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EDPS 6560

Multimedia Learning  
Editing a Video Sequence Using  
Adobe Premiere Pro

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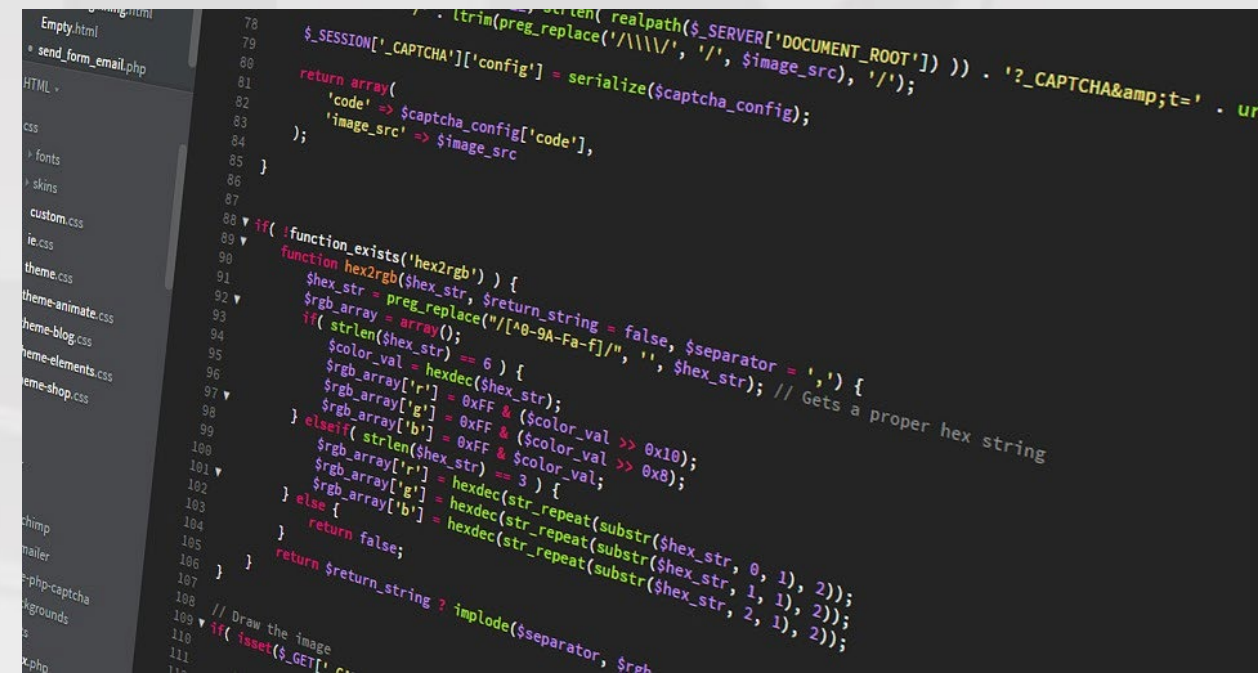
Spring 2018  
February 27th



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# Class Objectives

- By the end of this class you should be able to:
- Identify elements of the Premiere user interface and demonstrate knowledge of their function
- Organize and manage video clips in a sequence
- Manage superimposed text and shapes in a video sequence
- Trim clips
- Review of CSS properties pertaining to typography and external resources





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# Class Schedule

5:00-6:30 PM

- Review of CSS properties pertaining to typography

6:30-6:40 PM

- Break

6:40-8:00 PM

- Editing a Video Sequence



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# Review of CSS Properties

**Resources to help you getting started (CDN references to CSS sheets available in Canvas Course section)**

- Typography
  - [Google Fonts](#)
- Color
  - [Adobe Color CC](#)



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# Review of CSS Styling Properties for Text

## Font Family

- Property that specifies the font for an element.

Ex: font-family: Arial, "Helvetica Neue", Helvetica, sans-serif;

- The font-family property can hold several font names as a "fallback" system. If the browser does not support the first font, it tries the next font. These are separated by commas.
- There are two types of font family names:
  - family-name - The name of a font-family, like "times", "courier", "arial", etc.
  - generic-family - The name of a generic-family, like "serif", "sans-serif", "cursive", "fantasy", "monospace".
- For a complete list of Web friendly fonts, see <https://www.cssfontstack.com/>
- Start with the font you want, and always end with a generic family, to let the browser pick a similar font in the generic family, if no other fonts are available.



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# Review of CSS Styling Properties for Text

## Font Size

- Property that specifies the size of the font.

Ex: font-size: 24px;

The font-size property accepts several types of values such as:

- names (xx-small, x-small, small, medium, large, x-large, xx-large),
- relative names (smaller, larger – relative to the parent),
- units of length (in px, cm, etc.),
- percentage (50% of the default size or size inherited from parent),
- default value as specified by the web browser (initial),
- value inherited by the parent element (inherit)





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# Review of CSS Styling Properties for Text

## Font Style

- Property that specifies the style of the font.

Ex: font-style: normal;

The font-style property accepts several types of values such as:

- normal (normal font style – default value)
- italic (displays an italic font style)
- oblique (displays an oblique font style)
- initial (set it to the default value for the element)
- inherit (inherited from the parent element)



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# Review of CSS Styling Properties for Text

## Font Variant

- Property that specifies whether or not the text should be displayed in a small-caps font.

Ex: font-variant: normal;

The font-variant property accepts several types of values such as:

- normal (default display – normal font)
- small-caps (displays a small-caps font, which stands for small-capital letters)
- initial (default value for the element)





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# Review of CSS Styling Properties for Text

## Font Weight

- Property that specifies how thick or thin characters in text should be displayed.

Ex: font-weight: normal;

The font-weight property accepts several types of values such as:

- normal (default display – normal font)
- bold (thick characters)
- bolder (thicker characters)
- lighter (defines lighter characters)
- Numerical values for the thickness of characters (i.e., 400 is same as default, and 700 is bold, ranging from 100 to 900 in increments of 100)
- initial (default value)
- inherit (inherited from parent element)



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# Review of CSS Styling Properties for Text

## Line Height

- Property that specifies the line height (amount of white space between lines).

Ex: line-height: normal;

The font-weight property accepts several types of values such as:

- normal (default display – normal line height)
- Number (number that will be multiplied with current font-size to set line height – e.g. 1.6 or 2)
- Length (fixed line height in px, pt, cm, and so on, e.g., 10px)
- Percentage (A line height in percent of the current font size, e.g. 150%)
- initial (default value)
- inherit (inherited from parent element)



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# Review of CSS Styling Properties for Text

## Text Align

- Property that specifies the horizontal alignment of text in an element.

Ex: text-align: left;

The text-align property accepts several types of values such as:

- left (aligns the text to the left)
- right (aligns the text to the right)
- center (align the text to the center)
- Justify (stretches the lines so that each line has equal width)
- initial (default value)
- inherit (inherited from parent element)
- See also [text-justify](#)



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# Review of CSS Styling Properties for Text

## Color

- Property that specifies the color of text.

Ex: color: black;

The color property accepts several types of values such as:

- Names (for an exhaustive list, see [here](#))
  - E.g., white
- RGBA values (see [here](#) for an example)
  - E.g., *rgba(red, green, blue, alpha [0-1])* or *rgba(255, 37, 128, 0.9)*
- HEX values (see [here](#) for an example)
  - E.g., *#RRGGBB* or *#C61C39*
- See also [background-color](#) and [opacity](#)



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# Review of CSS Styling Properties for Text

## BS 4 Typography

- The BS 4 framework has [default styling properties](#) associated to their CSS library
- You can rely on these class attribute values to customize or simply override using your own CS sheet:
  - Styling for elements: class="h1" from levels of 1 to 6
  - Mute text (faded effect): class="text-muted"
  - Display headings (large text): class="display-1" from levels 1 to 4
  - Emphasize text: class="lead"
- You can also create [blockquotes](#) and [name sources](#)
- There are also [responsive utilities](#) available that allow you to customize text properties based on the breakpoints in your CSS grid



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# Review of CSS Styling Properties for Text

## BS 4 Typography

- To align text horizontally within a column, rely on either
  - `class="text-justify"`
  - `class="text-left"`
  - `class="text-center"`
  - `class="text-right"`
- The notation also supports the insertion of breakpoints to ensure responsive options, e.g., `"text-md-right"`
- There are a few text transformation options, incl.
  - `class="text-lowercase"` (-uppercase, -capitalize)
  - `class="font-weight-bold"` (-normal, -light, font-italic)





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# Review of CSS Styling Properties for Text

## BS 4 Typography

- To assign color to text, the BS 4 framework has a few options for the foreground color
  - class="text-primary" (-secondary, -success, -danger, -warning, -info, -light bg-dark, -dark, -muted, -white bg-dark)
- And background-color
  - class="bg-primary text-white" (bg-secondary, bg-success, bg-danger, bg-warning, bg-info, bg-light, bg-dark, bg-white)
  - Alternate with text-white or text-dark as necessary



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Break (10 min.)



