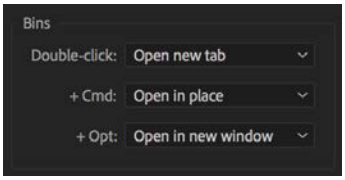


To change the options, choose Edit > Preferences > General (Windows) or Premiere Pro CC > Preferences > General (macOS).

The options allow you to choose what will happen when you double-click, double-click with the Ctrl (Windows) or Command (macOS) key, or double-click with the Alt (Windows) or Option (macOS) key.

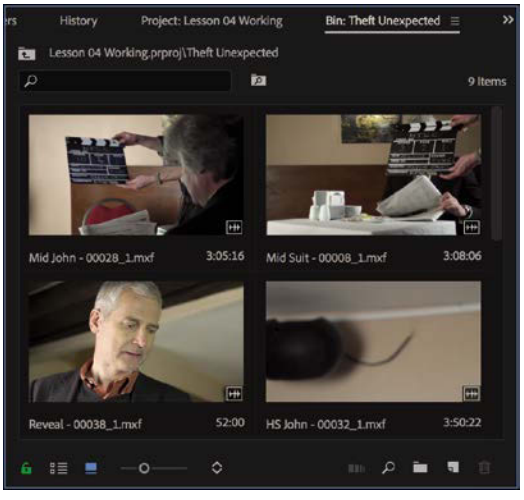
Monitoring footage

The greater part of video editing is spent watching or listening to clips and making creative choices about them.

Premiere Pro has multiple ways to perform common tasks, such as playing video clips. You can use the keyboard, click buttons with your mouse, or use an external device like a jog/shuttle controller.

1 Continue working in the Theft Unexpected bin.

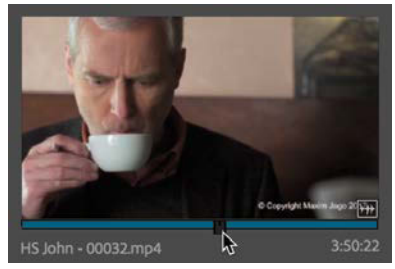
2 Click the Icon View button at the lower-left corner of the bin, and use the Zoom control to set the thumbnails to a size you are happy with.



3 Hover your mouse (move the pointer without clicking) across any of the images in the bin.

Premiere Pro displays the contents of the clip as you move the mouse cursor. The left edge of the thumbnail represents the beginning of the clip, and the right edge represents the end. In this way, the width of the thumbnail represents the whole clip.

4 Select a clip by clicking it once (be careful not to double-click, or the clip will open in the Source Monitor). Hover scrubbing is now turned off, and a mini navigator appears at the bottom of the thumbnail. Try dragging through the clip using the playhead.



When a clip is selected, you can use the J, K, and L keys on your keyboard to perform playback, just as you can in the Media Browser.

- **J**: Play backward
- **K**: Pause
- **L**: Play forward

5 Select a clip, and use the J, K, and L keys to play the video in the thumbnail.

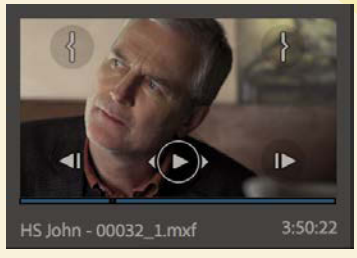
When you double-click a clip, not only does Premiere Pro display the clip in the Source Monitor, but it adds it to a list of recent clips.

Tip: If you press the J or L key multiple times, Premiere Pro will play the video clips at multiple speeds. Pressing Shift+J or Shift+L reduces or increases playback speed in 10% increments.

Touch-screen editing

If you are working on a touch-screen computer, you may see additional controls on thumbnails in the Project panel.

