

Premiere Pro CC 2014



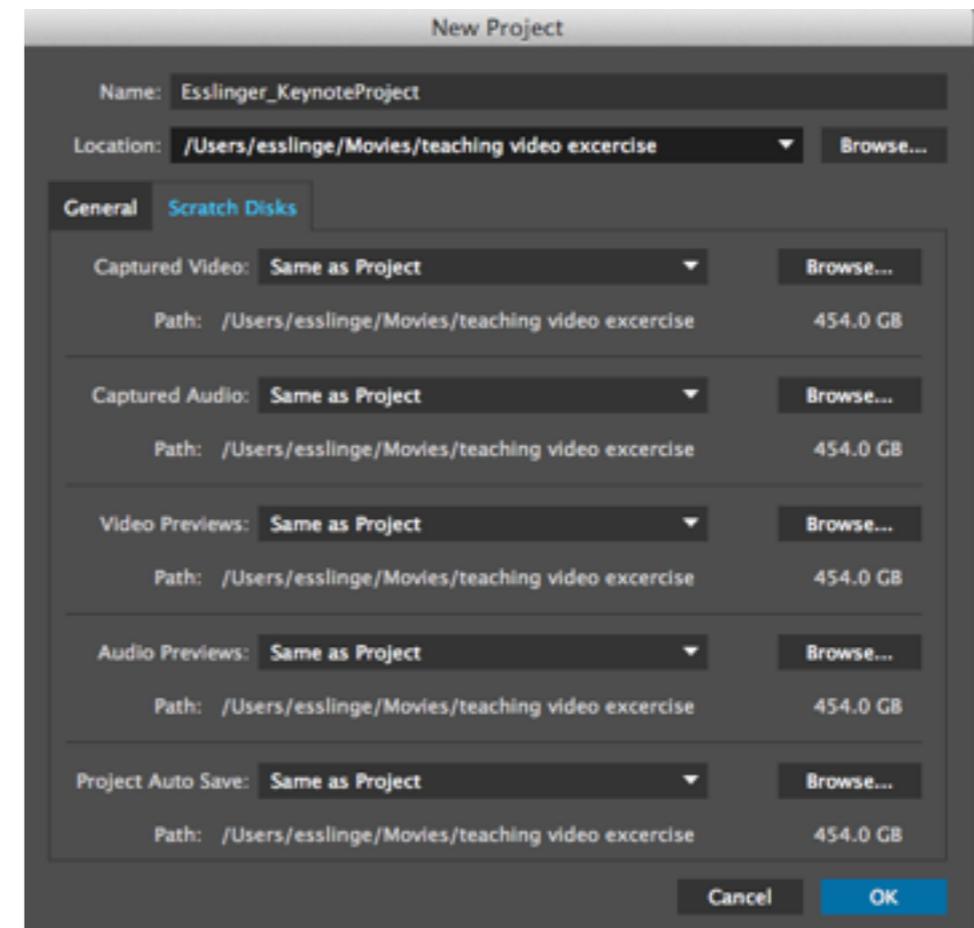
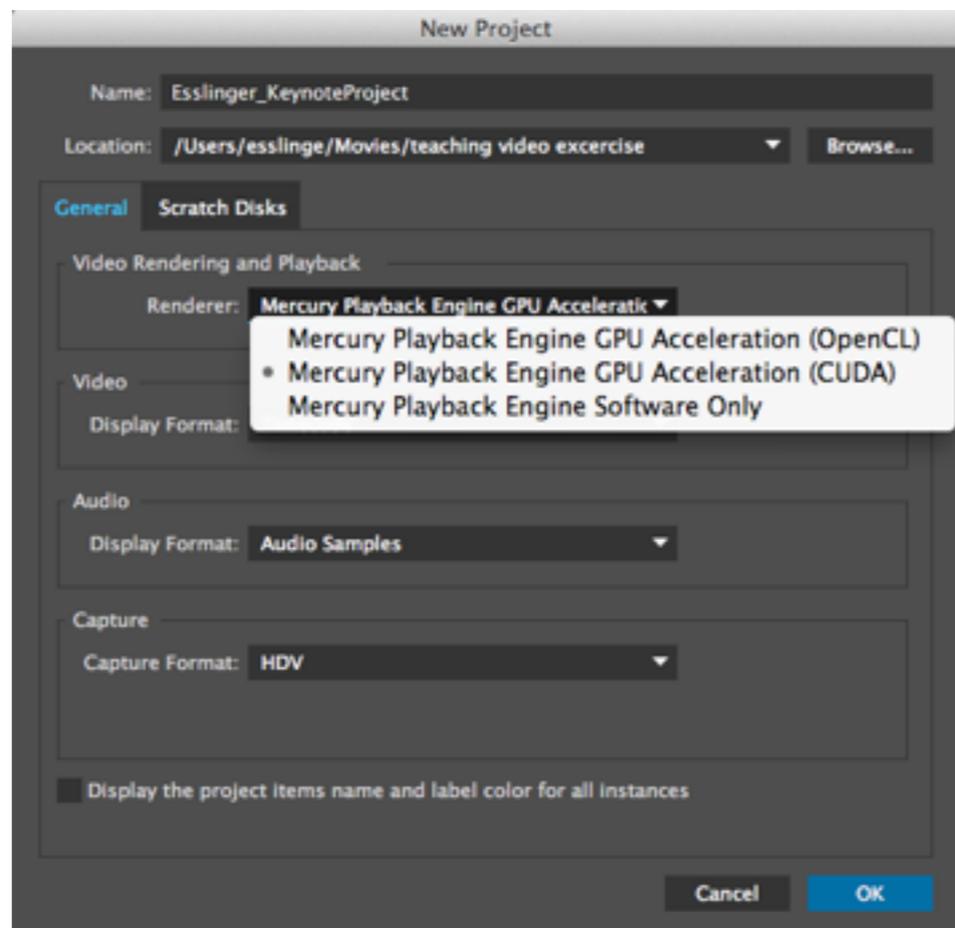
Create New Project

