

Premiere CS6

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Import

- ❖ Double click the Project Window
- ❖ File -> Import
- ❖ Ctrl+I
- ❖ Drag from Windows File Explorer
- ❖ Media Browser -> Right click the folder -> Import

Project Window

- ❖ List View
- ❖ Create Bin - PSD
- ❖ Drag the .psd files to the PSD bin
- ❖ Create Bin - AI
- ❖ Drag the .ai files to the AI bin

Project

- ❖ Ctrl+Double Click = Open in the same window
- ❖ Tilde = open window in full screen
- ❖ Right click Project tab -> Preview Area

Source control

- ❖ Spacebar = Play
- ❖ L = Play/Forward
- ❖ J = Rewind
- ❖ K = Stop
- ❖ Left arrow = Previous frame
- ❖ Right arrow = Next frame



Source control

- ❖ Zoom percentage
- ❖ Play back quality
- ❖ Safe Margins
 - ❖ Outer = bleed
 - ❖ Inner = subtitle
- ❖ Loop

In / Out point

- ❖ I = Mark In
- ❖ O = Mark Out
- ❖ Ctrl+Shift+I = remove mark in
- ❖ Ctrl+Shift+O = remove mark out
- ❖ Shift+I = Go to in
- ❖ Shift+O = Go to out

Drag to sequence

- ❖ Drag the source to Sequence
- ❖ Drag the video to Sequence
- ❖ Drag the audio to Sequence



Sequence

- ❖ Spacebar = play
- ❖ Enter = play from beginning
- ❖ Up arrow = beginning of current video
- ❖ Down arrow = end of current video
- ❖ Left arrow = Previous frame
- ❖ Right arrow = Next frame
- ❖ Home = Beginning of Timeline
- ❖ End = End of Timeline

Sequence

- ❖ + = zoom in
- ❖ - = zoom out
- ❖ \ = fit screen



Selecting a range in a clip



Subclip

- ❖ 3C_2-2
- ❖ Right click Source Window -> Make Subclip

VIDEO TRANSITION



Transitions

- ❖ Window -> Effects
- ❖ Audio
 - ❖ Effects
 - ❖ Transition
- ❖ Video
 - ❖ Effects
 - ❖ Transition



Common Video Transitions

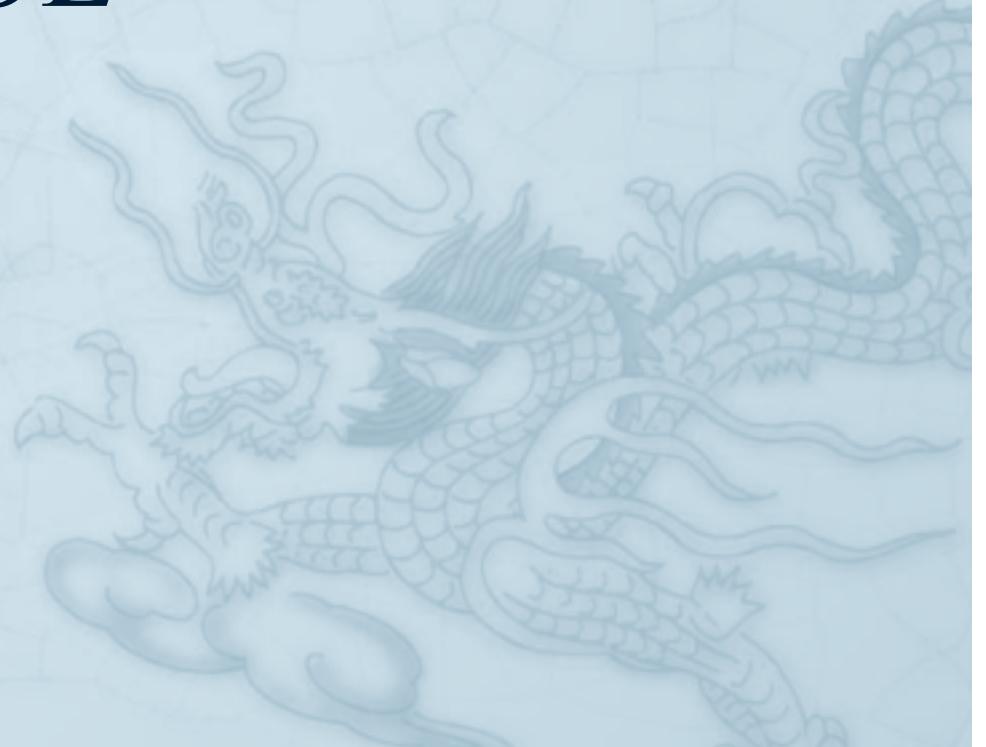
- ❖ Dissolve
 - ❖ Cross Dissolve
 - ❖ Dip to Black
 - ❖ Dip to White
- ❖ Using A/B mode to fine-tune a transition