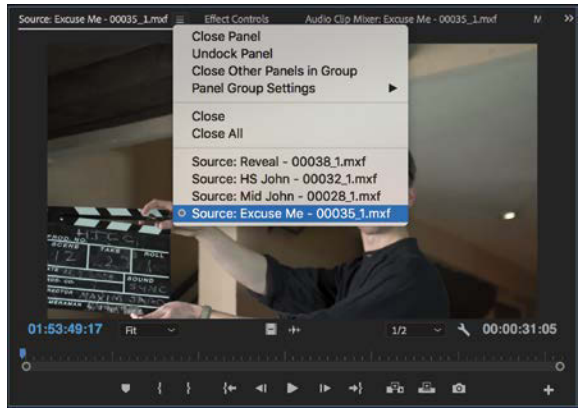
These allow you to perform editing tasks without a mouse. To see these controls on a non-touch-screen computer, click the panel menu and choose Thumbnail controls for all pointing devices.

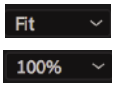


6 Double-click to open four or five clips from the Theft Unexpected bin in the Source Monitor.

7 Open the Source Monitor panel menu to browse your recent clips.

Tip: Notice that you have the option to close a single clip or close all clips, clearing the menu and the monitor. Some editors like to clear the menu and then open several clips that are part of a scene by selecting them in the bin and dragging them into the Source Monitor together. You can then use the Recent Items menu to browse only the clips from that selection. You can also toggle between open sources by pressing the Source Monitor panel shortcut, Shift+2.





8 Open the Zoom Level menu at the bottom left of the Source Monitor.

By default, this is set to Fit, which means Premiere Pro will display the whole frame, regardless of the original size. Change the setting to 100%.

Your clips will often be higher resolution than the monitors.

It's likely scroll bars have appeared at the bottom and on the right of your Source Monitor so you can view different parts of the image.

The benefit of viewing with Zoom set to 100% is that you see every pixel of the original video, which is useful for checking the quality.

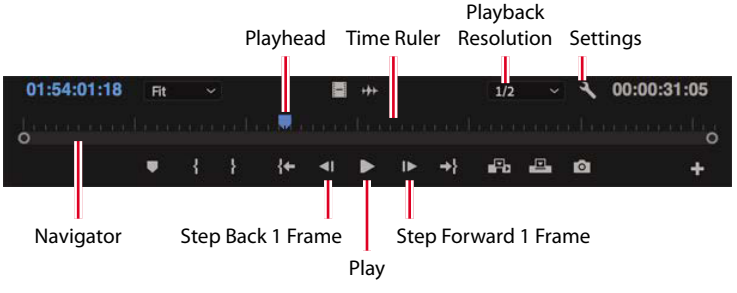
9 Choose Fit from the Zoom Level menu.

Using essential playback controls

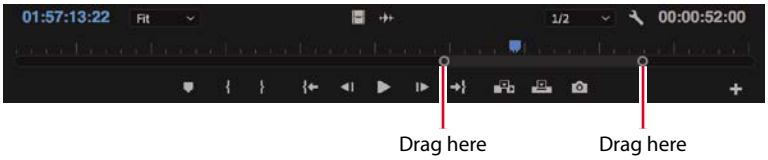
Let's look at the playback controls.

1 Double-click the shot Excuse Me in the Theft Unexpected bin to open it in the Source Monitor.

2 At the bottom of the Source Monitor, you'll find a blue playhead marker. Drag it along the bottom of the panel to view different parts of the clip. You can also click wherever you want the playhead to go, and it will jump to that spot.



3 Below the time ruler and the playhead, there's a scroll bar that doubles as a Zoom control. Drag one end of the scroll bar to zoom in on the clip Time Ruler. This will make it easier to navigate longer clips.



4 Click the Play/Stop button to play the clip. Click it again to stop playback. You can also use the spacebar to play and stop playback.

5 Click the Step Back 1 Frame and Step Forward 1 Frame buttons to move through the clip one frame at a time. You can also use the Left Arrow and Right Arrow keys on your keyboard.