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## What will we be learning today?

By the end of today, you should be able to:

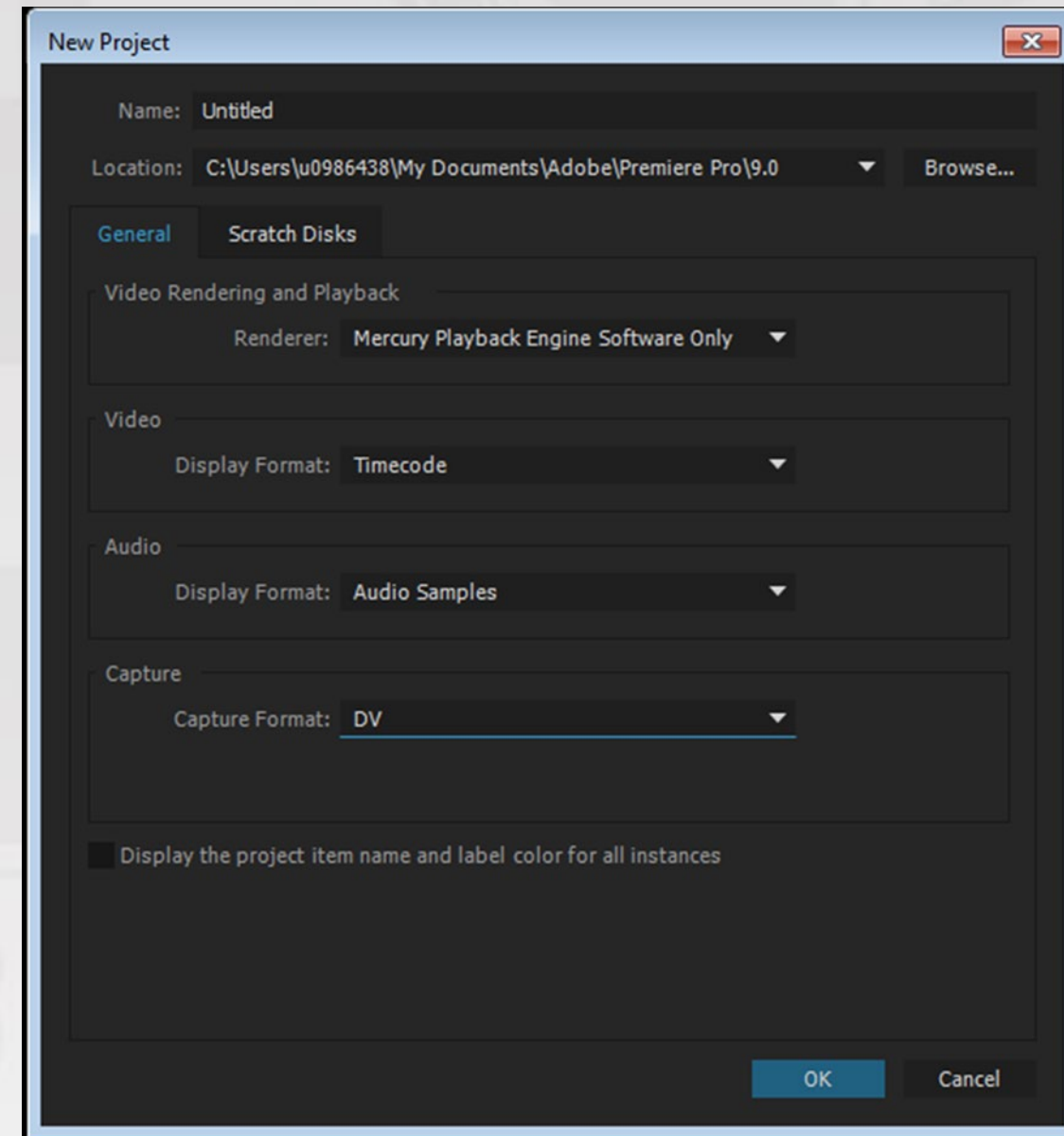
1. Demonstrate knowledge of how to organize and plan a video sequence
2. Identify elements of the Adobe Premiere Pro interface
3. Identify the functions of the Adobe Premiere Pro interface elements
4. Organize and manage video clips in a sequence
5. Trim clips



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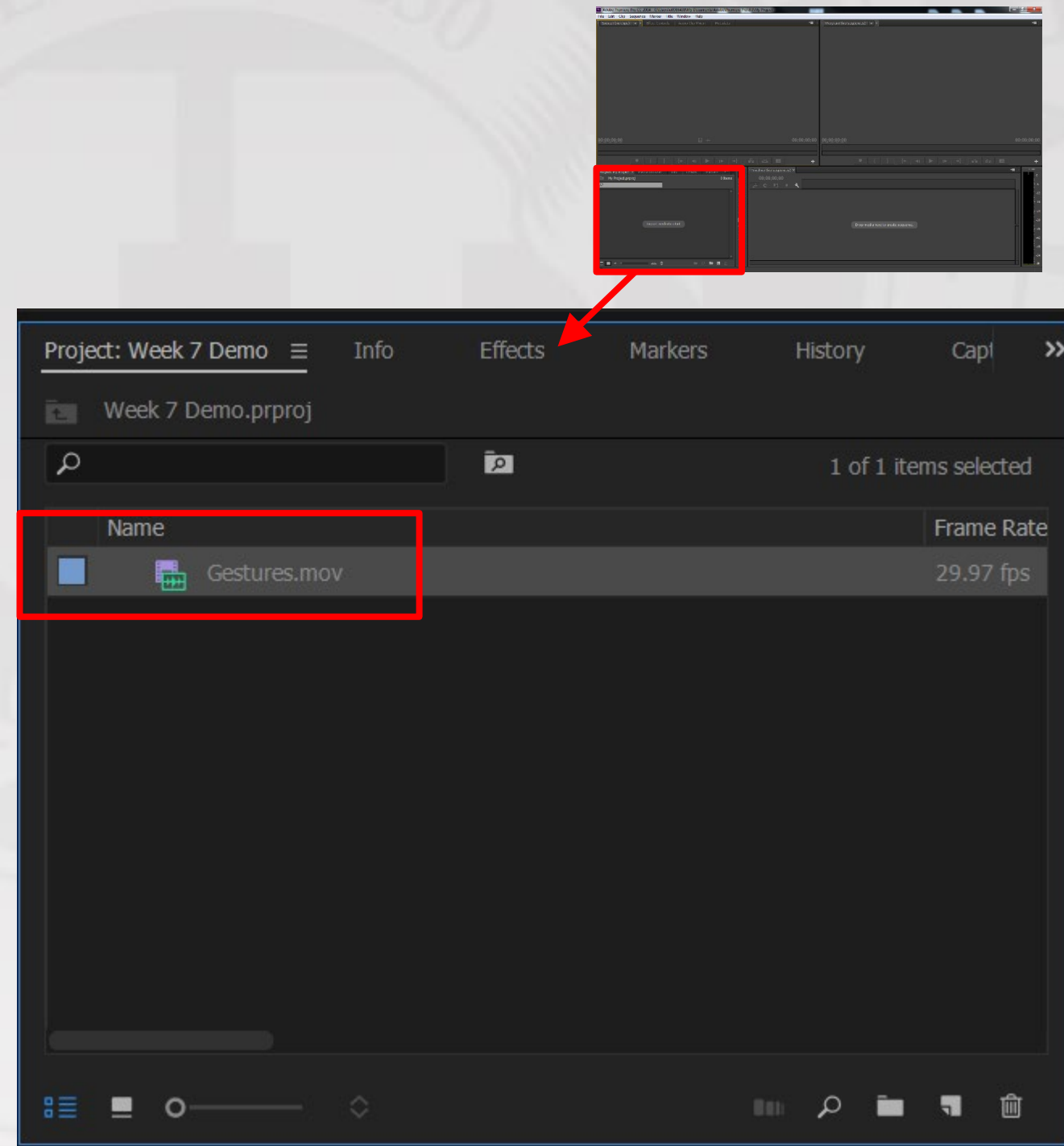
## Using Adobe Premiere Pro in Class...

