premiere Pro, speech recognition can match the audio to the dialogue from the script in the metadata. Clips can be searched based on their dialogue in Premiere Pro, and can be sent to Adobe Encore to make searchable web DVDs. Encore was discontinued with the release of Adobe Creative Cloud. Adobe Prelude replaces OnLocation in CS6 and above.

Others

There are other integration functions, such as Edit in Adobe Audition, Dynamic Link to Encore, and Reveal in Adobe Bridge. In June 2020, Adobe launched a stock audio offering for Premiere Pro users.

Extensions

Various extensions are available for Premiere Pro, provided by third parties. These include music libraries and graphic elements. Extensions open in their own panel within the Premiere Pro interface.

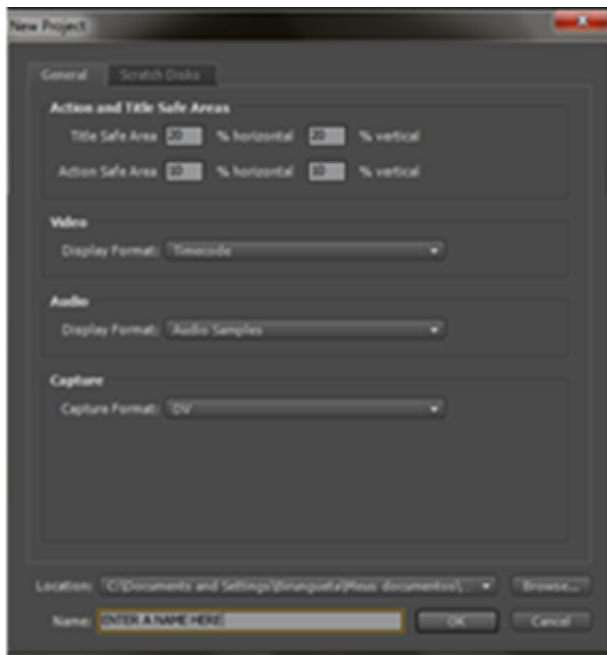
GETTING STARTED WITH ADOBE PREMIERE

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

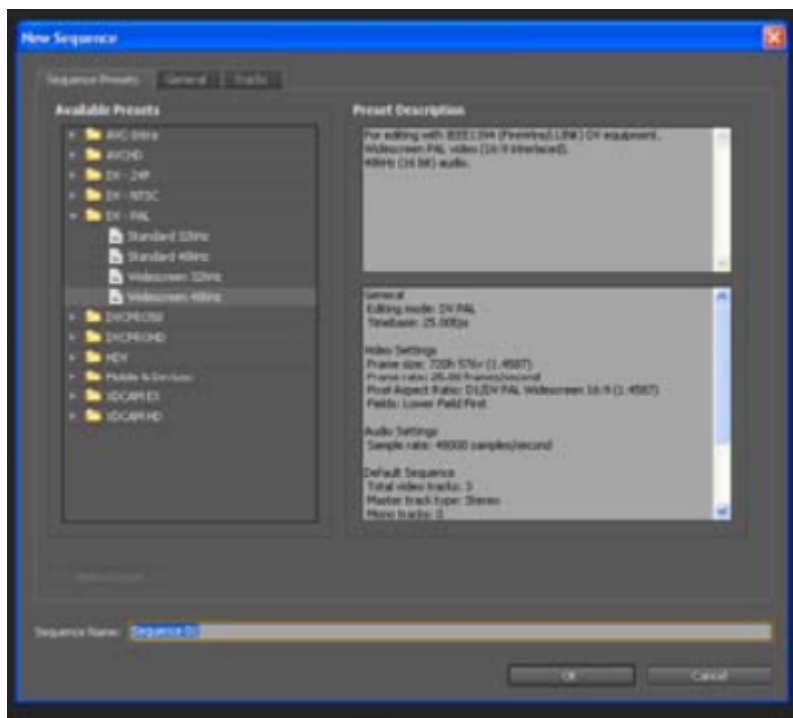
The first thing you will see is a box asking whether you would like to create a new Project or work on an existing project. The most recent Projects will appear as their titles above “New Project”