6 Try using the J, K, and L keys to play your clip.

Note: Selection is important when using keyboard shortcuts. If you find the J, K, and L keys don't work, double-check the Source Monitor is selected, with a blue outline.

Tip: If you're not sure which button is which, hover the mouse cursor over each one to see the name and keyboard shortcut (in brackets).

Lowering the playback resolution

If you have an older or slower computer processor or are working with RAW media with large frame sizes, such as Ultra High-Definition (4K or above), your computer may struggle to play back all the frames of your video clips. Clips will play with the correct timing (so 10 seconds of video will still take 10 seconds), but some frames may not be displayed.

To work with a wide variety of computer hardware configurations, from powerful desktop workstations to lightweight portable laptops, Premiere Pro can lower the playback resolution to make playback smoother.

The default resolution is 1/2.

You can switch the playback resolution as often as you like, using the Select Playback Resolution menu on the Source Monitor and Program Monitor panels.

Some lower resolutions are available only when working with particular media types.

Tip: If you are working with a particularly powerful computer, you may want to turn on High Quality Playback, in the monitor Settings menu, which maximizes preview playback quality, particularly for compressed media like H.264 video, graphics, and stills, at the expense of playback performance.

Getting timecode information

At the bottom left of the Source Monitor, a timecode display shows the current position of the playhead in hours, minutes, seconds, and frames (00:00:00:00), according to the clip's timecode.

For example, 00:15:10:01 is 0 hours, 15 minutes, 10 seconds, and 1 frame.

At the bottom right of the Source Monitor, a timecode display shows the duration of your clip. By default, this shows the whole clip duration, but later you'll add special *In* and *Out* marks to make a partial selection. When you do, that duration shown will change accordingly.

Displaying safe margins

Television monitors often crop the edges of the picture to achieve a clean edge. Open the Settings menu at the bottom of the Source Monitor and choose Safe Margins to display useful white outlines over the image.

The outer box is the action-safe zone. Aim to keep important action inside this box so that when the picture is displayed, edge cropping does not hide what's going on.

The inner box is the title-safe zone. Keep titles and graphics inside this box so that even on a badly adjusted display, your audience will be able to read the words.

Premiere Pro also has advanced overlay options that can be configured to display useful information in the Source Monitor and Program Monitor. To enable or disable overlays, open the monitor Settings menu and choose Overlays.

You can access the specific settings for overlays and safe margins by clicking the monitor Settings menu and choosing Overlay Settings > Settings.

You can disable Safe Margins or Overlays by choosing from the Source Monitor or Program Monitor Settings menu again.

Customizing the monitors

To customize the way a monitor displays video, open each monitor's Settings menu .

The Source Monitor and Program Monitor have similar options. You can view an audio waveform, which shows amplitude over time, and if your video has fields, you can choose which fields are shown.

Make sure Composite Video is selected in the Settings menu for now.

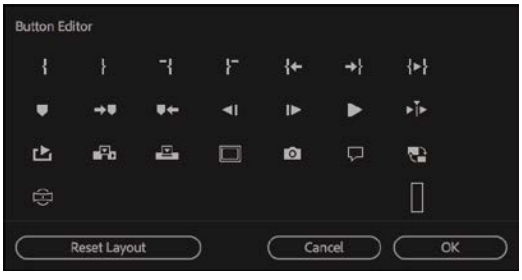
You can also switch between viewing the clip audio waveform and the video by selecting Drag Video Only or Drag Audio Only . These icons are mainly used when dragging the video-only or audio-only part of a clip into a sequence but they also provide this useful shortcut to view the audio waveform.

You can change the buttons displayed at the bottom of the Source Monitor and Program Monitor.

Tip: If you are working with 360 video, you can switch to a VR video viewing mode using the Source Monitor and Program Monitor Settings menus.

1 Click the Button Editor at the bottom right of the Source Monitor.

A special set of buttons appears on a floating panel.



2 Drag the Loop button from the floating panel to a spot to the right of the Play button on the Source Monitor, and click OK to close the Button Editor.