Default Transition

- ❖ Select all clips in Timeline -> Clip -> Apply Default Video Transition

SPEED CONTROL



Making a four-point edit

- ❖ Open 01 Four Point
- ❖ Scroll through the sequence and locate the section with In and Out marks already set. You should see a highlighted range in the Timeline panel.
- ❖ Locate the bin Clips to Load, and load the clip multicam_02.mov into the Source Monitor panel.

- ❖ Click the headers of the tracks in the Timeline panel. Make sure that the video and audio are patched to track V1.
- ❖ Click the Overwrite button to make the edit. In the Fit Clip dialog appears.
- ❖ In the Fit Clip dialog, choose the Change Clip Speed (Fit to Fill) option. Click OK.
The edit is made in the Timeline. You'll see numbers in the edited clip that indicate the speed change.
- ❖ Watch the sequence to see the effects of your edit and the speed change.

Changing the speed/duration of a clip

- ❖ Open 02 Speed/Duration.
- ❖ Right-click the Medieval_Hero_01 clip, and choose Speed/Duration from the context menu.
Alternatively, you can select the clip in the Timeline panel and choose Clip > Speed/Duration.
- ❖ Change Speed to 50%, and click OK.
- ❖ Choose Edit > Undo or press Control+Z (Windows) or Command+Z (Mac OS).
- ❖ With the clip selected, press Control+R (Windows) or Command+R (Mac OS) to open the Clip Speed/Duration dialog.

- ❖ Click the link icon, which indicates that Speed and Duration are linked, so that the icon shows the settings unlinked (shown here). Then change Speed to 50%.
Notice that with Speed and Duration unlinked, the duration remains six seconds.
- ❖ Click OK; then play the clip.
Notice that the clip plays at 50 percent speed, but the last six seconds have automatically been trimmed to keep the clip at its original duration.
- ❖ Open the Clip Speed/Duration dialog.
- ❖ Leave Speed at 50%, but this time also select the Reverse Speed option; then click OK.
- ❖ Play the clip. Notice it plays in reverse at 50 percent slow motion.

Changing speed and duration with the Rate Stretch tool

- ❖ Open 03 Rate Stretch.
- ❖ Select the Rate Stretch tool in the Tools panel.
- ❖ Move the Rate Stretch tool over the right edge of the first clip, and drag it until it meets the second clip.
- ❖ Notice that the speed of the first clip changes to fill the space into which you stretched it.
- ❖ Move the Rate Stretch tool over the right edge of the second clip, and drag it until it meets the third clip.
- ❖ Move the Rate Stretch tool over the right edge of the third clip, and drag it until it matches the end of the audio.
- ❖ Play the Timeline to view the speed change made using the Rate Stretch tool.

Changing speed and duration with time remapping

- ❖ Open 04 Remapping.
The sequence has a single shot that you will modify. As you add time adjustments to the clip, it will change length.
- ❖ Adjust the height of the Video 1 track by positioning the Selection tool over the split between audio and video tracks. Drag down to make more room to see the video tracks.

- ❖ Right-click the clip, and choose Show Clip Keyframes > Time Remapping > Speed in the clip's menu. With this option selected, the yellow line across the clip represents the speed.
- ❖ Drag the playhead on the Timeline to the point where the villain turns and starts walking across the room (about 00:00:01:00).
- ❖ Press and hold the Control (Windows) or Command (Mac OS) key. The pointer changes to a small cross.
- ❖ Click the yellow line to create the keyframe that will be visible at the top of the clip.

- ❖ Using the same technique, add another speed keyframe at about 00:00:06:00, just as the villain points to the wall.
Notice that by adding two speed keyframes, the clip has been divided into three “speed sections.” You will now set different speeds between keyframes.
- ❖ Leave the first section, between the beginning of the clip and the first keyframe, set as is (the Speed setting is 100%).
- ❖ Position the Selection tool over the yellow line between the first and second keyframes, and drag it down to approximately 30%.