Name with “Last Name_name of project”

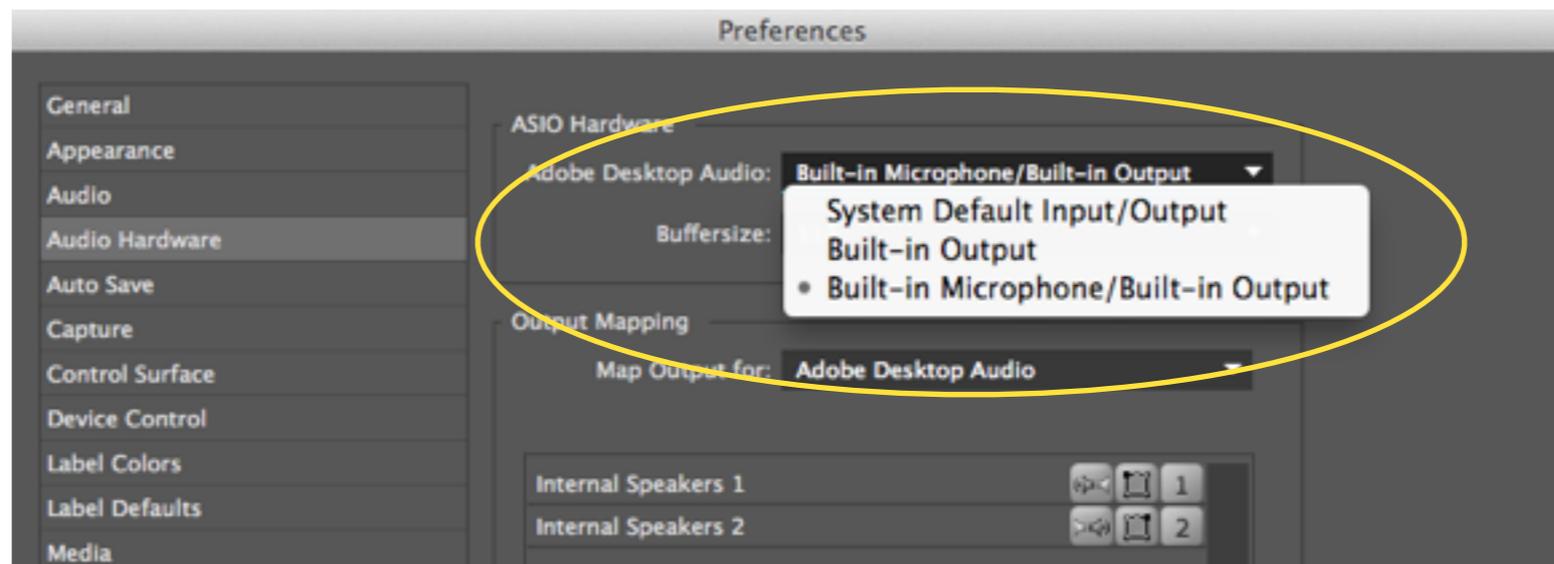
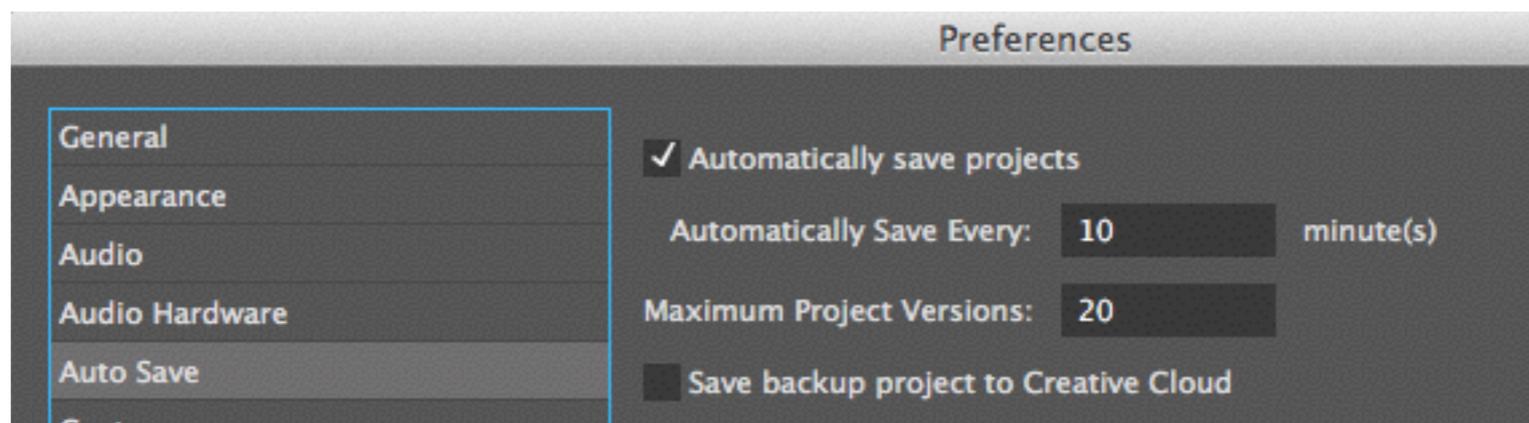
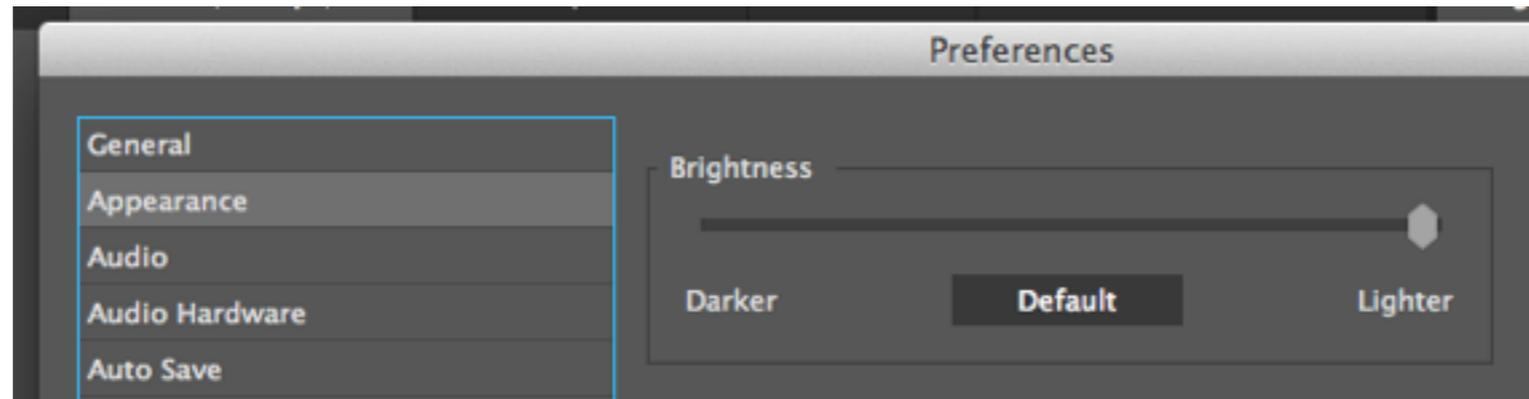
In new project settings/general/
set the Video Rendering and Playback
Renderer to Mercury Playback Engine
GPU acceleration (CUDA)

if you have crashing trouble later on,
it could help to set this to Software Only
(but it will be slower to render)