- To open the demo files for this class, follow these steps:
  - Open Adobe Premiere Pro CC
  - Choose File > New.
  - In the project settings, make sure that the renderer (under Video Rendering and Playback) is set to ***Mercury Playback Engine Software Only***.
  - You can also verify this option by going to File > Project Settings > General.



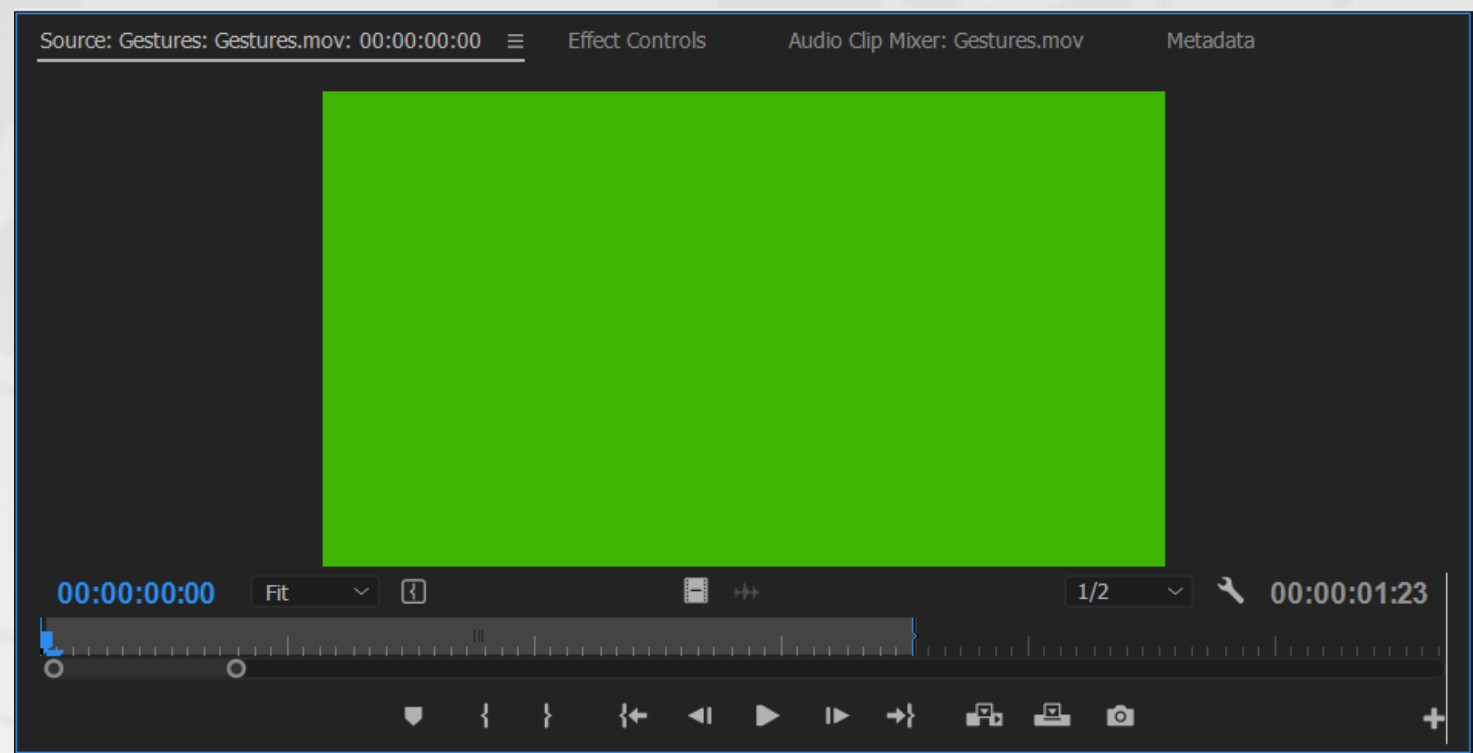
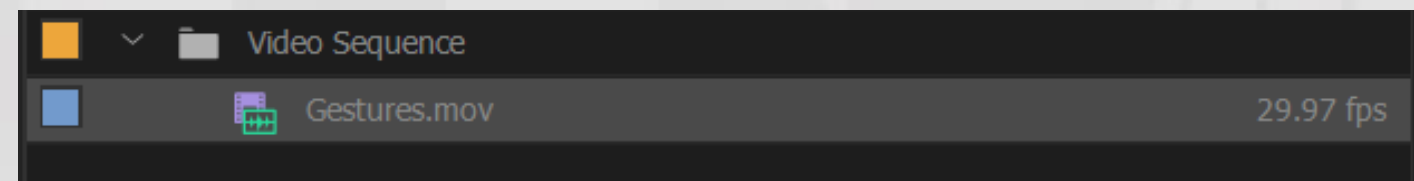
## Importing media assets

- The project panel allows you to drag and drop media assets to your new Premiere project.
- Download all the media assets available from Canvas:
  - Gestures.mp4
- Alternatively, you can choose File > Import. Then, browse to the location of the media file to save a copy in the assets folder that Adobe Premiere created for you.
- Drop the Gestures video on the timeline to get started.



## Edit the timeline

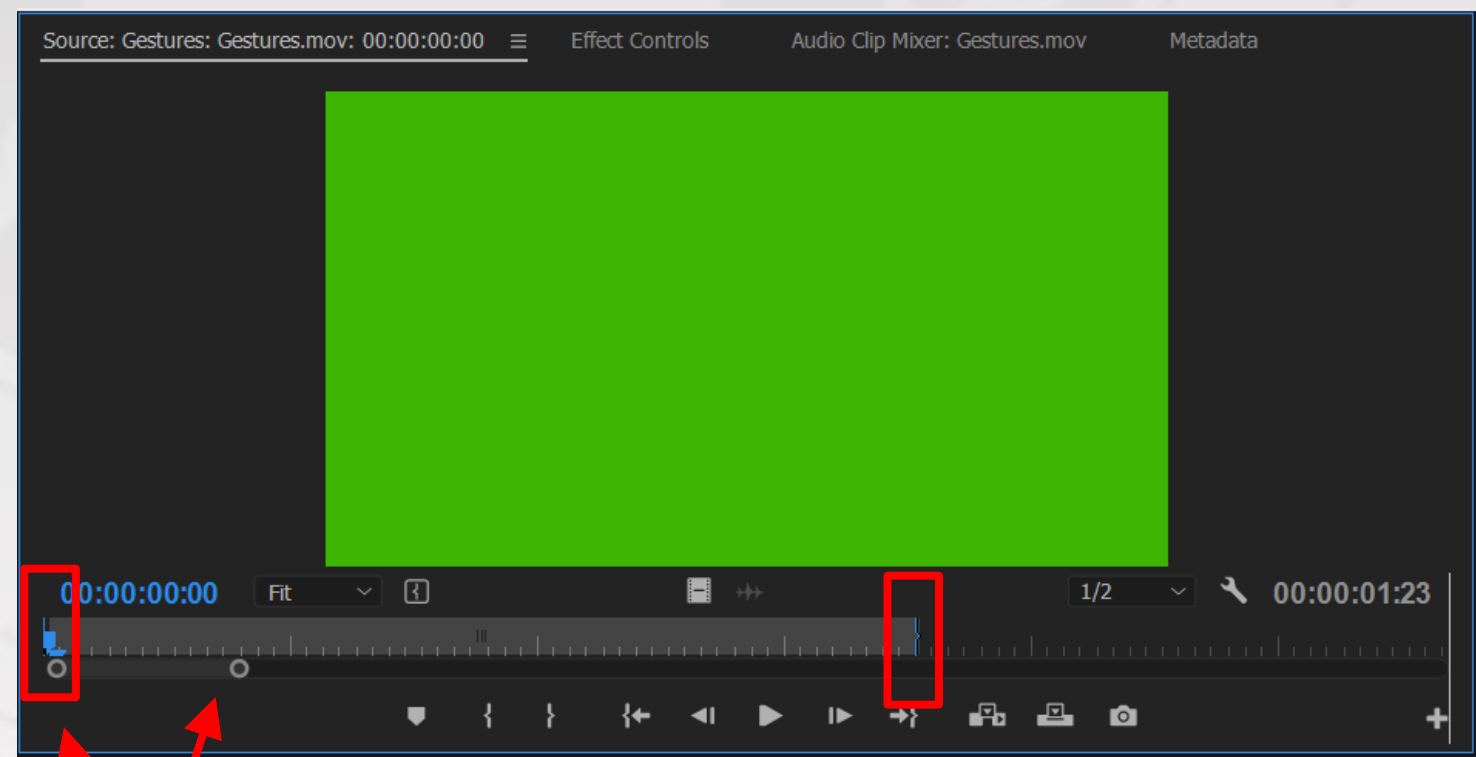
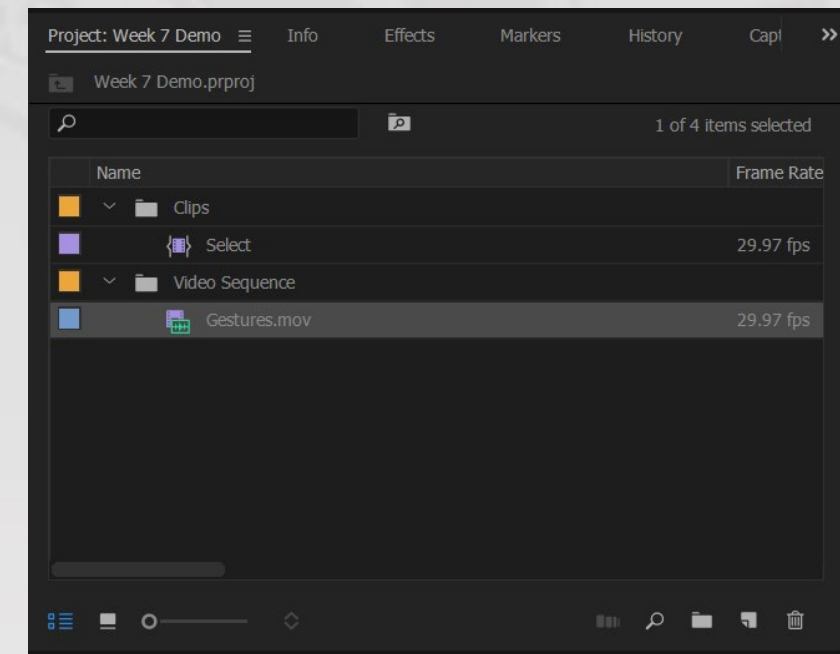
- Create a folder called “Video Sequence”. Drag the Gestures movie file in the folder.
- Now, we will use the Source monitor to adjust the Mark In and Out points to create a clip. Double click the file to open it in the Source monitor.