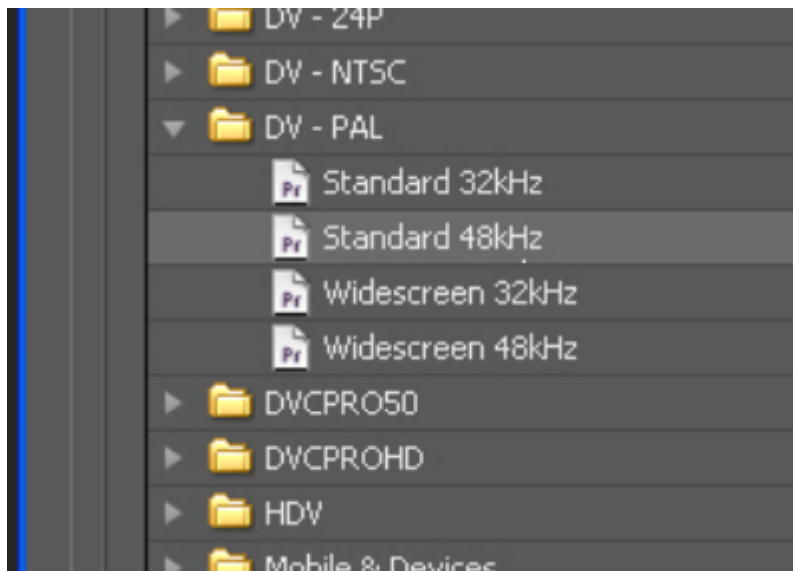
The Next window you see will ask you to name your new project.



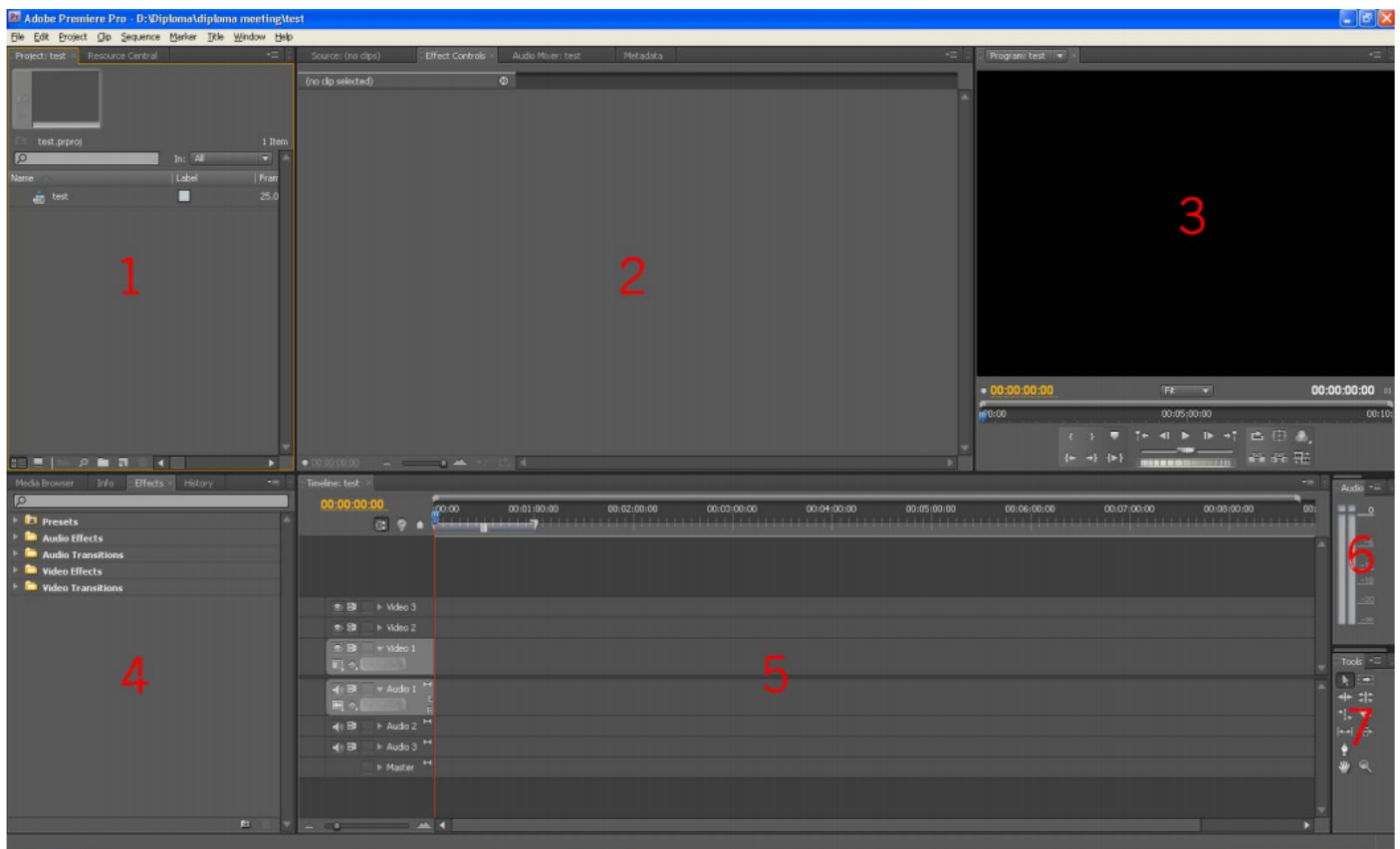
From there you will be asked to specify the project presets. These are to do with the Size of the video you are working with and the audio quality you used.