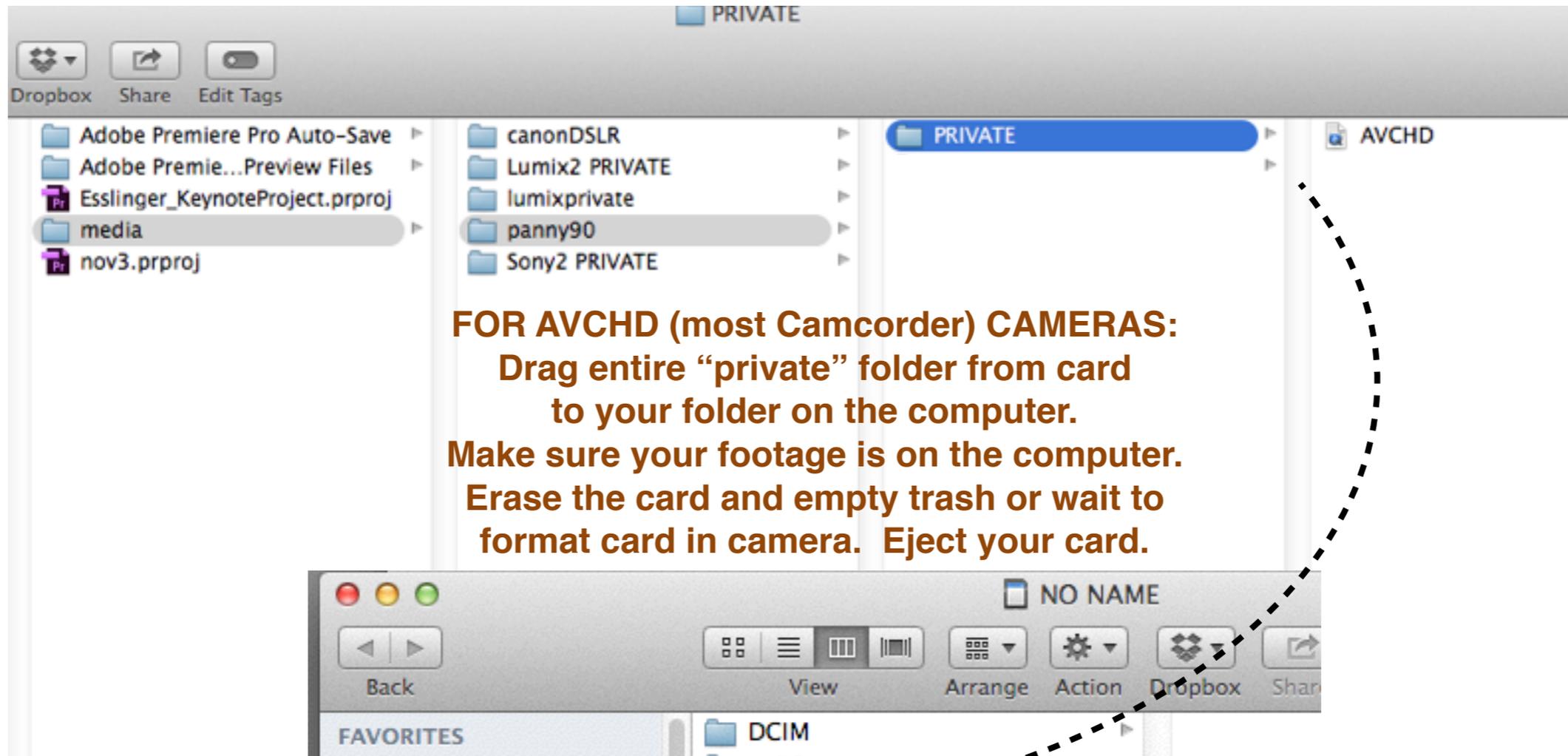
Set scratch disks to “Same as Project”



