

Toby Dussek

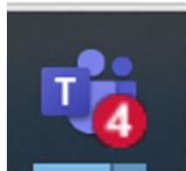
Adobe Premiere Pro



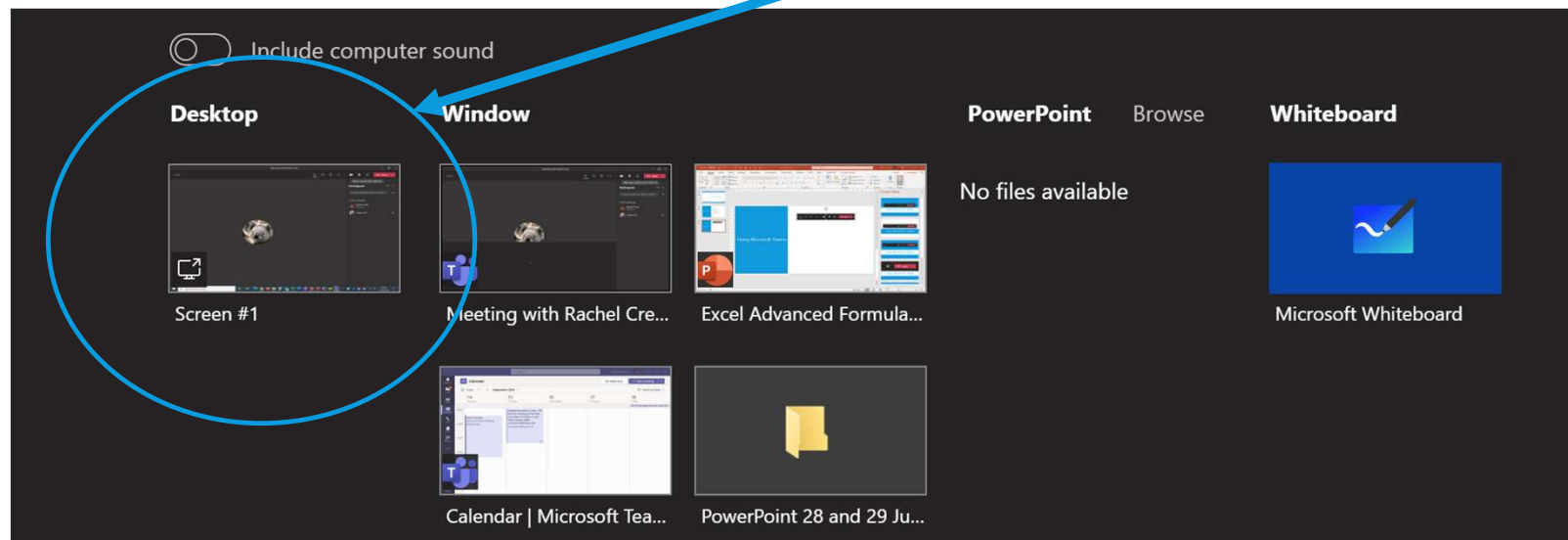
About You...

- What you currently know
- What you need to know

Using Microsoft Teams



Share Screen



COURSE TIMES EACH DAY

- 9:30 start
- 11:00 coffee break
- 12:30 lunch break
- 3:00 tea break
- 4:30 end

PROJECT PREPARATION

- Decide where you will put projects and assets
- If possible, access the course assets
- Use any naming/structuring convention you prefer
 - My project and file names are just suggestions
- Feel free to use your own media assets
- **Note:** Make sure that you own the copyrights or have licensed the copyrights to any audio tracks you use

A

B

The screenshot displays the Adobe Premiere Pro interface for a multicam sequence named "multicam-test-Lmp4".

Top Panel: The "Program" monitor (labeled B) shows a live view of the selected camera feed, Camera 8, which is highlighted with a yellow border in the "Source" panel. The "Source" panel (labeled A) displays a grid of 11 camera feeds, each with a timecode. Camera 8's timecode is 00:02:58:05.

