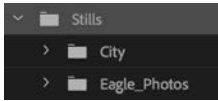


Try this now.

- 1 Choose File > Import, or press Ctrl+I (Windows) or Command+I (macOS).
- 2 Navigate to Lessons/Assets, and select the Stills folder. Don't browse inside the folder; just select it.
- 3 Click the Import Folder (Windows) or Import (macOS) button. Premiere Pro imports the whole folder, including two subfolders containing photos. In the Project panel, you'll find bins have been created to match the folders.

● **Note:** If you import an entire folder, it's possible some of the files will not be media supported by Premiere Pro. If so, an information message will inform you that some files could not be imported.



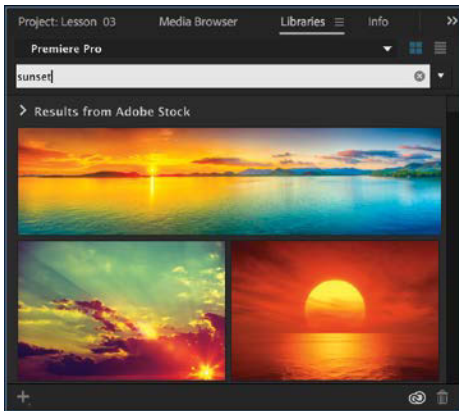
Importing VR video

What is often referred to as *VR video* is really 360 video that is best viewed using a VR headset. Premiere Pro has built-in support for 360 video, with a dedicated viewing mode, support for VR headsets, and special effects designed for the particular needs of video footage that surrounds the viewer.

There is no special import process for 360 video—you can use the regular Import option, or you can use the Media Browser panel and import as you would any other video.

Premiere Pro expects prestitched equirectangular media, so you will have to use another application to prepare your 360 media in this way prior to import.

The excellent 360 video workflows in Premiere Pro are beyond the scope of this book—check the online help for more information.



Using Adobe Stock

The Libraries panel allows you to easily share design assets between projects and users. You can also search Adobe Stock directly in the Libraries panel, choose video clips and graphics, and use a low-resolution preview in your project immediately.

Adobe Stock offers millions of images and videos you can easily incorporate into your sequences via the Libraries panel.

If you're happy with a stock item and you'd like to purchase the full-resolution version, you can click the License And

Save To shopping cart icon that appears on the item in the Libraries panel. The full-resolution item will be downloaded and automatically replaces the low-resolution version in your project and sequences.

For more information about Adobe Stock, check out <http://stock.adobe.com>.

Customizing the media cache

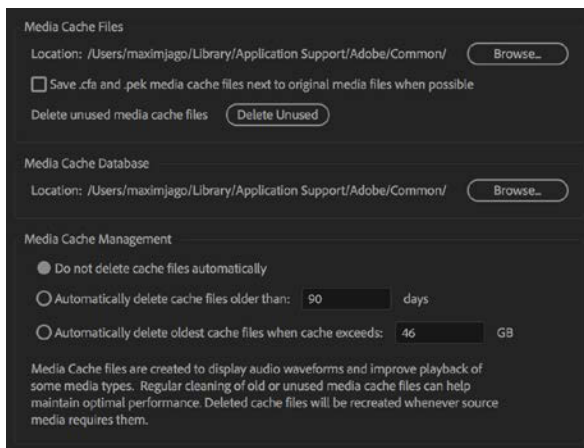
When you import certain video and audio formats, Premiere Pro may need to process and cache a version of the format. This is particularly true for highly compressed formats, and the process is called *conforming*.

If necessary, imported audio files are automatically conformed to a new CFA file. Most MPEG files are indexed, leading to an extra .mpgindex file that makes it easier to read the file. You'll know that the cache is being built if you see a small progress indicator in the lower-right corner of the screen when importing media.

The media cache improves preview playback performance by making it easier for your editing system to decode and play media. You can customize the cache to further improve performance. A media cache database helps Premiere Pro manage these cache files, which are shared between multiple Creative Cloud applications.

To access options for the cache, choose Edit > Preferences > Media Cache (Windows) or Premiere Pro CC > Preferences > Media Cache (macOS).

Note: You may have noticed the word *Conform* is used to describe both the way clip playback is adjusted to match sequence settings *and* the way certain formats are processed when imported to Premiere Pro. That's because the principle is the same—the original is adapted to improve performance.



Here are the options:

- To move the media cache files or the media cache database to a new location, click the appropriate Browse button, select the desired location, and click OK. In most cases, you should not move the media cache database during an editing project.

- You should clean the media cache database on a regular basis to remove old conformed and indexed files that are no longer required. To do so, click the Delete Unused button. Any connected drives will have their cache files removed. It's a good idea to do this after you wrap up projects because it removes unnecessary preview render files too, saving space.
- Select Save .cfa And .pek Media Cache Files Next To Original Media Files When Possible to keep media cache files stored on the same drive as the media. If you want to keep everything in one central folder, leave this check box unselected. Remember, the faster the drive for the media cache, the better the playback performance you're likely to experience in Premiere Pro.
- The Media Cache Management options allow you to configure a degree of automation in the management of caches files. Premiere Pro will automatically re-create these files if they are needed, so it's safe to enable these options to save space.