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



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.

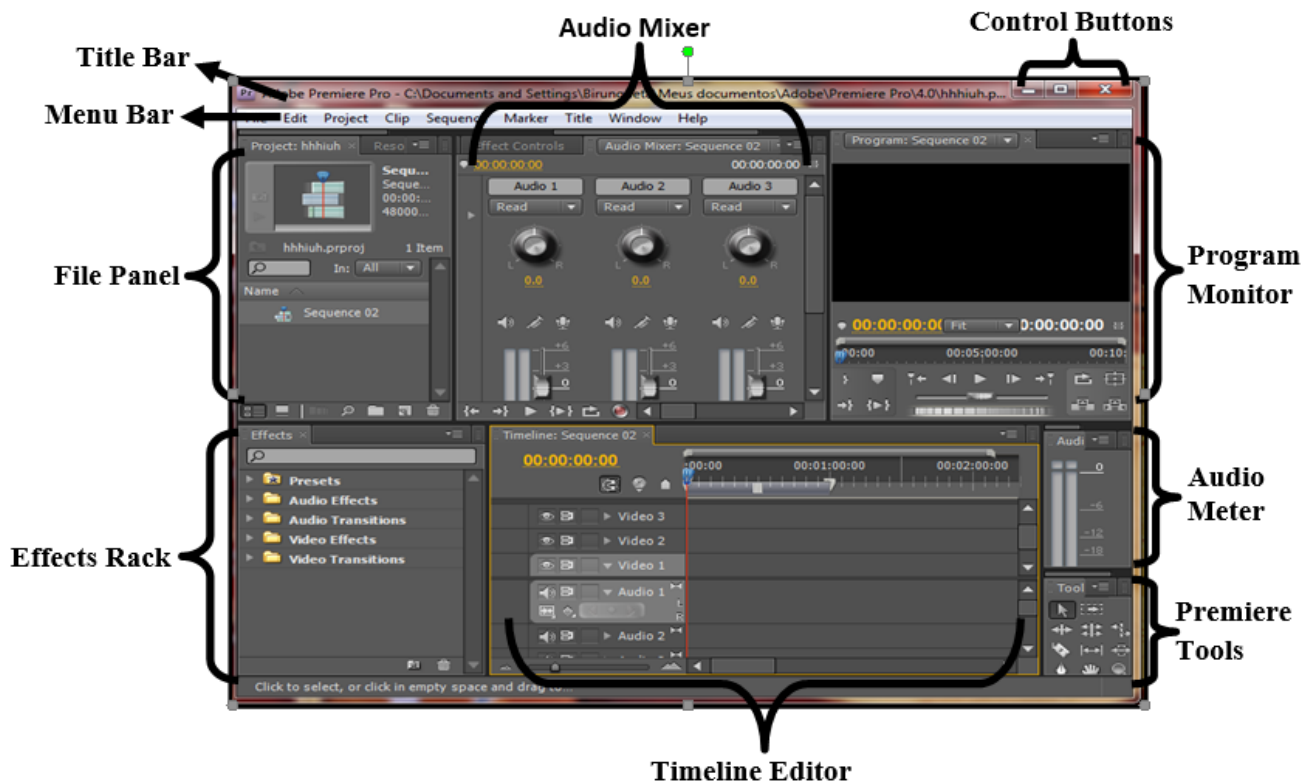
3 – Video Preview – This is where your video appears and you can watch what you have edited by pressing Play or hitting spacebar.

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.