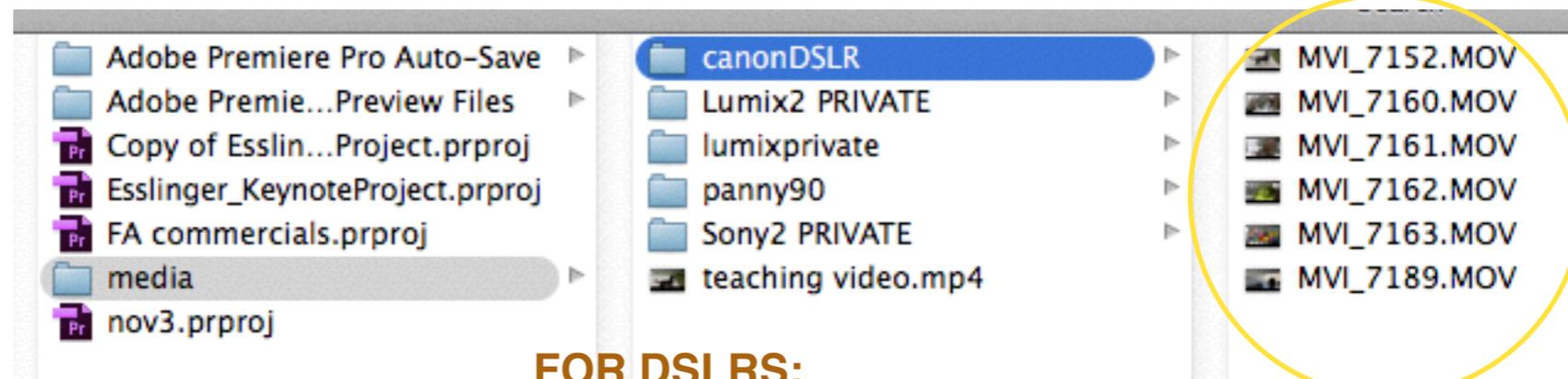
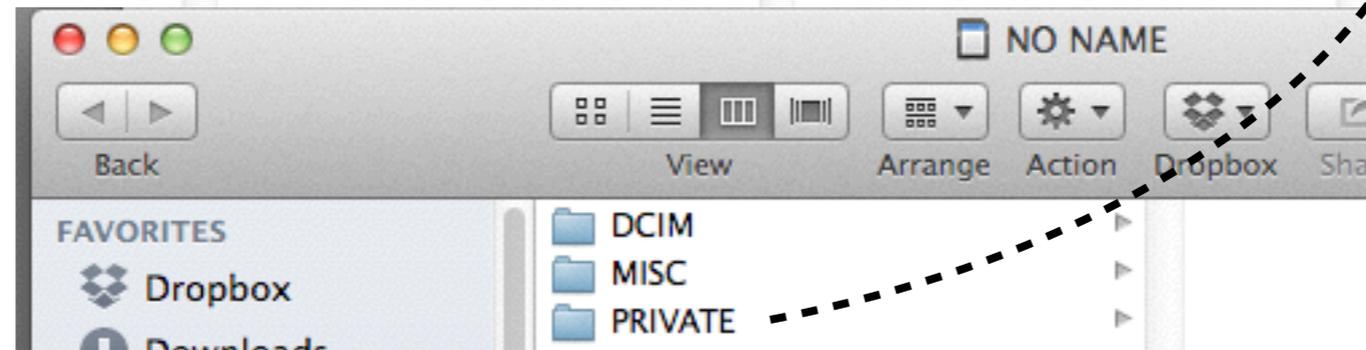
Here are some options for preferences:



change audio hardware to reflect use (apple TV when connected or system or built when not)



**FOR AVCHD (most Camcorder) CAMERAS:
Drag entire “private” folder from card
to your folder on the computer.
Make sure your footage is on the computer.
Erase the card and empty trash or wait to
format card in camera. Eject your card.**