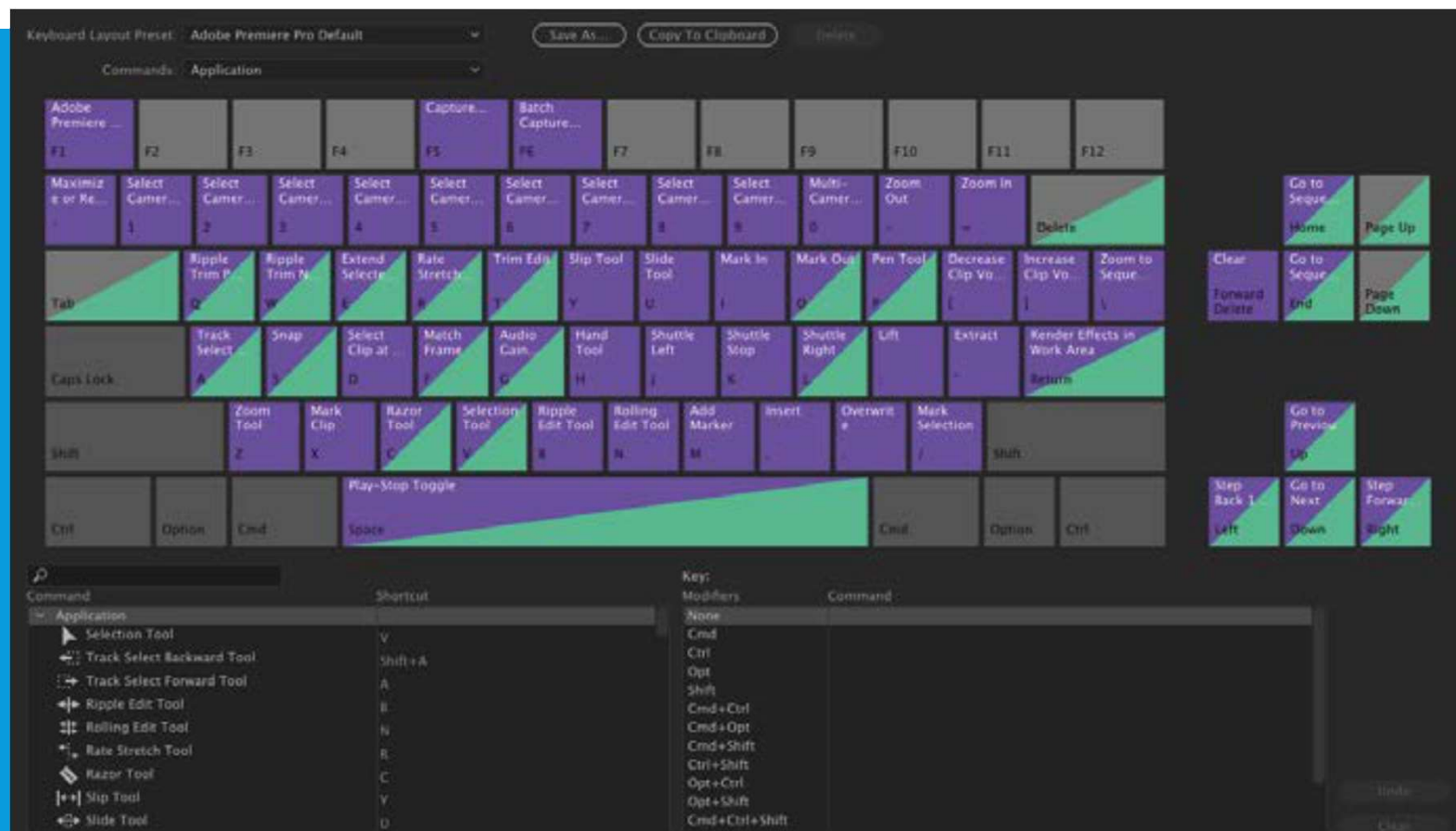
Bottom Panel: The "Timeline" panel shows the sequence's structure. The video track (V1) contains a single clip. The audio track (A1) contains a clip labeled "NativeLand". The "Effects" panel on the left shows the "multicam-test-Lmp4" sequence, which is a 4K (3840 x 2160) H.264 video at 23.976 fps, with a duration of 00:12:00:20.