- ◆ Choose Sequence > Render Effects in Work Area to render the clip for the smoothest playback.
- ◆ Play the clip. Notice the speed changes from 100 percent to 30 percent and back to 100 percent at the end.

Setting variable speed changes on a clip can be a very dramatic effect. In the previous section, you changed from one speed to another instantly. To create a more subtle speed change, it is possible to transition from one speed to another smoothly by using speed keyframe transitions.

- ❖ Drag the right half of the first speed keyframe to the right to create a speed transition.
- ❖ Drag the left half of the second speed keyframe to create a transition there as well.
- ❖ Render and play the clip to see the effect.

Dragging in a replacement clip

- ❖ Open 05 Replace Clip
- ❖ In the bin Clips to Load, locate the multicam_03.mov clip, and drag it on top of the first bike low shot.mov clip.
- ❖ Press Alt (Windows) or Option (Mac OS).
- ❖ Play the Timeline. Notice the first PIP clip has the same effects but is using the new footage. e second PIP clip remains unchanged.

Making a replace edit

- ❖ Open 06 Replace Edit.
- ❖ Place the playhead in the sequence at approximately 00;00;05;00 to provide a sync point for the edit.
- ❖ Click the clip multicam_01.mov in the Timeline to target it for replacement.
- ❖ From the Clips to Load bin, load the replacement clip called bike rides into frame.mov into the Source Monitor panel.

- ❖ Drag the playhead to choose a good piece of action for the replacement.
- ❖ Make sure the Timeline panel is active, and then choose Clip > Replace With Clip > From Source Monitor, Match Frame.

Using the Replace Footage feature

- ❖ Open 07 Replace Footage.
- ❖ In the Clips to Load bin, select the clip Graphic.tif in the Project panel.
- ❖ Choose Clip > Replace Footage.
- ❖ Navigate to the Lesson 08 folder, choose the Graphic_Fix.tif file, and click Select (Windows) or Open (Mac OS).
- ❖ Play the Timeline, and notice that the incorrect graphic has been updated throughout the sequence and project.

Adding a nested sequence

- ❖ Open 08 Bike Race.
- ❖ Set an In point at the start of the sequence.
- ❖ Make sure that track V1 is targeted in the sequence loaded in the Timeline panel.
- ❖ In the Project panel, locate the sequence 08A Race Open.
- ❖ Click the sequence once to select it (do not open it).
- ❖ Drag the sequence 08A Race Open over the Program Monitor.

- ❖ Hold down the Control (Windows) or Command (Mac OS) key.
- ❖ Release the key to perform an insert edit and add the graphic open to your sequence.
- ❖ Play back sequence 08 Bike Race.

Nesting clips already in a sequence

- ❖ Open 09 Collapse.
- ❖ Shift+click the three clips that make up the first segment—movie_logo.psd, Title 01, and Medieval_wide_01—to select them.
- ❖ Right-click the selected clips, and choose Nest.
- ❖ In the Effects panel, click the Video Transitions folder to open it. en open the 3D Motion subfolder.
- ❖ Drag the Cube Spin transition to the edit point between the two clips.

Trim in a sequence

- ❖ Open 10 Regular Trim
- ❖ Choose the Selection tool (V). Place the pointer over the Out point of the last clip in the sequence.
- ❖ Click and drag an edge to trim the Out point of the clip in the sequence.
A timecode tool tip appears to show you how much you've trimmed the clip. Drag an edge an additional 9:00.

Ripple edit

- ❖ Open 11 Ripple Edit.
- ❖ Click the Ripple Edit tool (or press B on your keyboard).
- ❖ Hover the Ripple Edit tool over the left edge of the third clip (Medieval_wide_01.mpeg) until it turns into a large, right-facing square bracket.
- ❖ Drag to the right until the timecode reads +00:00:02:15.

- ❖ Release the mouse button to complete the edit.
- ❖ Use the Ripple Edit tool to grab the right side of the clip, and drag it to the left until the timecode removed reads -00:00:03:00.

Rolling edit

- ❖ Open 12 Trimming Edits.
- ❖ Select the Rolling Edit Tool (N) in the Tools panel.
- ❖ Drag the edit point between Clip A and Clip B (the first two clips on the Timeline), using the Program Monitor split screen to find a better matching edit.

Sliding edits

- ❖ Open 12 Trimming Edits.
- ❖ Select the Slide Tool (U).
- ❖ Position the Slide tool over the middle clip.
- ❖ Drag the second clip left or right.
- ❖ Take a look at the Program Monitor as you perform the slide edit.