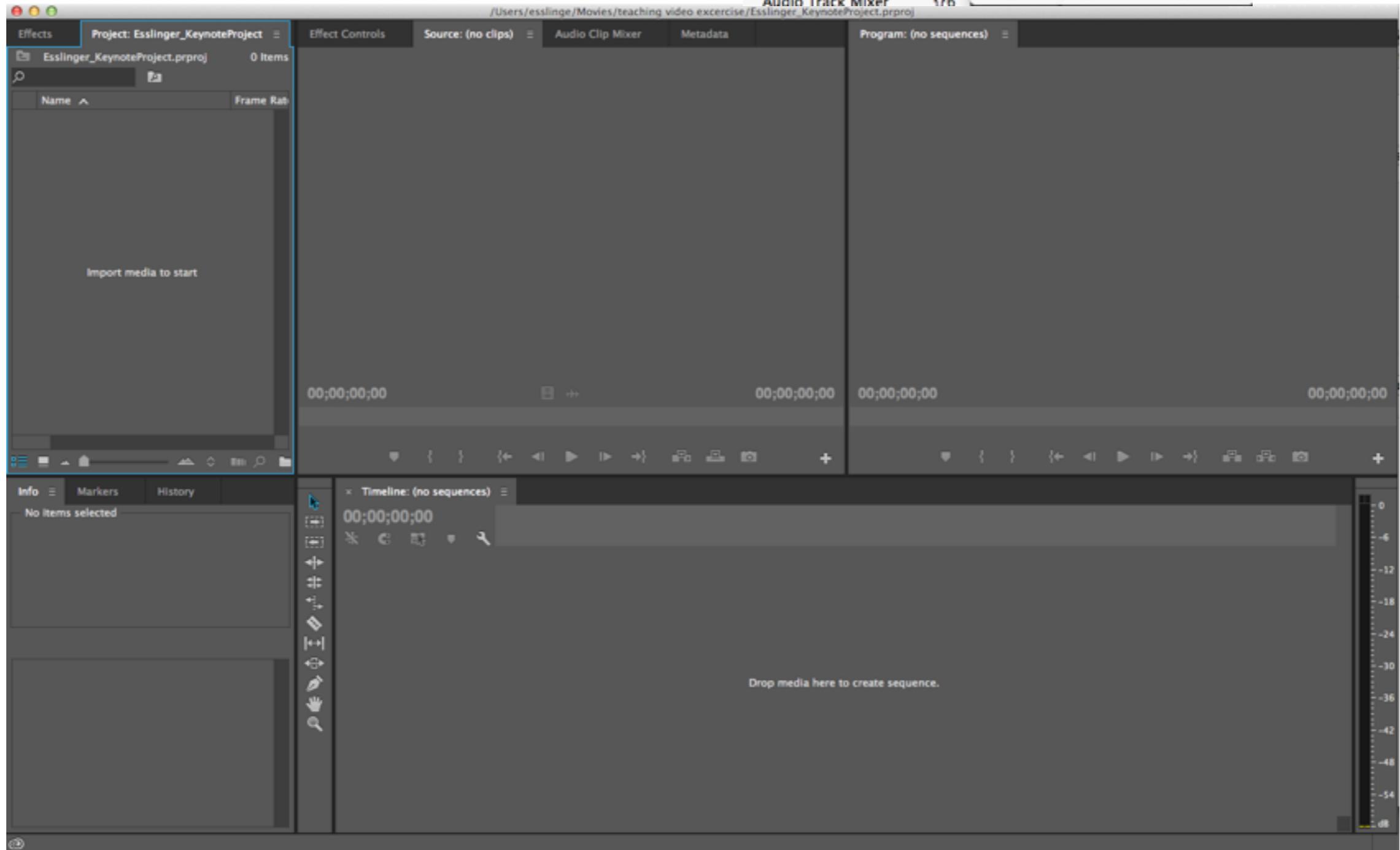


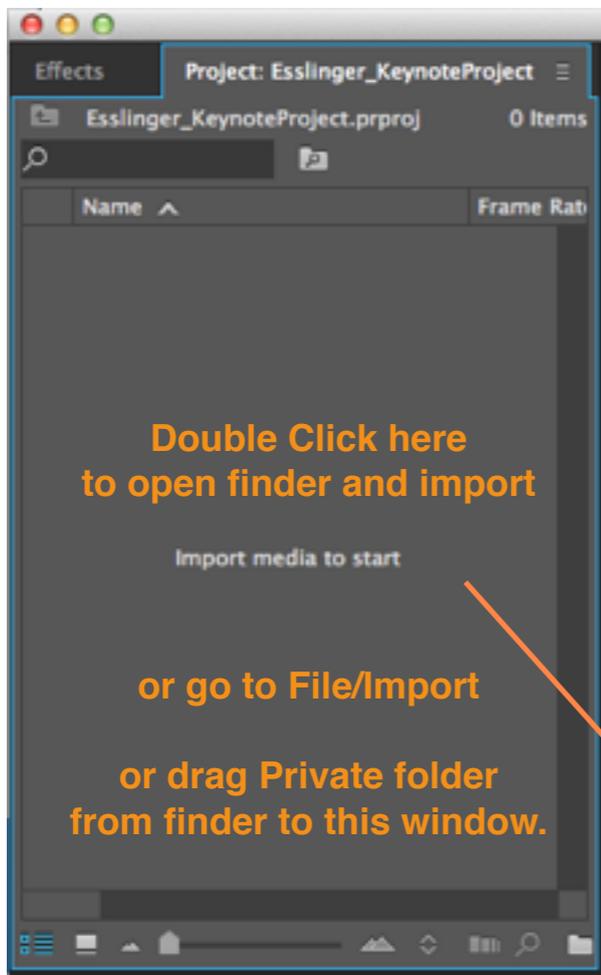
**FOR DSLRS:
Drag Movie files into a descriptive folder that you make
eject the card and reformat in camera**

Window Help

- Workspace ▶
 - Assembly ⌘1
 - Audio ⌘2
 - Color Correction ⌘3
 - Editing ⌘4
 - Editing (CS5.5) ⌘5
 - Effects ⌘6
 - Metalogging ⌘7
- Browse Add-ons...
- Extensions ▶
- Maximize Frame ⌘`
- Audio Clip Effect Editor
- Audio Track Effect Editor