Timeline Details:

Track	Clip Name	Start Time	End Time	Duration
V1	multicam-test-Lmp4	00:00:00:00	00:12:00:20	00:12:00:20
A1	NativeLand	00:00:00:00	00:04:25:02	00:04:25:02

KEYBOARD SHORTCUTS

[HTTPS://HELPX.ADOBE.COM/PREMIERE-PRO/USING/PRINT-PREMIERE-PRO-CC-SHORTCUTS-WINDOWS.HTML](https://helpx.adobe.com/premiere-pro/using/print-premiere-pro-cc-shortcuts-windows.html)



PLAYBACK SHORTCUTS

- Spacebar
 - Play-pause
- L
 - Each press multiplies play speed (1x, 2x, 3x ...)
- J
 - Each press multiplies reverse play speed (1x, 2x, 3x ...)
- K
 - Stop playback
- Mouse-wheel and Track-Pad Gestures also move forward/reverse
- JK or KL held down together
 - Scrub slowly
- Hold K down while tapping J and L
 - Moves the play head back and forth in single-frame increments

TRIM KEYBOARD SHORTCUTS

- In dynamic trimming mode
 - L
 - play
 - J
 - reverse
 - K
 - Execute trim-in and stop playback

ZOOM TO SEQUENCE

- backslash \
- zooms the display of clips in the sequence to fit the Timeline panel

PREMIER PRO PERFORMANCE

- the speed of your CPU
- the amount of RAM
- the power of your GPU
- the speed of your hard drives all impact performance

GRAVE (AKA 'BACK-TICK')

- Pressing ` character makes panel full-screen
 - Active panel has blue border
 - Ctrl+` makes currently selected panel full-screen

HOVER SCRUB

- Hover over a clip to scrub back/forward
- Pressing i sets an in point
- Pressing o sets an out point
- Ctrl+shift+i removes in point
- Ctrl+shift+o removes in point
- Ctrl+shift+x removes in and out points

QUICK ACCESS KEYS

- Shift+2
 - Timeline
 - Shift+3
 - Source monitor
 - Comma and Full-Stop
 - Use in-out of source to insert or overlay in timeline
 - \ul> - Fit sequence to timeline
- = or -
 - Zoom in or out on timeline

ONLINE RESOURCES

- Premiere Pro Official Online Resources
 - <https://helpx.adobe.com/support/premiere-pro.html>
- Pdf version of Premiere Pro Help documentation
 - https://helpx.adobe.com/content/dam/help/en/pdf/premiere_pro_reference.pdf
- Also see the 'learn' tab in the CC app

DEFINE A DIFFERENT THUMBNAIL FOR CLIPS

- Change the poster frame of clips in Icon view
 - By default, the first frame of a clip appears in the thumbnail viewer
- Override the default thumbnail by designating any clip frame as a poster frame
- To set a poster frame for the icon
 - Drag the play-head to the desired frame then press Shift+P

DYNAMICALLY UPDATED SEARCH BINS

- Search for clips by typing in search box
- Then press the New Search Bin button
- A new search bin is created
 - Will update results as they change



MAKING A SEQUENCE

- Drag clips onto timeline
- Overlay edit
 - An overlay replaces any frames already in a sequence, starting from the edit point and extending for the length of the clip
 - This is the default behaviour
- Insert edit
 - This method adds the new clip and moves the clips after the insertion point to the right
 - An insert edit does not replace any clips or frames
 - Hold down Ctrl (Windows) or Command (Mac OS) when you place the clip