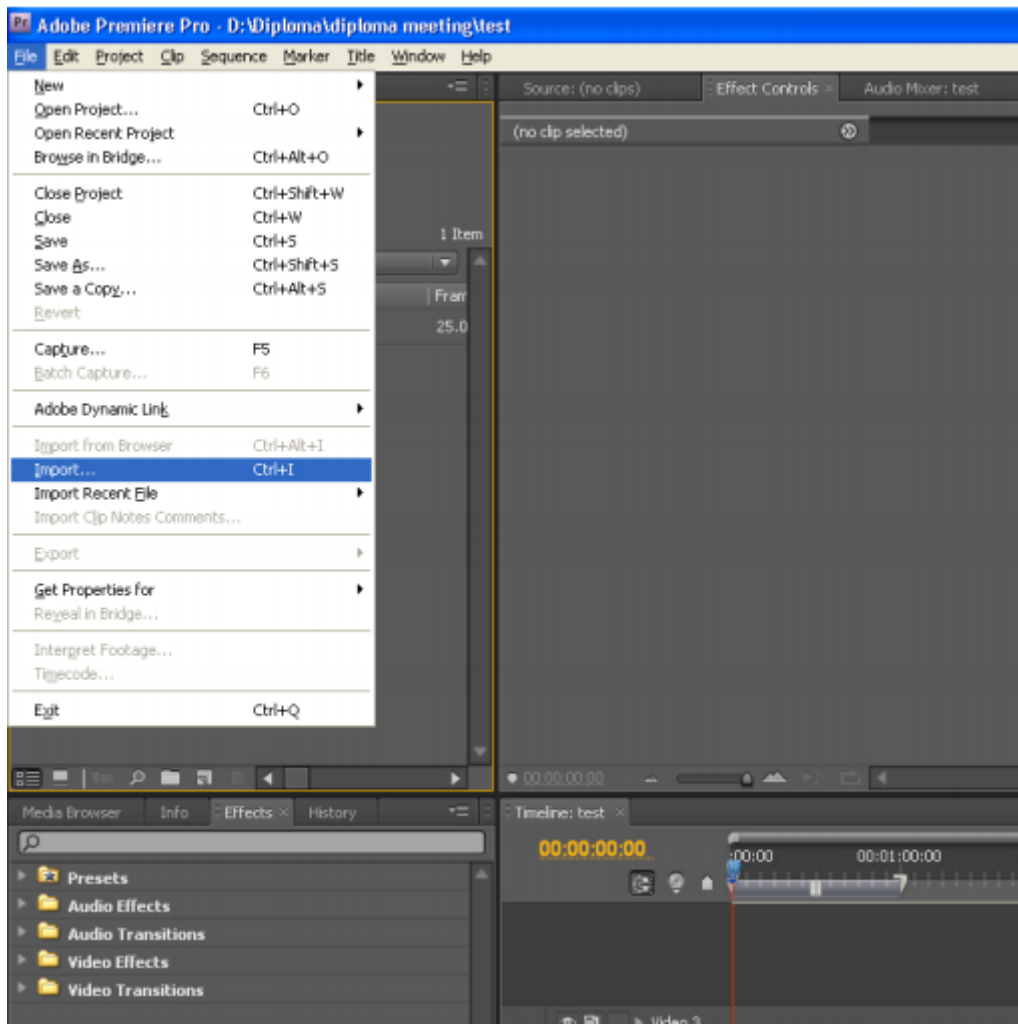


SCREEN ELEMENTS OF ADOBE PREMIERE PRO

- **Title Bar** - It displays the name of the application.
- **Menu Bar** - It shows the menu tab application window.
- **Control Buttons** - It allows you to minimize, maximize and close the program.
- **File Panel** - Holds all the Collection such as clip and sequence you import and create in your timeline editor.
- **Effects Rack** - It stores combination of effects like audio & video effects or Audio & Video transition.
- **Timeline Editor** - It provides a more detailed view of your project and allows you to make fine edit in your clips. The timeline editor is divided into two tracks the Video track and Audio track.
- **Premiere Tools or Toolbox** - Contains common tools used for editing clips in the timeline.
- **Audio Meter** - It shows the rhythmical pattern of beats per measure in audio.
- **Program Monitor** - It display the total output of your project timeline and clips.
- **Audio Mixer** - It allows you to manipulate the audio settings and properties such as echo and volume for the selected clip.