Slip edits

- ❖ Open 12 Trimming Edits.
- ❖ Select the Slip tool (Y).
- ❖ Drag Clip B left and right (the middle clip—bike low shot.mov).
- ❖ Take a look at the Program Monitor as you perform the slip edit.

Choosing a trimming method in the Program Monitor

- ❖ Open 13 Trim Mode.
- ❖ With the Selection tool, double-click the edit point between clip 3 and clip 4 in the Timeline panel (there is a marker to help you find it).
- ❖ In the Program monitor, drag the cursor slowly across the A and B clips.
As you drag from left to right, you'll see the tool update from a Trim Out (left side), Roll (center), or Trim In (right).
- ❖ Drag in between both clips to perform a roll edit.
The time display on the right should read 00:00:09:16.

- ❖ Press the down-arrow key to go to the next edit.
- ❖ Change your trimming method to a ripple edit.
- ❖ Drag four frames to the right for the incoming clip and make the edit shorter.

Dynamic trimming

- ❖ Continue working with the sequence 13 Trim Mode.
- ❖ Press the Down Arrow key twice to move to the next video edit point. Set the trim type to be a roll. You can use the shortcut Control+T (Windows) or Control+T (Mac) to cycle Trim modes. You can stay in Trim mode while switching between edit points. Conversely, the Up Arrow key would switch you to the previous edit.
- ❖ Press the spacebar to loop playback.

MULTI-CAM



Who uses multicamera editing?

- ❖ Action – slow motion from multi-angle
- ❖ Talk Show/Interview – single shot is too boring
- ❖ Sport game – Olympics
- ❖ Concert – more dynamics effects

Process

- ❖ Load your footage
- ❖ Determine your sync points
- ❖ Create a multi-camera source sequence
- ❖ Create the multi-camera target sequence
- ❖ Record the multi-camera edits
- ❖ Adjust and refine edits

Steps 1 – Add marker

- ❖ Open lesson 10.prpj
- ❖ Double-click the clip MULTICAM_01.mov to load it into the Source Monitor panel.
- ❖ Move the Source Monitor playhead to where the first woman claps her hands together (00:00:01:03).
- ❖ Type M in the Source Monitor to Add Marker.
- ❖ Repeat the process and add a marker for the remaining three clips in a similar manner.

Step 2 – Multi-camera source sequence

- ❖ Select all of the master clips in the Multi-cam Media bin.
- ❖ Right-click one of the clips to open the context menu and choose “Create multi- camera source sequence.”
- ❖ Name the sequence *Synced Clips for Race*.
- ❖ Choose the Clip Marker method. Since there is only one marker in each clip, you can use the default choice, which is Unnamed Marker 1.
- ❖ Click OK.
- ❖ Double-click the multi-camera source sequence to load it into the Source Monitor panel.
- ❖ Drag the playhead through the clip to view the multiple angles.

Step 3 - Create the multi-camera target sequence

- ❖ Drag the newly created multicamera source sequence onto the Timeline.
- ❖ Click the “Change sequence settings” button to make the two items match.

Step 4 - Switching multiple cameras

- ❖ Choose Window > Multi-Camera Monitor to open the Multi-Camera Monitor.
- ❖ Play back the footage once to get familiar with it. Press the spacebar to see all four angles play in real time.
- ❖ When finished, press the up-arrow key to go to the start of the clip.
- ❖ Press the 1 key to select Camera 1, press the 2 key to select Camera 2, and so on. The first nine angles are assigned to the keys 1–9 by default.