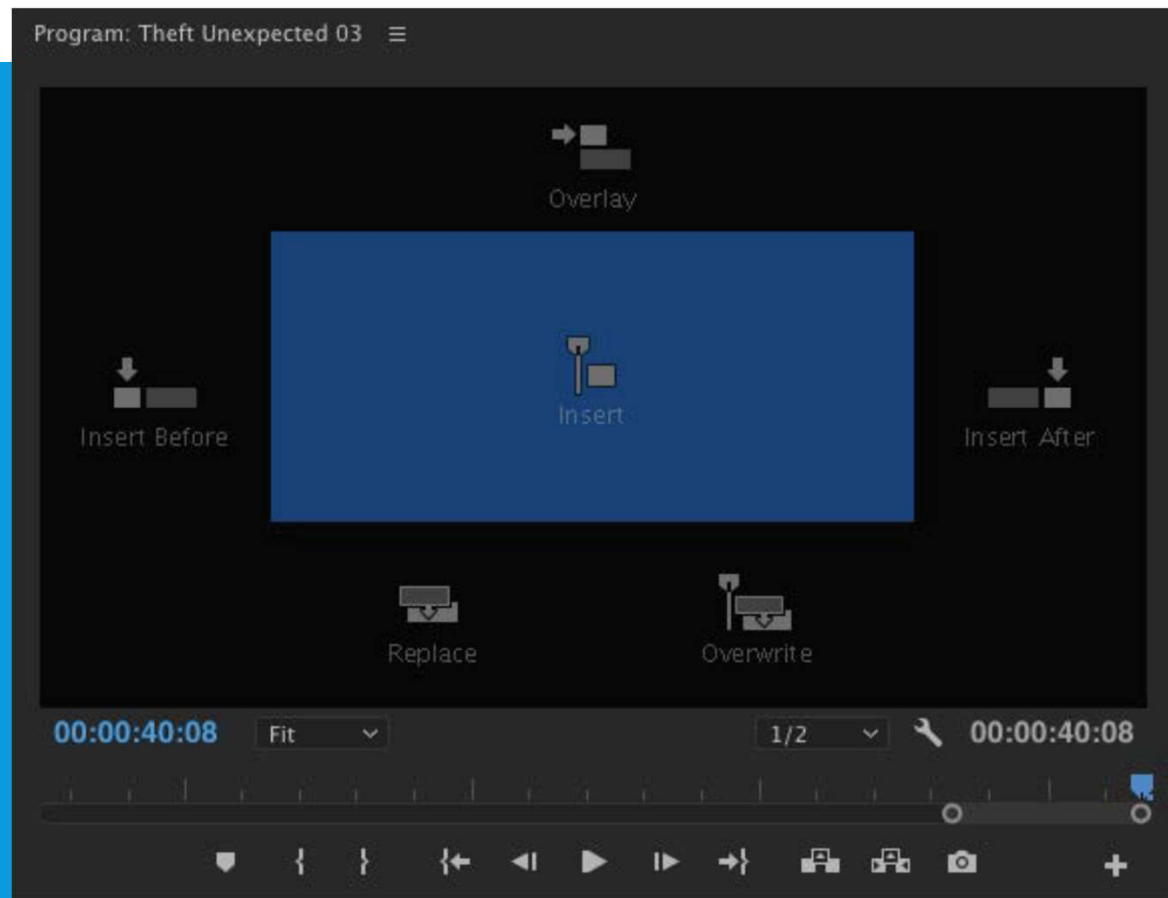
THREE-POINT EDITING

- Source in, source out and sequence target time
- Or (e.g. for B-Roll edits) timeline in and out, with just in for source

FOUR-POINT EDITING

- When four points are defined by marking In and Out points in both the Source panel and in the Timeline sequence, you'll need to make a decision about how Premiere Pro should resolve the four-point edit
- After setting four points and pressing insert or overwrite, the Fit Clip panel opens and offers you the option to ignore one of the points or change the speed of the clip when performing the edit

DRAG TO MONITOR OPTIONS



DRAG TO MONITOR OPTION TYPES

- Insert: Performs an insert edit, using the source track selection buttons to choose the track (or tracks) the clip will land on
- Overwrite: Performs an overwrite edit, using the source track selection buttons to choose the track (or tracks) the clip will land on
- Overlay: If you have a clip selected on the Timeline, the new clip will be added to the next available track above the selected clip. If there's already a clip on the next track, the one above that is used, and so on
- Replace: The new clip will replace the clip currently under the Timeline playhead
- Insert After: The new clip will be inserted immediately after the clip currently under the Timeline playhead
- Insert Before: The new clip will be inserted immediately before the clip currently under the Timeline playhead

USING THE DELETE KEY AND RIPPLE DELETE COMMANDS

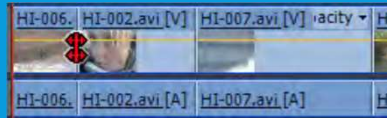
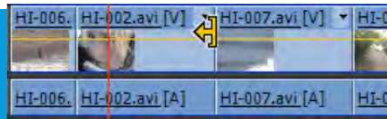
- Pressing the Delete key leaves a gap in the sequence
- Edit > Ripple Delete automatically closes the gap created by the deleted clip