## Making Subclips

- In the Source monitor, move the playhead at a specific point in the timeline to indicate the start (Mark In) and end (Mark Out) of your clip.
- Once the playhead is in the desired location, use the Mark In and Out controls to specify their location. Rely on the zoom bar handles (circles) for more precise trims of the video sequence.
- Select Clip > Make a SubClip. In the projects panel, create a new folder called “Clips”. Store the subclip in the folder, call it “Select” and drag it to the timeline.
- Practice by creating a “Swipe” sub clip.



Mark In

Mark Out

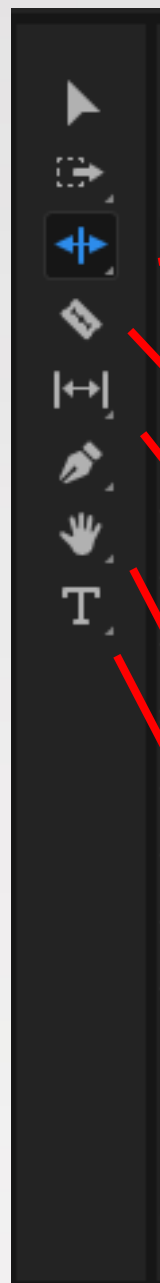
Zoom (Drag and  
position handles)



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## Trim media assets in the timeline

- Adobe Premiere allows for a variety of tools used to edit the Mark In and Out points of video clips in the timeline. Left click to view the dropdown menu and select the relevant tool.



Forward or Backward select assets in the timeline

Ripple edit tool does quick trims to a video and automatically adjusts the location of other assets in the timeline (does not impact next video in the timeline, adjust the subsequent clips)

Rolling edit tool does quick trims to a video and shortens the next video in the timeline to compensate extending the length (does impact its neighbor in the timeline, does not affect subsequent clips)

Rate stretch to increase/decrease the speed of a video

Razor tool to cut a video in two segments

*Slip edit allows to move selected video underneath neighbor videos in the timeline (has no impact on previous and next video)*

*Slide edit allows to move selected video over and above neighbor videos (impacts previous and next video)*