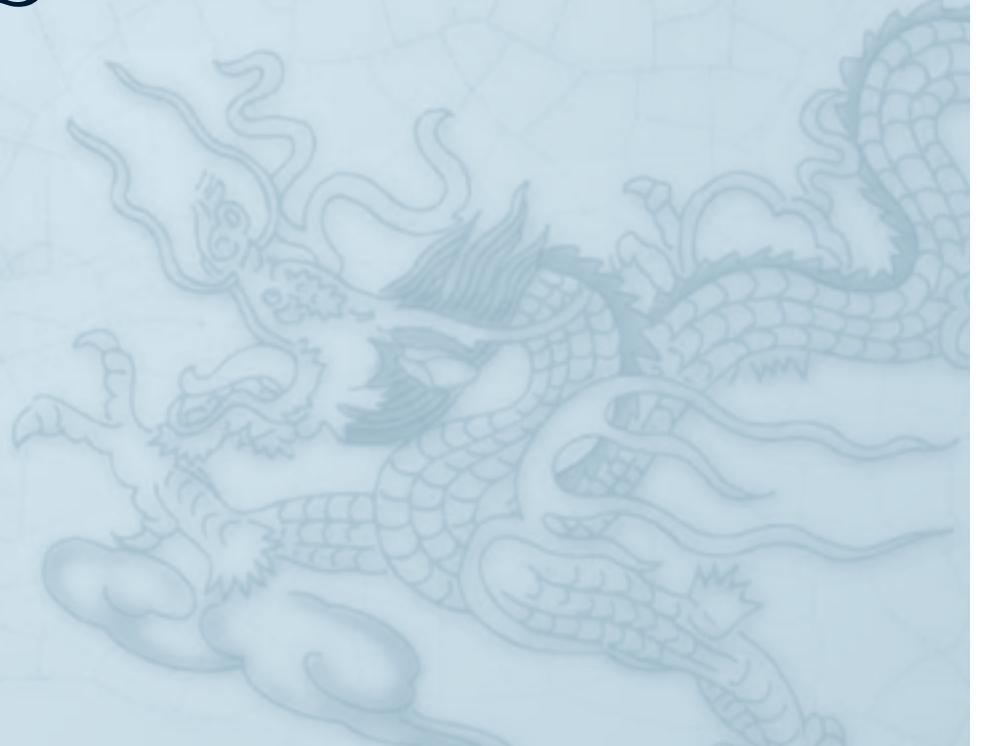
- ❖ When you're ready to record, click the red Record button to start recording. You can also press the 0 key as a shortcut.
- ❖ Press the spacebar to start the clip playing back.
- ❖ Switch between the multiple camera angles based on your personal preference. Use the keyboard shortcuts 1–4 that correspond to the camera angle you want to switch to while recording.

- ❖ When you reach the end of the recording, the light will turn off automatically.
Alternatively, you can click Stop at any time and then press 0 (zero) to toggle recording off. When you stop, the recorded edits are applied to the multi-camera target sequence. The sequence now has multiple cut edits. Each clip's label starts with [MC#]. The number represents the video track used for that edit.
- ❖ Click the Maximize button to return the Trim Monitor panel to normal size. Move it so you can see your Timeline.
- ❖ Play back the sequence and review your edit.

Re-record multicamera edits

- ❖ Move the playhead to the start of the Timeline panel.
- ❖ Press the Play button in the Multi-Camera Monitor to start playback.
The angles in the Multi-Camera Monitor switch to match the existing edits in your Timeline.
- ❖ When the playhead reaches the spot you want to change, switch the active camera.
You can press one of the keyboard shortcut keys (in this case 1–4) or click the desired camera's preview in the Multi-Camera Monitor.
- ❖ When you're done editing, stop playback by pressing the spacebar. The Multi-Camera Monitor automatically stops recording.

VIDEO EFFECTS



- ◆ Start Adobe Premiere Pro, and open Lesson 13.prproj.

Fixed and dynamic effects

- ❖ Double-click to open the sequence 01 Fixed Effects.
- ❖ Click to select the first clip in the Timeline.
- ❖ Switch to the Effects workspace by choosing Window > Workspace > Effects.
- ❖ Select the Effect Controls panel (it should be docked with the Source Monitor).
- ❖ Click the disclosure triangle next to each to show their properties.

- ◆ Click to select the second clip in the Timeline. Look closely at the Effect Controls panel. These effects have keyframes, meaning that their values have been changed over time. In this case, a small scale and pan were applied to the clip to create a digital zoom and recompose the shot. We'll explore keyframes more later in this chapter.
- ◆ Press Play to watch the current sequence back a few times and compare the two shots.

The Effects Browser

- ❖ Click the Project panel.
- ❖ Double-click to open the sequence 02 Browse.
- ❖ Click to select the clip in the Timeline.
- ❖ Click the Effects tab to select the Effects Browser. You can press the shortcut key Shift+7 to select it.
- ❖ Double-click the Video Effects folder to open it.

- ❖ Click the New Custom Bin icon at the bottom of the panel.
The New Custom bin/folder appears in the Effects panel below Video Transitions. Let's rename the bin.
- ❖ Click once to select the bin.
- ❖ Click once more directly on the bin's name (Custom Bin 01) to highlight it and change it.
- ❖ Change its name to something like Favorite Effects.
- ❖ Open any Video Effects folders, and drag a few effects into your custom bin. For now, just choose ones that sound interesting to you. You can add or remove effects from the Favorite Effects bin at any time.