3 Double-click the Excuse Me clip in the Theft Unexpected bin to open it in the Source Monitor if it isn't open already.

4 Click the new Loop button to enable it.

5 Click the Play button to play the clip. Play the video using the spacebar or the Play button on the Source Monitor. Stop the playback when you've seen the video start again.

With Loop turned on, Premiere Pro continuously repeats playback of a clip or sequence. If there are In and Out marks set, playback loops between them.

6 Click the Step Back 1 Frame and Step Forward 1 Frame buttons to move through the clip one frame at a time. You can also use the Left Arrow and Right Arrow keys on your keyboard.

Modifying clips

Premiere Pro uses metadata associated with clips to know how to play them back. This metadata is normally added correctly by the camera, but occasionally it might be wrong. You'll need to tell Premiere Pro how to interpret a clip.

You can change the interpretation of clips for one file or multiple files in a single step. All clips you have selected are affected by changes to interpretation.

Choosing audio channels

Premiere Pro has advanced audio management features. You can create complex sound mixes and selectively target output audio channels with original clip audio. You can work with mono, stereo, 5.1, Ambisonics, and even 32-channel sequences with precise control over the routing of audio channels.

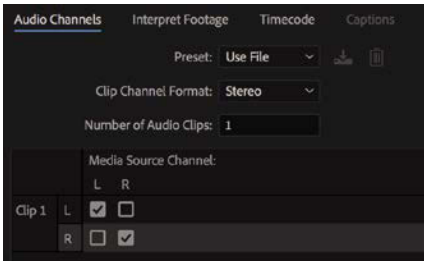
If you're just starting out, you'll probably want to produce sequences mastered in stereo using mono or stereo source clips. In this case, the default settings are most likely what you need.

When recording audio with a professional camera, it's common to have one microphone record onto one audio channel and a different microphone record onto another audio channel. These are the same audio channels that would be used for regular stereo audio, but they now contain completely separate sound.

Your camera adds metadata to the audio to tell Premiere Pro whether the sound is meant to be mono (separate audio channels) or stereo (channel 1 audio and channel 2 audio combined to produce the complete stereo mix).

You can tell Premiere Pro how to interpret audio channels when new media files are imported by choosing Edit > Preferences > Audio > Default Audio Tracks (Windows) or Premiere Pro CC > Preferences > Audio > Default Audio Tracks (macOS).

If the setting was wrong when you imported your clips, it's easy to set a different way to interpret the audio channels in the Project panel.

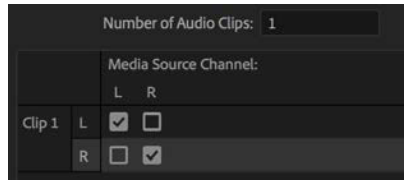


1 Right-click the Reveal clip in the Theft Unexpected bin, and choose Modify > Audio Channels.

When the Preset menu is set to Use File, as it is here, Premiere Pro will use the file's metadata to set the channel format for the audio.

In this case, Clip Channel Format is set to stereo, and Number of Audio Clips is set to 1—that's the number of audio clips that will be added to a sequence if you edit this clip into it.

Now look at the channel matrix below those options. The Left and Right audio channels of the source clip (described as Media Source Channel) are both assigned to a single clip (described as Clip 1).



When you add this clip to a sequence, it will appear as one video clip and one audio clip, with both audio channels in the same audio clip.

2 Open the Preset menu, and choose Mono.

Premiere Pro switches the Clip Channel Format menu to Mono, so the Left and Right source channels are now linked to two separate clips.

▶ **Tip:** Be sure to use the Preset menu and not the Clip Channel Format menu to correctly change this setting.

This means that when you add the clip to a sequence, each audio channel will go on a separate track, as separate clips, allowing you to work on them independently.

3 Click OK.

Merging clips

It's common for professional video to be recorded on a camera with relatively low-quality audio, while high-quality sound is recorded on a separate device. When working this way, you'll want to combine the high-quality audio with the video by merging them in the Project panel.