Move the timeline to the left or right

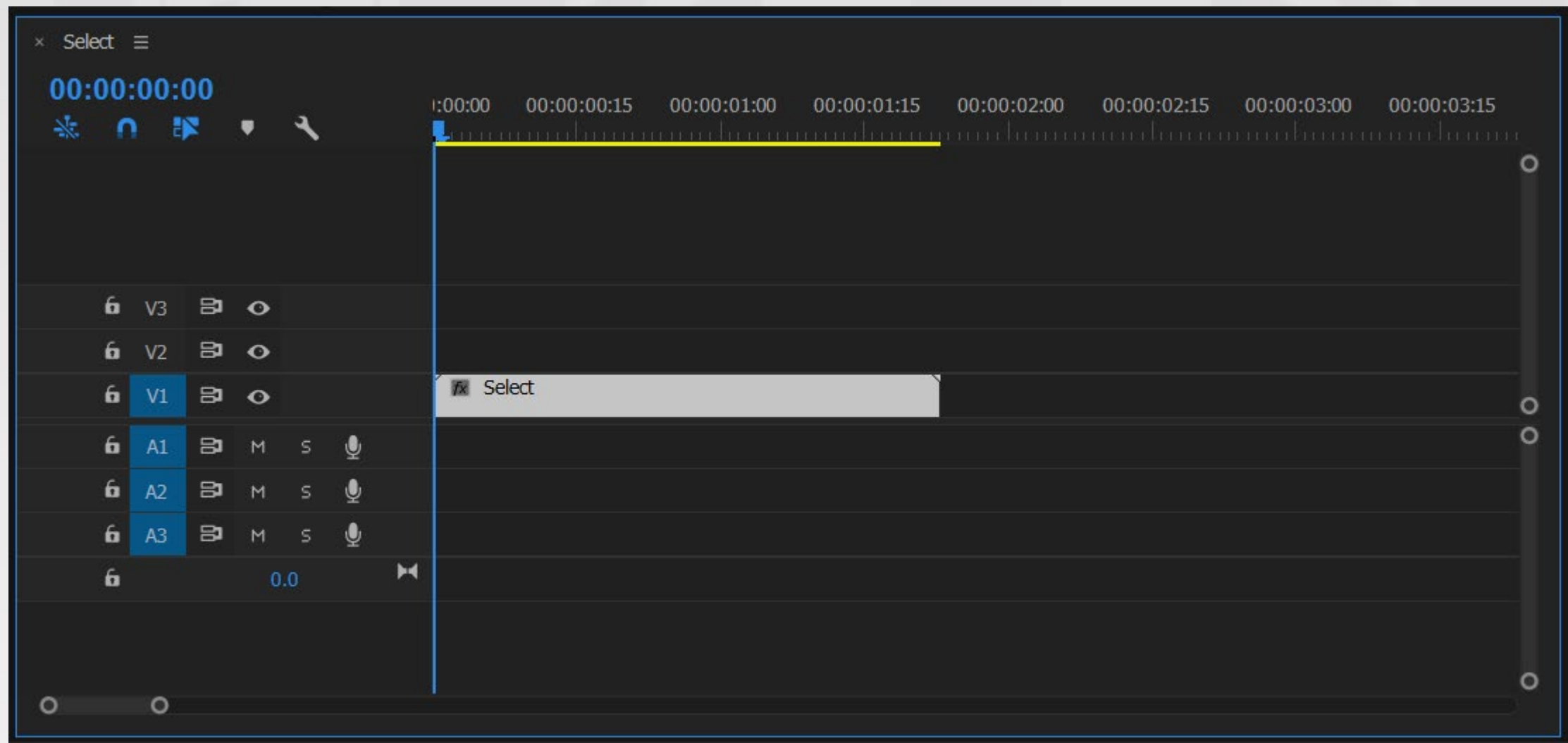
Add text or shapes



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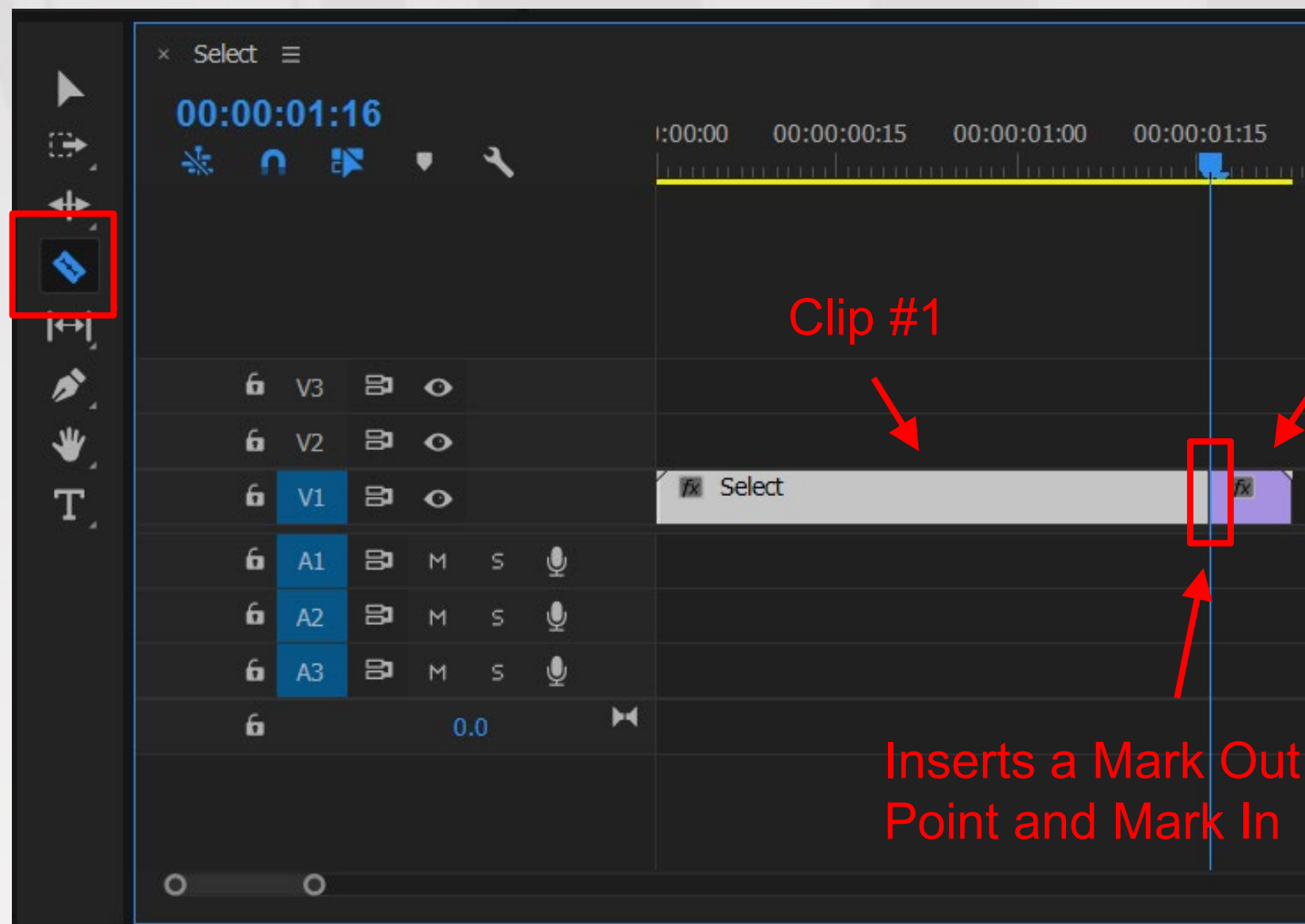
## Creating a Video Sequence Using a Clip

- To begin editing a sequence, drag and drop the “Select” clip in the timeline.



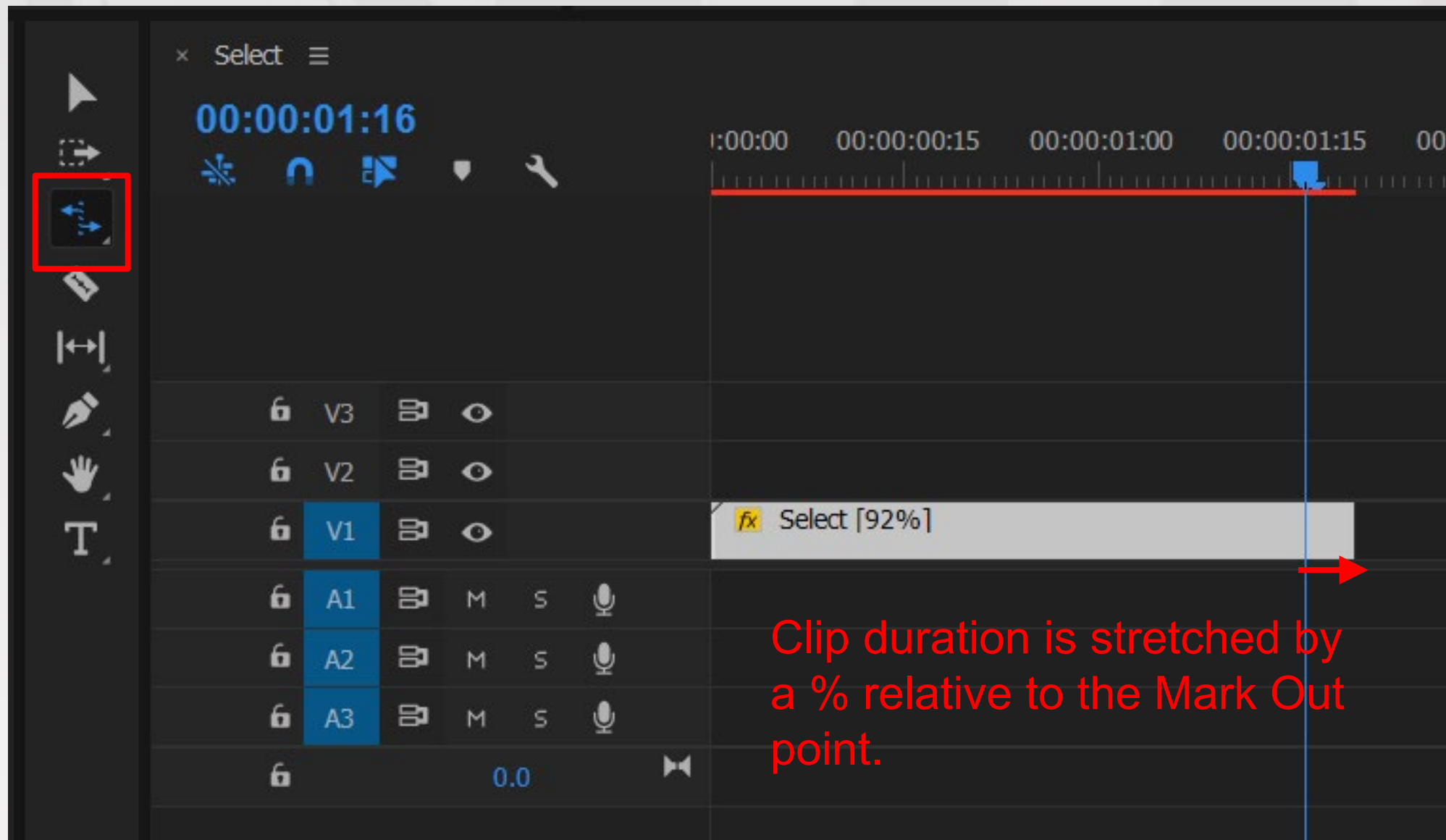
## Using the Razor Tool

- Select the Razor tool. Hover the mouse cursor over the clip and left click to separate it into two clips. This inserts a Mark In and Out point at the intersection of the selection.



## Using the Rate Stretch Tool

- Select the Rate Stretch tool. Hover the mouse cursor over the end of the clip. Select and drag (the cursor will change) to the desired end point. This changes the duration of each frame by a certain percentage, either playing the video faster or slower.