TOOLS PANEL

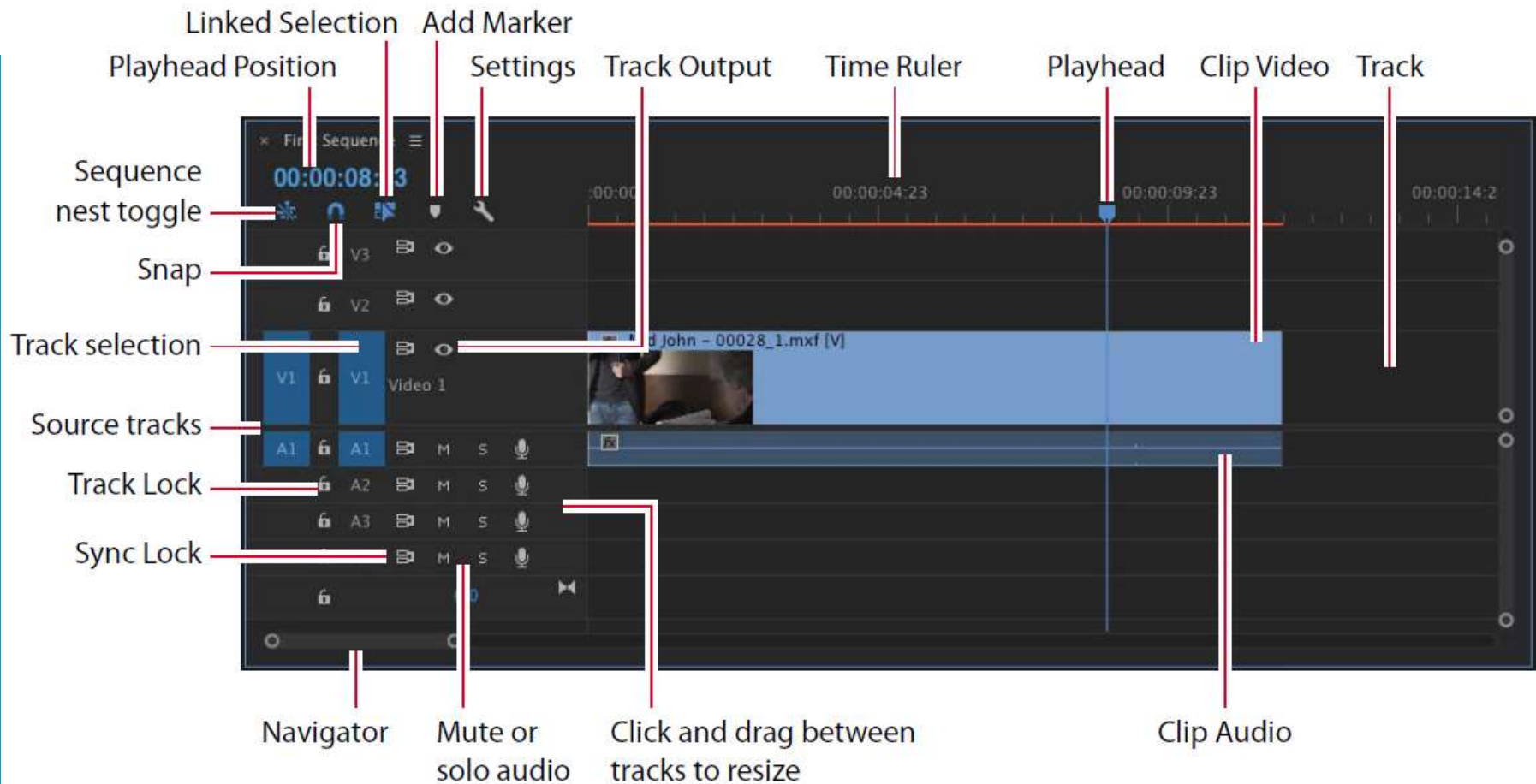


Ripple Edit tool

Rolling Edit tool



THE TIMELINE



NUDGE

- Nudge Clip Selection Left 1 Frame
 - Alt+Left Arrow (Shift for five frames)
- Nudge Clip Selection Right 1 Frame
 - Alt+Right Arrow (Shift for five frames)
- Nudge Clip Selection Up
 - Alt+Up Arrow
- Nudge Clip Selection Down
 - Alt+Down Arrow