The most important factor when merging video and audio files in this way is synchronization. You will either manually define a sync point—like a clapperboard mark—or allow Premiere Pro to sync your clips automatically based on their original timecode information or by matching up their audio.

If you choose to sync clips using audio, Premiere Pro will analyze both the in-camera audio and the separately captured sound and match them up.

- If you don't have matching audio in the clips you are merging, you can manually add a marker. If you're adding a mark, place it on a clear sync point like a clapperboard.
- Select the camera clip and the separate audio clip, right-click either item, and choose Merge Clips.
- Under Synchronize Point, choose your sync point, and click OK.

A new clip is created that combines the video and the "good" audio in a single item.

A few tips on audio clip channel interpretation

Here are some things to keep in mind when working with audio clip channel interpretation.

- In the Modify Clip dialog box, every available audio channel will be listed. If your source audio has channels you don't need, you can deselect them, and those empty channels won't take up space in your sequence.
- You can override the original file audio channel interpretation. This will mean a different type of audio track may be needed in a sequence.
- The list of clips on the left (which may be as short as one clip) shows how many audio clips will be added to a sequence when edited in.
- Use the check boxes to choose which source audio channels are included in each sequence audio clip. This means you can easily combine multiple source audio channels into a single sequence clip or separate them into different clips in any way that works for your project.

Interpreting video footage

For Premiere Pro to play a clip correctly, it needs to know the frame rate for the video, the pixel aspect ratio (the shape of the pixels), and, if your clip is interlaced, the order in which to display the fields. Premiere Pro can find out this information from the file's metadata, but you can change the interpretation easily.

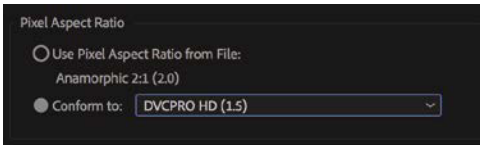
1 Use the Media Browser panel to import RED Video.R3D from the Lessons/Assets/Video and Audio Files/RED folder. Double-click the clip to open it in the Source Monitor. It's full anamorphic widescreen, which is too wide for the intended sequence.

2 Right-click the clip in the Project panel and choose Modify > Interpret Footage.

The option to modify audio channels is unavailable because this clip has no audio.

3 Right now, the clip is set to use the pixel aspect ratio setting from the file: Anamorphic 2:1. This means the pixels are twice as wide as they are tall.

4 In the Pixel Aspect Ratio section, select Conform To, and choose DVCPRO HD (1.5) from the adjacent menu. Then click OK.



From now on, Premiere Pro will interpret the clip as having pixels that are 1.5 times wider than they are tall. This reshapes the picture to make it standard 16:9 widescreen. You can see the result in the Source Monitor.

This won't always work—in fact, it often introduces unwanted distortion—but it can provide a quick fix for mismatched media (a common problem for news editors), particularly if the image content is of natural environments without a frame of reference like a person in the shot.

Working with raw files

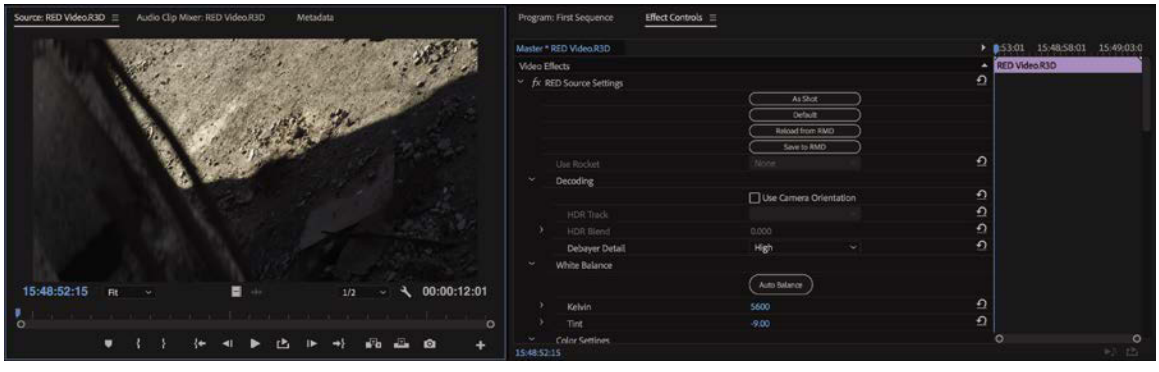
Premiere Pro has special settings for .R3D files created by RED cameras, .ari files created by ARRI cameras, and several others. These files are similar to the Camera RAW format used by professional digital single-lens reflex (DSLR) still cameras.