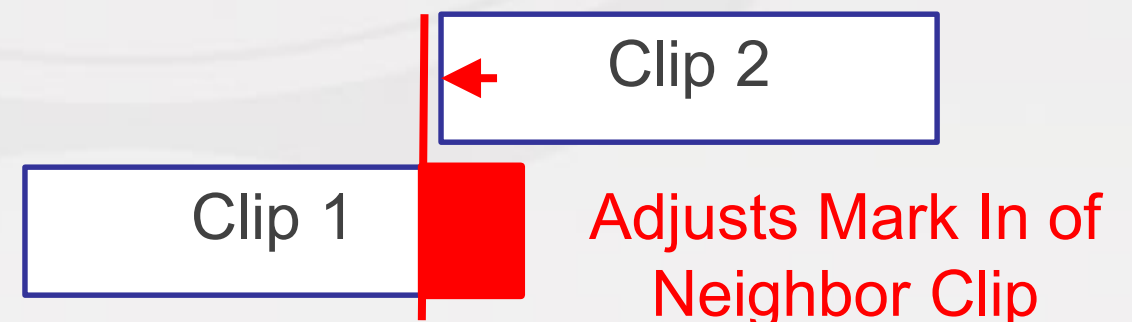
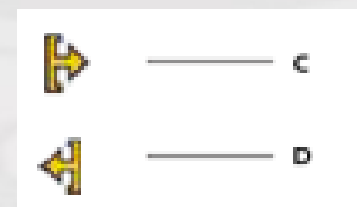
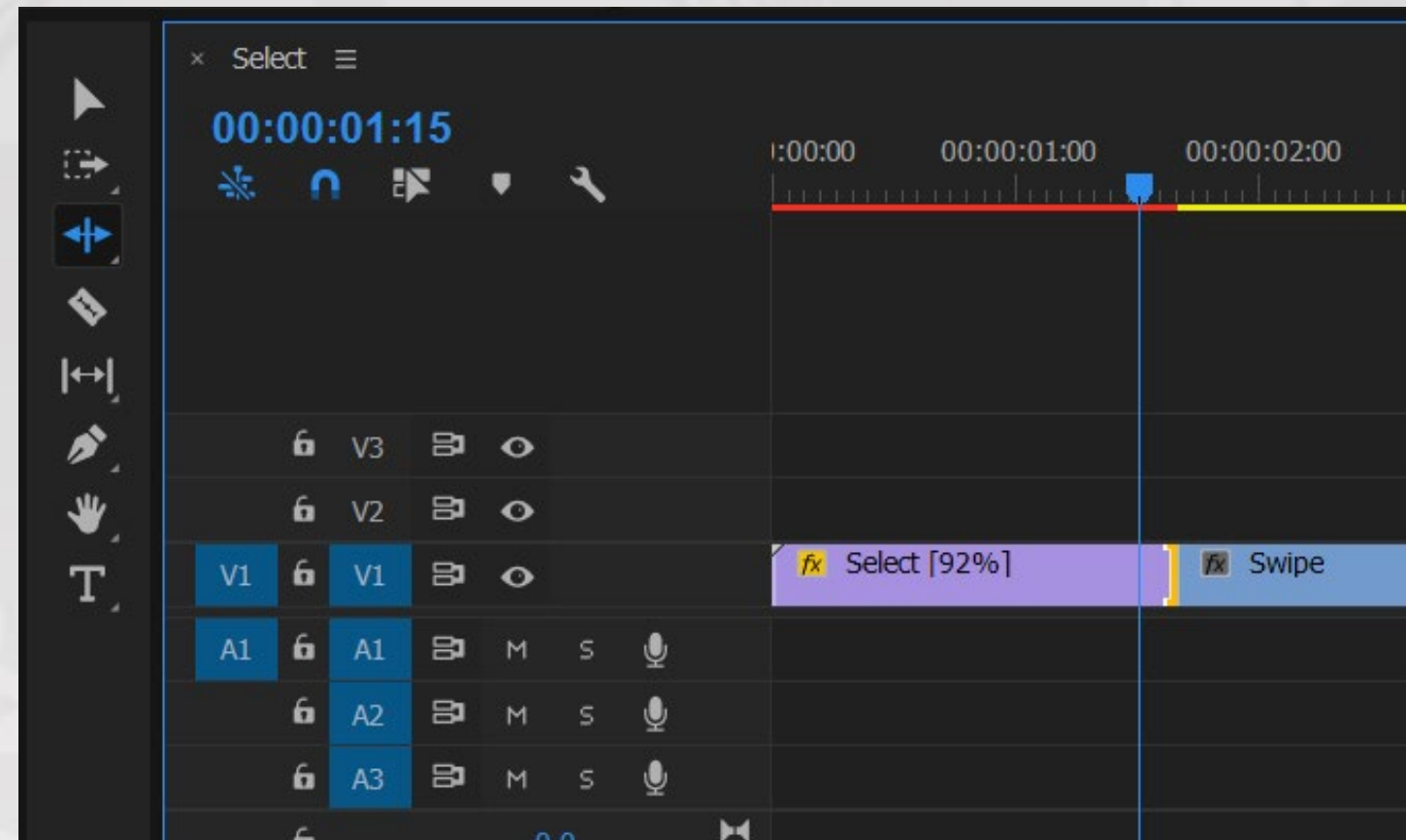




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### Using the Ripple Edit Option

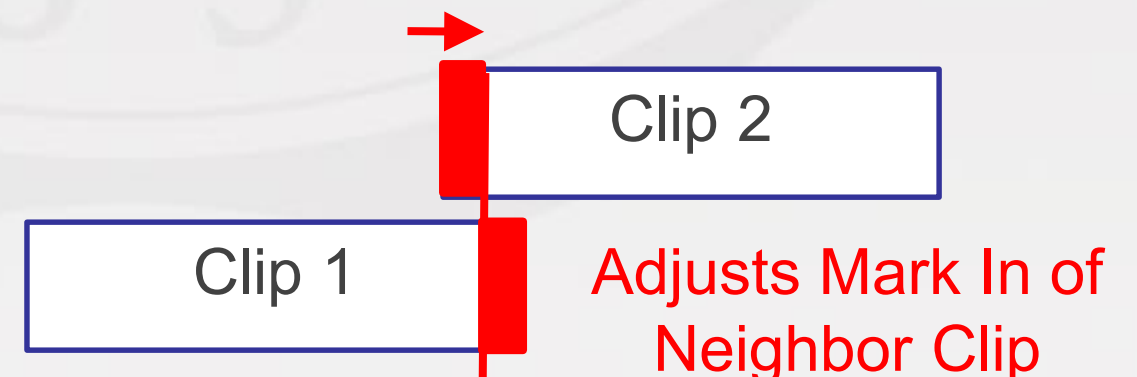
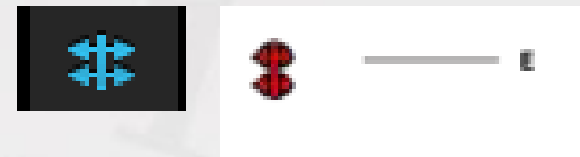
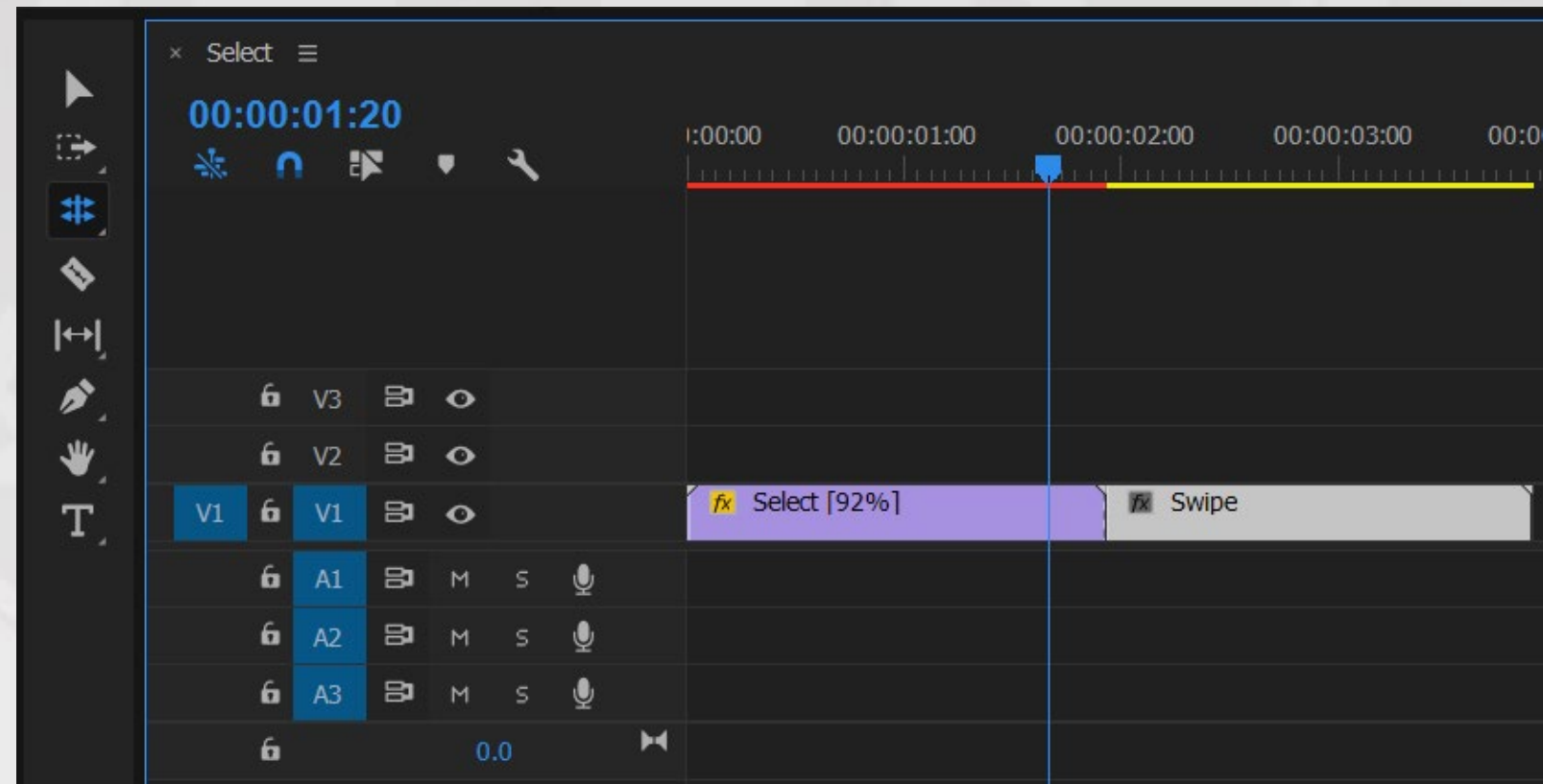
- Move the “Swipe” clip to the timeline. Select “Linked Selection”. Delete the associated audio file.
- Select the Ripple Edit tool.
- Hover the mouse cursor over the MarkIn point of the Swipe clip. Then, drag it to the left.
- The MarkOut point of the “Click” clip is adjusted given the edit of its neighbor. In the Program monitor, you can preview the results by looking at the last and first frame of each clip displayed next to each other.
- If you move the MarkIn point to the right, the duration of the sequence will be shortened.
- This is a convenient tool to avoid repetitive edits to separate clips while adjusting for its duration.