Applying effects

- ❖ Continue working with the sequence 02 Browse.
- ❖ If necessary, click the Effects tab next to the Project panel to make it visible.
- ❖ Type black into the Effects Browser search field to narrow the results. Locate the Black & White video effect.
- ❖ Drag the Black & White video effect on the clip Cowboy in the Timeline.

- ❖ Make sure the clip Cowboy is selected in the Timeline panel.
- ❖ If necessary, click the Effect Controls tab to open it.
- ❖ Toggle the Black & White effect off and on by clicking the “fx” button next to the effect name in the Effect Controls panel. Be sure the current-time indicator is on this footage clip to view the effect.

- ❖ Check that the clip is selected so that its parameters are displayed in the Effect Controls panel, click Black & White to select it, and then press the Delete key.
- ❖ Type direction into the Effects Browser search field to narrow the results. Locate the Directional Blur video effect.
- ❖ In the Effects Browser, double-click the effect to apply it.
- ❖ In the Effect Controls panel, expand the Directional Blur effect's filter, and note that there are options the Black & White effect did not have: Direction, Blur Length, and a stopwatch next to each option (the stopwatch icon is to activate keyframing, which we will cover later in this lesson).

- ❖ Set Direction to 90.0 degrees and Blur Length to 4 to simulate the scene being filmed with a slow shutter speed.
- ❖ Expand the Blur Length option, and move the slider in the Effect Controls panel.
As you change that setting, it shows up in real time in the Program Monitor.
- ❖ Open the Effect Controls panel menu, and choose Remove Effects.
- ❖ Click OK in the dialog that pops up asking which effects you want to remove. You want to remove them all.

Using adjustment layers

- ❖ Click the Project panel.
- ❖ Double-click to open the sequence 03 Multiple Effects.
- ❖ At the bottom of the Project panel, click the New Item button and choose Adjustment Layer. Click OK to create the adjustment layer to match the dimensions of the current sequence.

- ❖ Drag the adjustment layer to track Video 2 in the current Timeline.
- ❖ Drag the right edge of the adjustment layer so it extends to the end of the sequence.
- ❖ In the Effects Browser, search for and locate the Fast Blur effect.
- ❖ Drag the effect onto the adjustment layer.
- ❖ Move the playhead position to 27:00 to have a good close-up shot to use when designing the effect.

- ❖ In the Effect Controls panel, set Blurriness to a heavy value like 25.0 pixels. Be sure to select the Repeat Edge Pixels checkbox to apply the effect evenly.
- ❖ Click the disclosure triangle next to the Opacity property in the Effect Controls panel.
- ❖ Change the blending mode to Soft Light to create a gentle blend.
- ❖ Set Opacity to 75% to fade the effect.

Sending a clip to Adobe After Effects

- ❖ In an open sequence, select the clips you want in an After Effects composition. For this exercise, you can use the sequence 04 Dynamic Link.
- ❖ Right-click any of the selected clips.
- ❖ Choose Replace With After Effects Composition.
- ❖ If it's not running already, After Effects launches. If the After Effects Save As dialog appears, click Save. Name the project *Lesson 13-01.aep* and save it to the Lessons folder.

- ❖ Locate the Effects & Presets panel, click its submenu in the upper-right corner, and choose Browse Presets.
- ❖ Adobe Bridge launches to let you visually browse the presets.
- ❖ Double-click the Image-Creative folder to browse presets.
- ❖ You can single-click a preset to see an animated preview.
- ❖ Double-click the Colorize - sepia.ffx preset; when you switch back to After Effects, the preset will be applied to the selected layer.

- ❖ Switch back to After Effects to see the applied effect.
- ❖ Select the clip in the Timeline, and press the E key to see the applied effects.
- ❖ Twirl down the disclosure next to the Tint and Fill effects to see their controls.

- ❖ Click the swatches for each color to adjust which colors are used for the Tint effect. Move the sepia tone into slightly cooler tones.
- ❖ Click the RAM Preview button to preview the effect. After the frames are cached, the file will play back in real time.
- ❖ Choose File > Save to capture your changes.
- ❖ Switch back to Adobe Premiere Pro. The frames will process in the background and be handed off from Adobe After Effects to Adobe Premiere Pro. You can also select the clip in the Timeline and choose Sequence > Render Effects in Work Area.

THANK YOU