RAW files always have a layer of interpretation applied to them in order to view them. You can change the interpretation at any time without impacting playback performance. This means you can make changes, for example, to the colors in a shot without requiring any extra processing power. You could achieve a similar result using a special effect, but your computer would have to do more work to play the clip.

The Effect Controls panel gives access to controls for clips in sequences and in the Project panel. You also can use it to change the interpretation of RAW media files.

1. If it isn't already open, double-click the RED Video.R3D clip to open it in the Source Monitor.
2. Using the panel name, drag the Effect Controls panel over the middle of the Program Monitor, and release the mouse button. This will place the Effect Controls panel in the same frame as the Program Monitor, so you can see both the Source Monitor and the Effect Controls panel at the same time.

   Because the RED Video.R3D clip is displayed in the Source Monitor, the Effect Controls panel now shows the RED Source Settings options for that clip, which change the way the RAW media is interpreted.



In many ways, this is a set of color adjustment controls, with automatic white balance and individual adjustments for the red, green, and blue values.

3 Scroll down to the end of the list, where you'll find Gain Settings. Increase the Red gain to about 1.5. You can click the disclosure triangle to reveal a slider control, drag the blue number directly, or click and type over the number.

4 Take another look at the clip in the Source Monitor.

The picture has updated. If you had already edited this clip into a sequence, it would update in the sequence too.

5 Scroll to the top of the list of settings in the Effect Controls panel, and click the As Shot button to reset the appearance of the video clip.

For more information about working with RED media, go to http://helpx.adobe.com/premiere-pro/compatibility.html.

Different RAW media files will give different Source Settings options in the Effect Controls panel. There are many other ways to adjust the look of your video clips, and you'll be looking at some of the options in Lesson 14, "Improving Clips with Color Correction and Grading."

Review questions

1. How do you change the List view column headings displayed in the Project panel?
2. How can you quickly filter the display of clips in the Project panel to make finding a clip easier?
3. How do you create a new bin?
4. If you change the name of a clip in the Project panel, does it change the name of the media file it links to on your hard drive?
5. What keyboard shortcuts can you use to play video and sound clips?
6. How can you change the way clip audio channels are interpreted?

Review answers

1. Open the Project panel menu, and choose Metadata Display. Select the check box for any column heading you want to appear.
2. Click the Filter Bin Content box, and start typing the name of the clip you are looking for. Premiere Pro hides clips that don't match what you typed and reveals those that do.
3. There are several ways to create a new bin: by clicking the New Bin button at the bottom of the Project panel, by choosing File > New > Bin, by right-clicking a blank area in the Project panel and choosing New Bin, or by pressing Ctrl+B (Windows) or Command+B (macOS). You can also drag and drop clips onto the New Bin button on the Project panel.
4. No. You can duplicate, rename, or delete clips in your Project panel, and nothing will happen to your original media files.
5. The spacebar plays and stops. J, K, and L can be used like a shuttle controller to play backward and forward, and the arrow keys can be used to move one frame backward or one frame forward.
6. In the Project panel, right-click the clip you want to change and choose Modify > Audio Channels. Choose the correct option (usually by selecting a preset), and click OK.