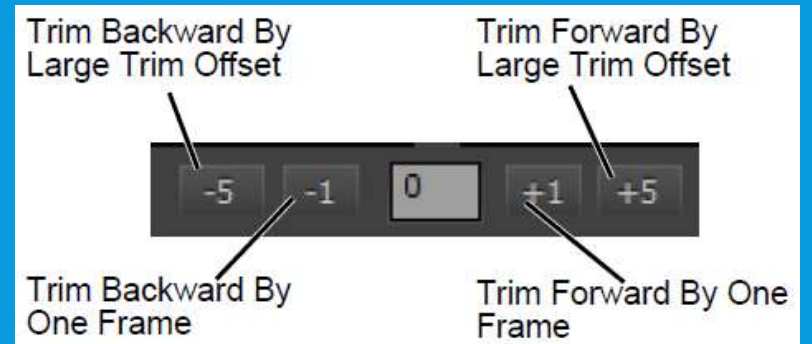
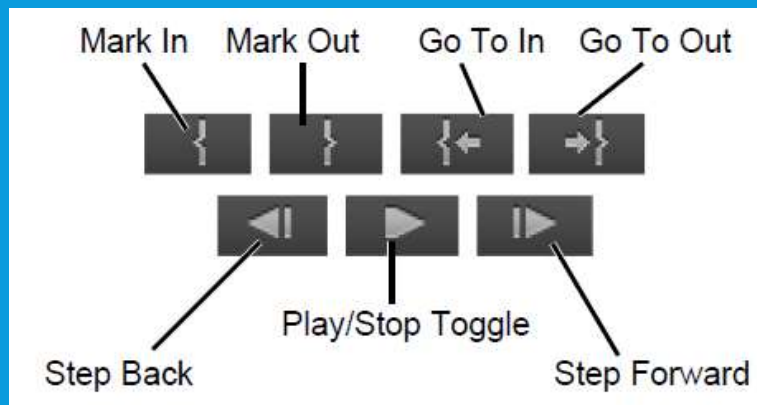
TRIM

- *Selection tool*
 - When you position the Selection tool over the beginning of a clip in the Timeline, it changes to the Trim-in tool
 - When you position the Selection tool over the end of a clip, it changes to the Trim-out tool
 - Dragging the Trim-in tool changes the In point (beginning of a clip), and dragging the Trim-out tool changes the Out point (end of a clip)
 - These changes affect only a single clip edge, and do not affect adjacent clips
- *Ripple Edit tool*
 - Changes the length of a clip and shifts subsequent clips in the track by the amount you changed
 - Shortening a clip by ripple editing shifts all clips after the cut to the left (back in time)
 - Conversely, lengthening a clip shifts the clips that follow the cut to the right (forward in time)
- *Rolling Edit tool*
 - Moves the edit point between two clips by trimming adjacent Out points and In points simultaneously and by the same number of frames*
 - This preserves other clips' positions in time and maintains the total duration of the sequence

REMOVING A CLIP FROM A SEQUENCE

- You can remove a clip from a sequence in two ways
- *Lift*
 - Leaves a gap where the clip used to be. This is the default behaviour
- *Extract* '
 - Clips to the right of the removed clip move over to fill the gap
 - Use Ctrl (Windows) or Command (Mac OS) keyboard modifier

TRIM TOOLS



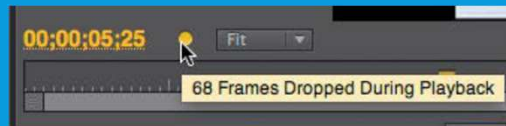
PERFORMING LIFT EDIT AND RIPPLE DELETE

- A lift edit will remove the selected part of a sequence, leaving blank space
 - Similar to an overwrite edit but in reverse
- Use In and Out marks to choose any parts of clips
- Selecting clip segments and pressing Delete will always remove whole clips

PRODUCTION VALUES

- Minimum quality of media
- Colour grading
- Style guide for effects, transitions and objects (e.g. text)
- Your monitor is almost certainly not colour-accurate, nor consistent
 - Ambient lighting
- Transcoding almost certainly degrades quality
- Your eyes adjust
- Capturing
 - https://helpx.adobe.com/premiere-pro/using/capturing-digitizing.html#about_capturing_and_digitizing

DROPPED FRAME INDICATOR



OUTPUT TARGETS

- What size, resolution, platform(s)

TRANSITIONS

- Most TV shows and feature films use cuts-only edits
 - You rarely see any transitions
- An effect should be used if it gives a particular additional benefit, and most often, transition effects do not
- The most frequent use in newsroom editing is to take what would have been a jarring or abrupt edit (a *jump cut*) and make it more acceptable

VIDEO KEYING EFFECTS

- *Chroma/Color*
 - Blue Screen, Chroma, Color, Non Red, and RGB Difference
 - These all work in basically the same way: replace a color in a clip with transparency
- *Luminance*
 - Luma makes dark or light areas in a clip transparent or opaque, depending on the options you select
- *Opacity*
 - Alpha Adjust simply changes the opacity of a clip
- *Matte*
 - Difference, Image, Remove, Track, and three garbage matte effects (four-point, eight-point, and sixteen-point)
 - Matte keys typically use a graphic or some other user-defined region to do the equivalent of cutting a hole in a clip or making everything transparent outside of a user-defined area



rachel.crew@frog.co.uk

SUPPORT