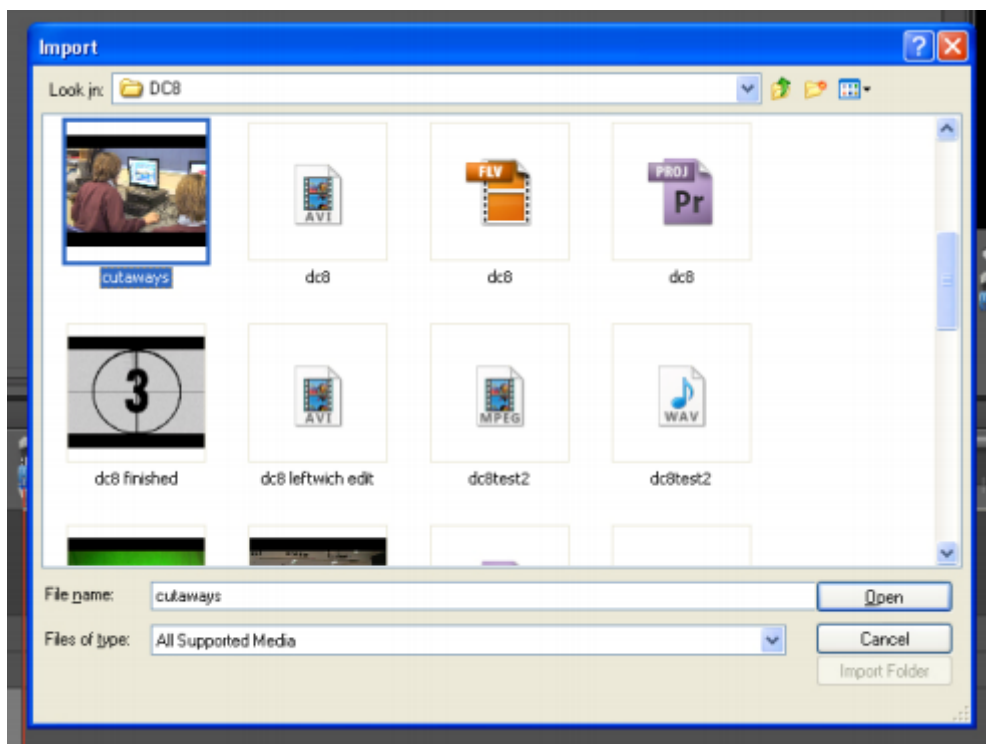
Importing Footage.

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".



The Program Monitor

Try to imagine editing video without being able to look at it. Would it be possible? Perhaps yes perhaps no. But thankfully, Premiere Pro makes sure you can always see exactly what your movie looks like as you work on it. The Program Monitor is where you view your work. It has controls for playing video and audio clips and for performing other editing tasks.

In the Monitor, you can

- Play through clips you plan to add to a movie project. As you play each clip, you decide which portions to add to the movie by setting *In points* and *Out points*. When you set In and Out points, only the portions of the clip between those two points will be added to your movie program.
- Play through the edits you have already made in your project.

The Monitor has two modes:

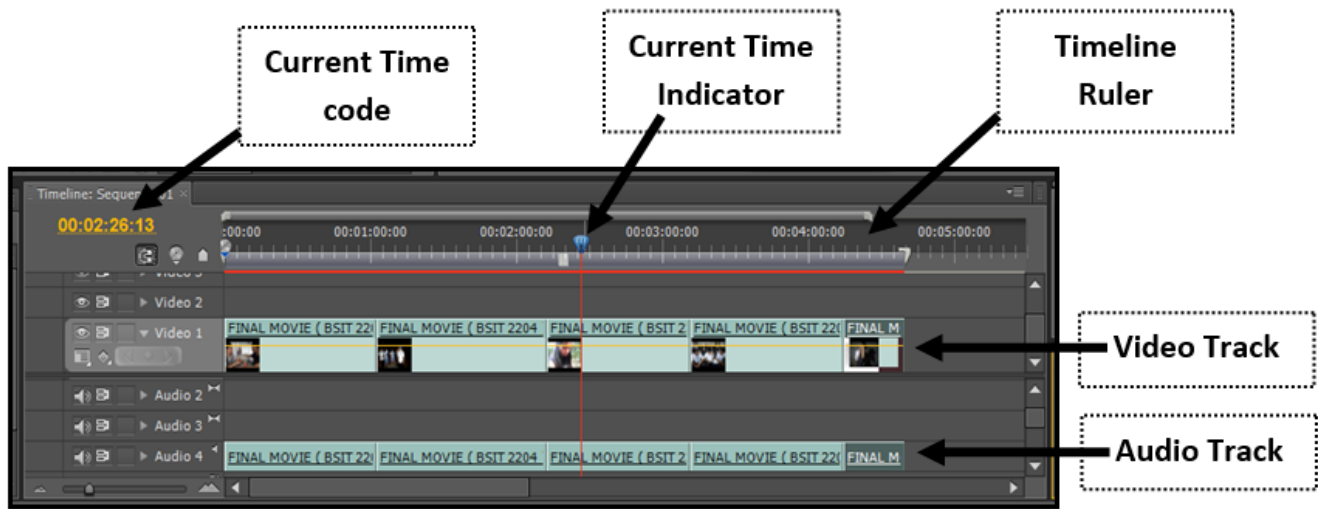
- **Clip mode (Source Monitor):** In Clip mode, the Monitor window lets you preview clips before placing them in your project. If you double-click a clip in the File Panel, it automatically opens in the Monitor in Clip mode (Source Monitor).