Tape vs. tapeless workflow

Tape is still sometimes used to acquire media, and it's fully supported by Premiere Pro. To bring footage from tape into a Premiere Pro project, you can capture it.

Capture digital video from tape to your storage disk before using it in a project. Premiere Pro captures video through a digital port, such as a FireWire or Serial Digital Interface (SDI) port (if you have third-party hardware). Premiere Pro saves captured footage to disk as files and imports the files into projects as clips, just as you would with file-based camera media. There are three basic approaches.

- You can capture your entire videotape as one long clip.
- You can log the beginning and end of each clip (each clip's In and Out marks) to batch capture them later.
- You can use the scene detection feature in Premiere Pro to automatically create separate clips based on every time you pressed Record on your camera (for some tapes).

By default, you can use DV and HDV sources with Premiere Pro if your computer has a FireWire port. If you'd like to capture other higher-end professional formats, you'll need to add a third-party capture device. These come in several form factors, including internal cards and breakout boxes that connect via FireWire, USB 3.0, SDI, and Thunderbolt.

Third-party hardware manufacturers can take advantage of Mercury Playback Engine features for previewing effects and video on a connected professional monitor. You can find a detailed list of supported hardware by visiting <http://helpx.adobe.com/premiere-pro/compatibility.html>.

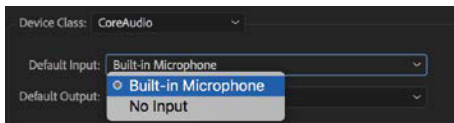
Recording a voice-over


You may be working with a video project that includes a narration track. It's likely you will have the narration recorded by professionals (or at least recorded in a location quieter than your desk), but you can record audio right into Premiere Pro too.

This can be helpful because it will give you a sense of timing for your edits.

Try recording a scratch audio track.

- 1 If you're not using a built-in microphone, make sure your external microphone or audio mixer is properly connected to your computer. You may need to see the documentation for your computer or sound card.
- 2 Choose Edit > Preferences > Audio Hardware (Windows) or Premiere Pro CC > Preferences > Audio Hardware (macOS) to configure your microphone so Premiere Pro can use it. Use one of the choices from the Default Input menu, such as Built-In Microphone or audio mixer, and click OK.



- 3 Turn down your computer speakers, or use headphones to prevent feedback or echo.
- 4 Open the Theft_Unexpected_Layered sequence, in the Theft_Unexpected_Layered bin.
- 5 Every audio track has a set of buttons and options on the far left. This area is called the *track header*. There's a Voice-Over Record button  for each audio track.
- 6 Increase the height of the A1 track.

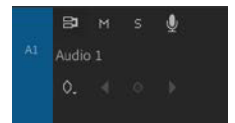
You can increase the height by dragging the dividing line between two track headers or by hovering the mouse cursor over the track header, holding the Alt key (Windows) or Option key (macOS), and scrolling the mouse wheel.

- 7 Position the Timeline playhead at the beginning of the sequence, and click the voice-over Record button to begin recording.
- 8 After a brief countdown, recording will begin. Say a few words, and press the spacebar to stop recording.

A new audio clip is created and added to the Project panel and the current sequence.

To access voice-over recording settings, right-click an audio track header and choose Voice-Over Record Settings.

Tip: If you have multiple audio input devices connected to your system, you can choose which will be used for voice over recording by right-clicking the Voice-over Record button and choosing Voice-Over Record Settings. The dialog that appears also allows you to pre-name the new audio file.



Review questions

- 1 Does Premiere Pro CC need to convert P2, XDCAM, R3D, ARRIRAW, or AVCHD footage when it is imported?
- 2 What is one advantage of using the Media Browser rather than the File > Import method to import file-based media?
- 3 When you're importing a layered Photoshop file, what are the four different ways to import the file?
- 4 Where can media cache files be stored?
- 5 How can you enable proxy media file creation when video is imported?

Review answers

- 1** No. Premiere Pro CC can edit P2, XDCAM, R3D, ARRIRAW, and AVCHD, as well as many other formats, natively.
- 2** The Media Browser understands the complex folder structures for P2, XDCAM, and many other formats, and it shows you the clips in a visually friendly way.
- 3** You can choose Merge All Layers into a single clip or select the specific layers you want by choosing Merged Layers. If you want layers as separate clips, choose Individual Layers and select the layers to import, or choose Sequence to import the selected layers and create a new sequence from them.
- 4** You can store media cache files in any specified location or automatically on the same drive as the original files (when possible). The faster the storage for your cache, the better the playback performance for previews.
- 5** You can enable proxy media file creation in the ingest settings. You'll find these in the Project Settings dialog. You can also enable proxy creation by selecting the box at the top of the Media Browser. There's an Ingest Settings button there too.