Premiere Pro Editing Tools

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This document is in perpetual beta, please send corrections, comments, and suggestions to the author.

Tools

The following tools are available in Premiere Pro. Each has a single letter short-cut since they are used quite often and the more you edit, the more you'll want to use them to add finesse and speed to your editing.

V: Selection

This is the default tool, used to select clips in the timeline. To select a single clip or transition in the timeline, click right on the clip or transition. To select only the video or audio portion of a clip, hold down the Alt key while clicking the clip. To select multiple clips, hold down the Shift key while clicking each required clip. Shift-click a clip again to remove it from the selection. To select multiple adjacent clips, click and drag a selection rectangle (marquee) around all the required clips. Shift-drag to remove parts of the selection. To select all clips on a track (or multiple tracks), use the track selection tool instead of the selection tool.

If you ever wonder why your mouse clicks are resulting in unexpected behavior, check the tools panel to see which tool is selected, you may not be in the tool you expect to be in (this often happens inadvertently when hitting a keyboard shortcut). A good habit is to go back to the select tool (pressing V) when you are done with other tools in order to return Premiere Pro to the default selection mode.

A: Track Select

Select all clips on a track from a given point, or select multiple tracks. The track selection tool is used to select all clips from a given point on a particular track in the timeline. Position the mouse pointer where you would like to start the selection and click. There are two variants, select forward and select back. To select single tracks, hold down the Shift key while clicking, otherwise it will select multiple tracks.

B: Ripple Edit

Adjust an edit point and move other clips in the timeline to compensate. See "Types of edits in Adobe Premiere Pro" below for a detailed explanation.

N: Rolling Edit

Adjust an edit point between two clips without affecting the rest of the timeline. See "Types of edits in Adobe Premiere Pro" below for a detailed explanation.

X: Rate Stretch

Change the duration of a clip while simultaneously changing the speed to compensate.

 The rate stretch tool is used to change the duration of a clip in the timeline while simultaneously adjusting the speed to compensate. Using the rate stretch tool you can stretch a clip until it fills a gap. Note that the speed of the clip must be slowed down in order to accomplish this. If a clip is reduced in length using the rate stretch tool will increase the speed of the clip. The rate-stretch tool may not always be the right solution, but when it is, it's magically fun!

C: Razor blade

Cut a clip (or multiple clips) into two clips. The razor blade tool is used to cut a clip in the timeline into two separate clips. Click on a clip at the point where you want the make the cut.

Y: Slip

Moves the in and out points of a clip by the same amount simultaneously, so the rest of the timeline is not affected. See "Types of edits in Adobe Premiere Pro" below for a detailed explanation.

U: Slide

Move a clip back and forth in the timeline, while simultaneously adjusting adjacent clips to compensate. See "Types of edits in Adobe Premiere Pro" below for a detailed explanation.

P: Pen

Use the pen tool to create control points (keyframe) in audio files (e.g. for level or pan adjustments) and video tracks (e.g. opacity adjustment).

H: Hand

Drag the viewable portion of the timeline view left or right.

Z: Zoom tool

Click in the timeline with this tool to magnify the view, or drag and select a rectangular area to zoom into, you can also use the zoom tool to select a rectangular area to magnify.

Editing in the timeline

In addition to trimming the in-point or out-point of a clip using the Select tool, Premiere Pro can perform the following edits in the timeline.

While you can accomplish your editing tasks with only trimming, cutting, and adjusting in and/or out points, these tools streamline common editing operations by combining multiple trimming and cutting operations into a single step.

Rolling edit
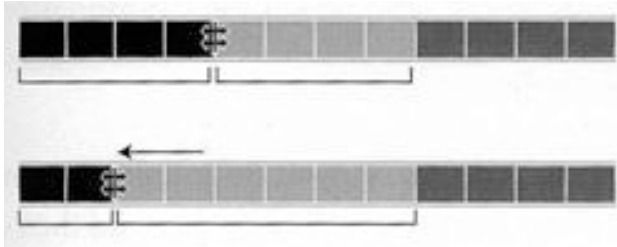
A rolling edit adjusts the edit point between two adjacent clips without affecting the rest of the timeline. The outgoing clip (to the left of the edit) is made shorter while the incoming clip (to the right of the edit) is made longer by the same amount, or vice-versa. There is no effect on the the overall length of the program in the timeline.