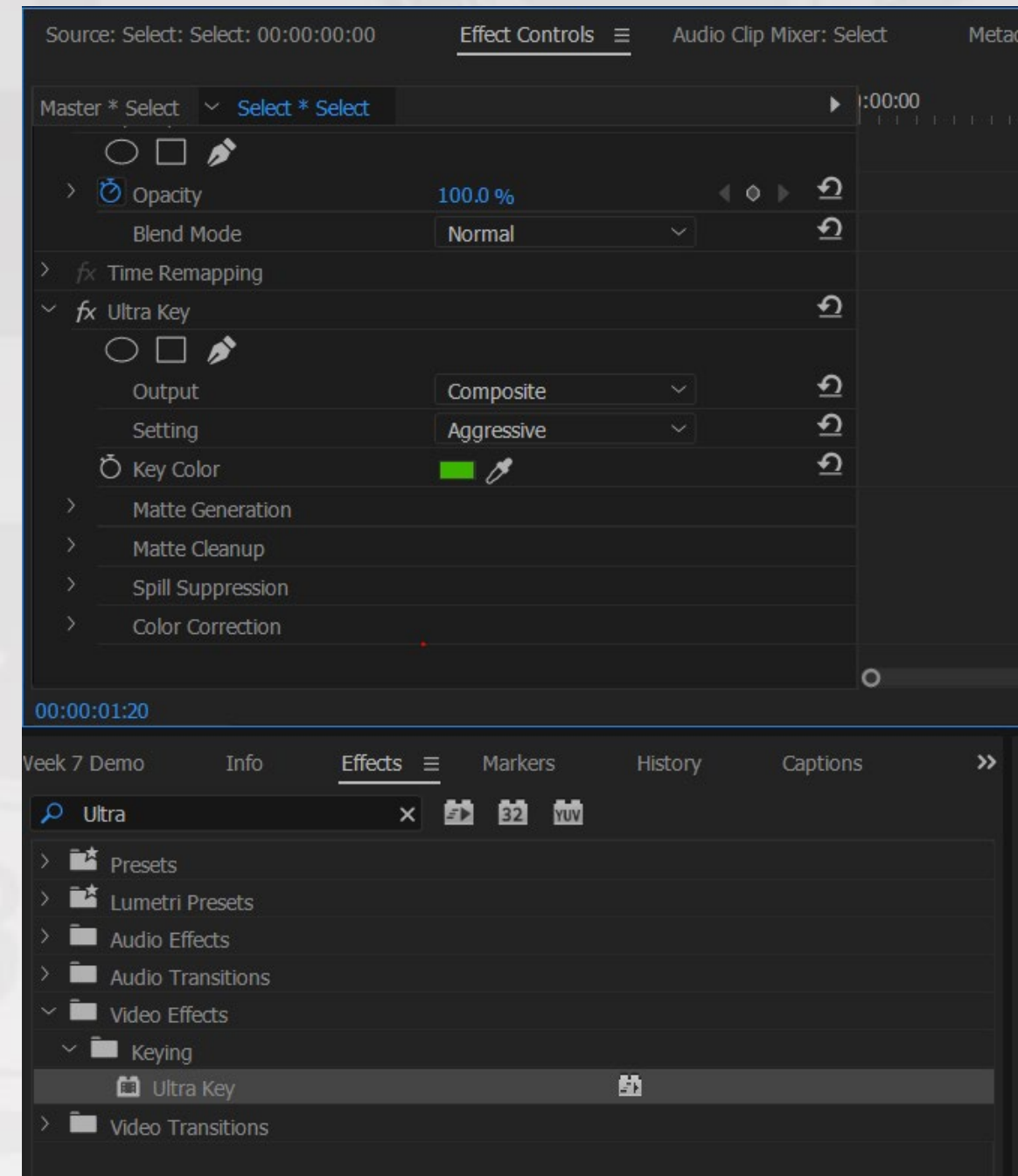
## Using the Rolling Edit Option

- Undo edits using the History panel. Select the Rolling Edit tool. This edit requires at least a MarkIn or Out point at the intersection of two clips.
- Hover the mouse cursor over the MarkOut point of the “Select” clip. Then, drag it to the right.
- The MarkIn point of the “Swipe” clip is moved while maintaining the duration of the sequence as a constant.
- This is a convenient tool to avoid repetitive edits to separate clips while **NOT** adjusting for its duration.



## Using the Ultra Key Effect

- Use the Selection tool to double click the video clip “Select” to edit its properties using the Source monitor.
- Select Effect Controls.
- In the Project window, select Effects.
- Choose Video Effects > Keying.
- Drag and drop the Ultra Key effect onto the source monitor Effect Controls panel.

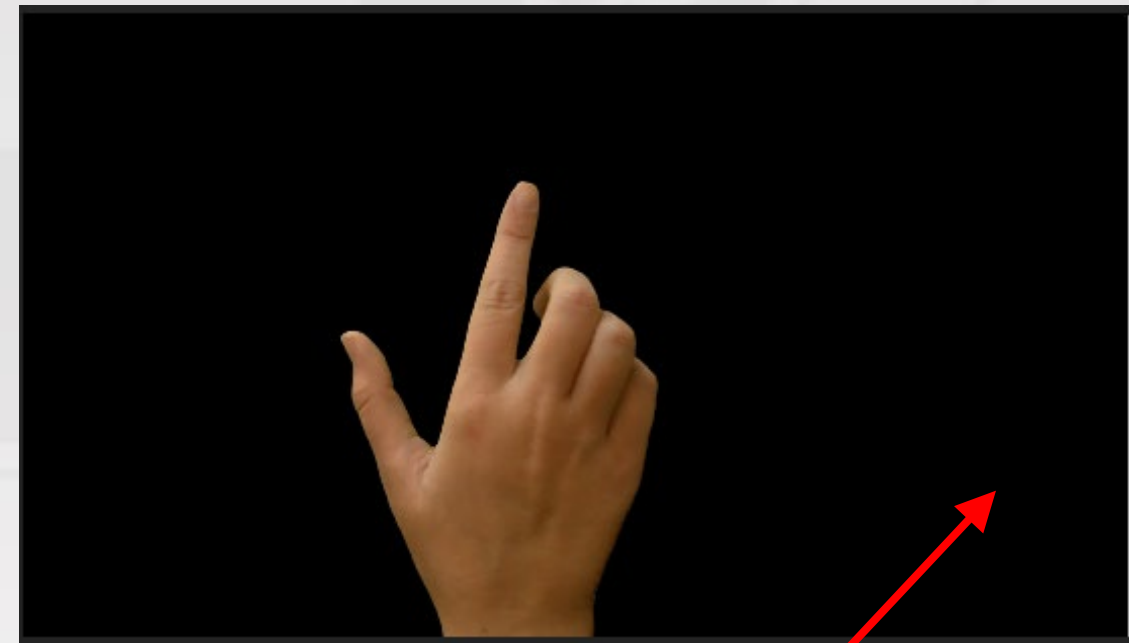
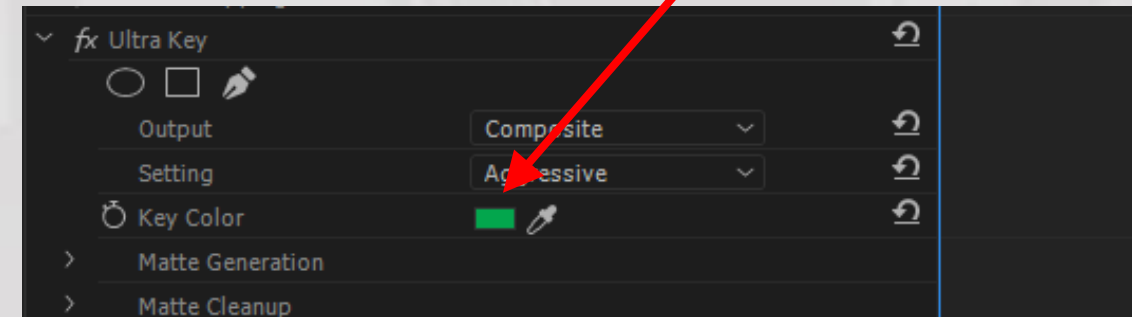