Timeline mode (Program Monitor): In this mode, the Monitor shows you the contents of the Timeline, which is where you assemble your movies. It has controls for playing your whole video and audio clips, while you are performing other editing tasks



The Timeline

The Timeline could be considered the heart and soul of Adobe Premiere Pro. As with virtually every other video editing program, the Timeline in Premiere Pro is the tool that enables you to craft your movie by putting its pieces in the desired order. You assemble clips, add effects, composite multiple clips on top of each other, and add sound with your movie. Timeline shows audio tracks on the bottom and video tracks on top. You can have up to 99 video tracks and 99 audio tracks in the Premiere Pro Timeline.



Before the editing starts one of the most important things in terms of editing is the editing tools. The Adobe Premiere pro has unique tools that help you to trim, cut and manipulate your movie clips in your Timeline.

ADOBE PREMIERE TOOLS (TOOLBOX)

The toolbox contains common tools used for editing clips in the timeline. Click in any of the tool buttons or use the keyboard shortcut keys to select each tool. The default tool is the selection tool. The tools are described below with more information.

PREMIERE PRO / TOOLS

<u>Selection</u>		<u>selects an item to be edited</u>
<u>Track Select Forward</u>		<u>selects all media from click-point forward</u>
<u>Track Select Backward</u>		<u>selects all media from click-point backward</u>
<u>Ripple Edit</u>		<u>edit one clip and surrounding clips 'ripple' to fit around the edit</u>
<u>Rolling Edit</u>		<u>moves the transition point of 2 clips without moving anything else in</u>
<u>Rate Stretch</u>		<u>stretches or squishes the speed of a clip</u>
<u>Razor</u>		<u>simple cuts of any clip with no affect on surrounding clips</u>
<u>Slip</u>		<u>moves the 'middle' of a clip to have different in & out points within the same duration; does not adjust surrounding clips</u>
<u>Slide</u>		<u>moves the 'middle' of a clip to have same in & out points within the same duration; adjusting the surrounding clips to accommodate</u>
<u>Pen</u>		<u>detailed key-framing etc.</u>
<u>Hand</u>		<u>scrubbing through sequence etc.</u>
<u>Zoom</u>		<u>adjusts view of timeline or media near & far</u>

- **Selection Tool** – This is the default tool it is use to select the clip in the timeline.
- **Track Select Tool** - Select all clips on the track from a given point or select multiple tracks.
- **Ripple Edit Tool** - Adjust an edit point and move other clips in the timeline to compensate.
- **Rolling Edit Tool** - Adjust an edit point between two clips w/o affecting the rest of the timeline.
- **Rate Stretch Tool** - Change the duration of the clip while simultaneously changing the speed to compensate.
- **Razor Tool** - Cut a clip into two clips
- **Slip Tool** – Move a clip's in and out points by the same amount simultaneously.
- **Slide Tool** - Move the clip back and forth in the timeline.

- **Pen Tool** - Create control anchor points.
- **Hand Tool** - Drag the timeline view left and write.
- **Zoom Tool** - Click the timeline to magnify the view.

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A banner for Bestlink College of the Philippines (BCP) featuring a blue-tinted image of a modern building. The text is overlaid on the image. At the top right, it says "visit www.bcp.edu.ph". The main headline in large red letters reads "Enrollment registration is now Ongoing". Below this, in white text on a blue background, it says "For 2nd Semester SY 2021 - 2022". Underneath that, in white text on a dark blue background, it says "We are accepting new students, returnees and transferees." On the right side, there is a quote: "Be trained to be the best, Be linked to success" next to the BCP logo. At the bottom left, there is an email icon and the address "bcp-inquire@bcp.edu.ph". At the bottom right, there is a phone icon and the numbers "(8)442-8601 | (8)518-8050".

visit www.bcp.edu.ph

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