To perform a rolling edit, select the rolling edit tool from the tool panel. Position the mouse at the edit point in the timeline and drag the edit point to the left or to the right. In other words, as you move this edit point, the out-point of the outgoing clip and the in-point of the incoming clip are changed by the same amount, either advanced or delayed depending on whether you move the edit point to the left or right.

Ripple edit
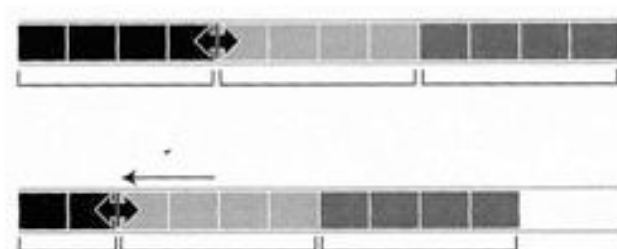
A ripple edit adjusts the edit point while *moving the rest of the timeline* to compensate.

To perform a ripple edit, select the ripple edit tool from the tool panel. Position the mouse at the edit point in the timeline and drag left or right. The edit point between the outgoing and incoming clips will be delayed or advanced with a ripple edit, while the remaining clips are delayed or advanced the same amount, reducing or increasing the length of the timeline, appropriately.

Slip edit
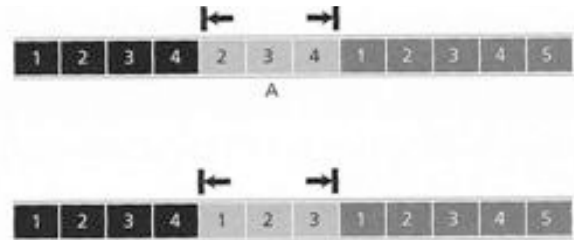
A slip edit adjust the in-point and out-point of a clip at the same time, while *keeping the clip in the same position* in the timeline. The duration of the clip stays the same and the clip before and after the clip you are slipping remain unchanged.

To perform a slip edit, select the slip edit tool from the tool panel. Position the mouse over the clip in the timeline, click and drag left or right. After performing a slip edit, you'll notice that the in-point and out-point of the clip has been delayed or advanced by the same amount while the rest of the clips in the timeline are unaffected by the slip edit.

Slide edit
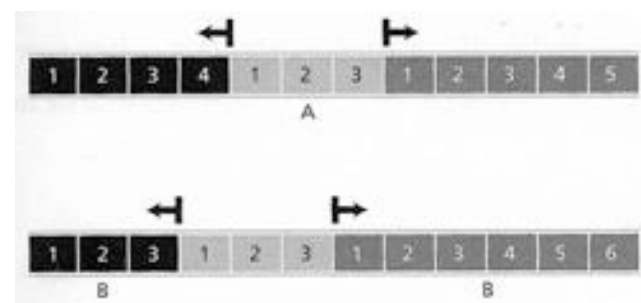
A slide edit moves an entire clip left or right along the timeline, *causing other clips to be adjusted* accordingly. The duration (and thus the in and out points) of the target clip stays the same, the durations of clips on either side of the clip you are sliding are automatically reduced or increased as required to move the target clip forward or backwards in the timeline.

To perform a slide edit, select the slide edit tool from the tool panel. Position the mouse over the clip in the timeline, then click and drag to the left or to the right right. Given three clips in a sequence, A, B, and C, performing a slide edit on clip B as the target clip maintains the same in-point and out-point of clip B, while clip A's out-point is changed as well as clip B's in-point is changed, as clip B is moved to the left or right.

More on tools and editing

Adobe's tutorials and help resources are worth checking out: http://helpx.adobe.com/premiere- pro/topics.html and you have access all of the lynda.com tutorials, their Adobe Premiere tutorials are quite good, check them out!