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## Using the Ultra Key Effect

- Select Aggressive in the Settings.
- Select the eyedropper tool and sample a pixel color from the green background.
- *NOTE: Ideally you have even lighting on the green screen with no creases in the background, which may impact the quality of the results.*
- The effect removes the color sampled from the background.
- If necessary:
  - In Matte Generation, increase the Pedestal value to 80. In the Matte Cleanup options, increase the value for Choke and Contrast to 20. This will eliminate some of the texture in the background caused by the creases. Adjust the Luminance to 85 in the color correction menu.
  - You can also add a Crop effect to eliminate the outside area of the video. Adjust the scale of the video to better fit the frame as well as the position.

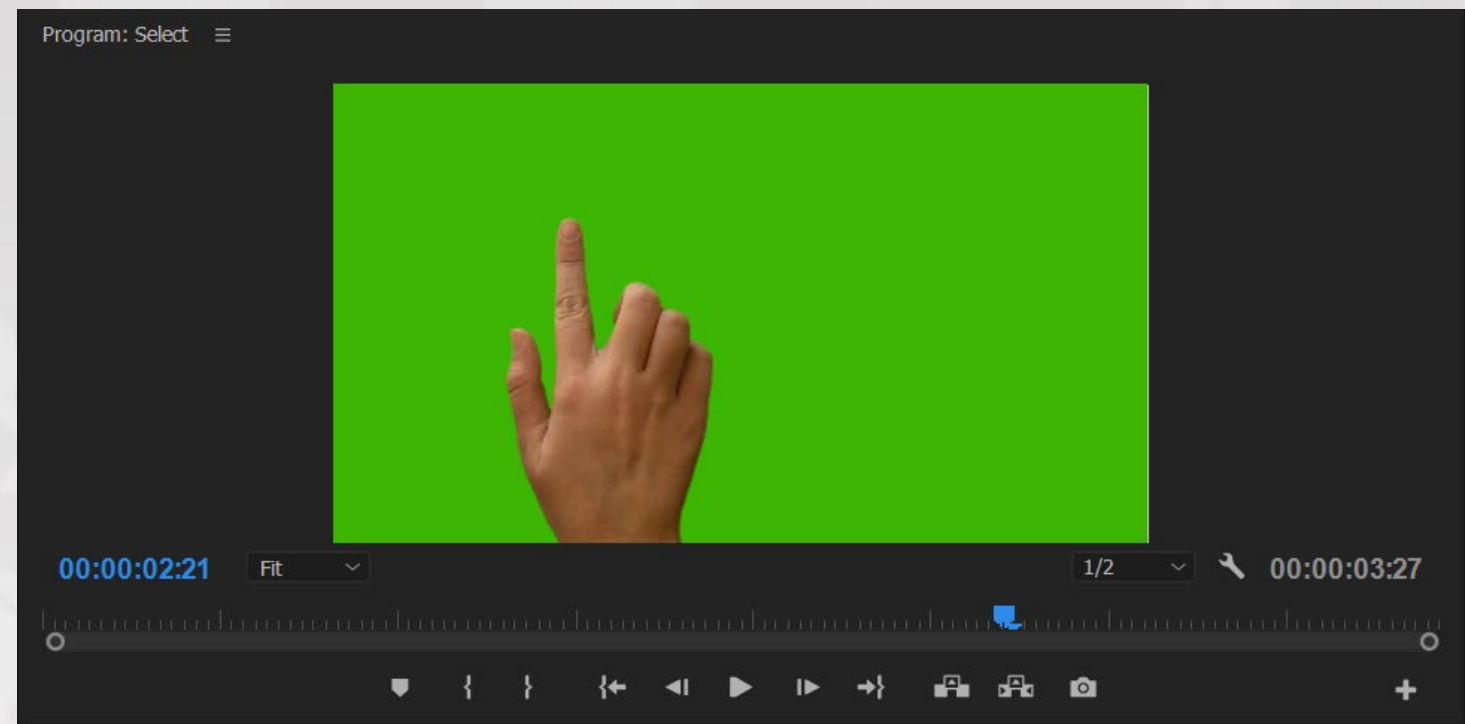




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## Exercise

- Trim and key the video remaining video clip.
- Just let me know if you have any questions while practicing on how to do this.





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## Looking forward to your Premiere assignment...

- A few instructions for the Project #2: Video in Premiere Pro
  - Due date: 15th of March
  - Create and edit a *short* video presentation on a topic of your choice – I recommend a duration of approximately *1-3 minute* (the time limit is set to better manage file size and facilitate grading). Rely on YouTube or Vimeo to host larger files and submit the url link.
  - Although the recording of the video may be completed in collaboration with your classmates, you are expected to edit the video sequence on an individual basis.





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## Looking forward to your Premiere assignment...

- A few ideas for the Project #2: Video in Premiere Pro
  - HCI class prototypes
  - A video that briefly introduces yourself as well as your company/product;
  - Work-related project;
  - Family trip;
  - Sky trip GoPro videos, ...
- You are expected to produce your own video, trim the sequence while adding frames, effects, and transitions, and export the project in a format optimized for publication on YouTube (web-friendly format .mp4). The video should be exported in a H.264 format with YouTube HD preset (choose the appropriate one for the scale of the video, ex: 720 or 1080 p29.97).
- The assignment will be due on Friday at 11h59PM, the 15<sup>th</sup> of March.





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## Looking forward to your Premiere assignment...

- Submit the following files:
  - A sharable url link from your Box account to Canvas that includes the project file and all assets.
  - A url link to the video uploaded to YouTube or your portfolio site (using the share embed HTML code).
- At a minimum, your video should include the following elements:
  - Multiple video tracks (assets such as logos, arrows, text, etc.)
  - An audio track
  - Transitions and Effects



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## How to shoot a video sequence?

- Multimedia equipment is available for checkout from our IT staff, but the recording room has no furniture...
- If you would like to use the green screen, I recommend the following supplementary videos:
  - [Working with green screens in Premiere Pro](#)
  - [Avoiding common mistakes](#)



## How to find a video from the web?

- [Coverr](#) – good for landing pages on websites, short and theme organized
- [Mazwai](#) – credit the author, get videos listed under Attribution License 3.0
- [Beachfront](#) – good for generic production purposes, videos are licensed under Creative Commons Attribution 3.0 Unported License
- [PexelsVideos](#) – Large collection from many sites, license depends on the file, overall one of the best
- [Pond5](#) – No longer free since acquired by Adobe but a few files are listed in the Public Domain. Set filters in the advanced search option to public domain.
- [Videvo](#) – Great collection, license may vary depending on the file.
- [Freestock](#) – credit the website, and download files from a large collection of videos
- [Stock Footage](#) – Depends on the file, the license varies, but good collection overall
- [Pixabay](#) – One of my favorites, really good quality but shorter durations, good for landing pages on websites.
- Share other options on the class digital assets forum in Canvas....