- Adobe Story
- Audio Clip Mixer ⌘9
- ✓ Audio Meters
- Audio Track Mixer ⌘6
- New Workspace...
- Delete Workspace...
- Reset Current Workspace... ⌘0
- ✓ Import Workspace from Projects

Set workspace to Effects to follow this tutorial except for the color correction section
You can “reset workspace” if it gets messed up.



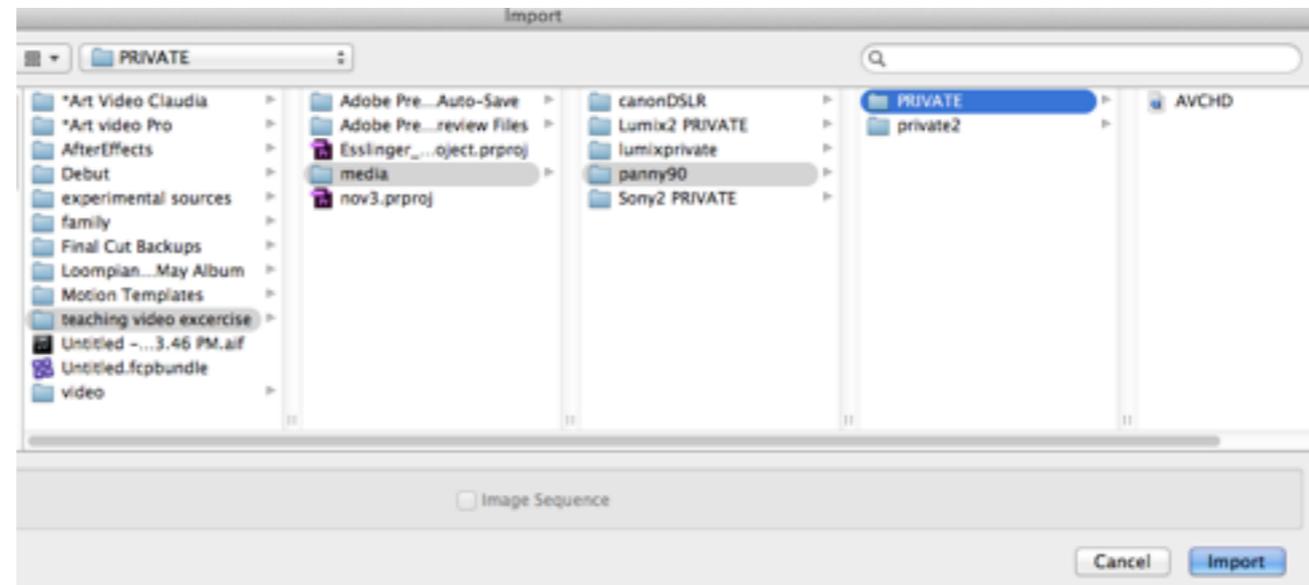


Double Click here to open finder and import

Import media to start

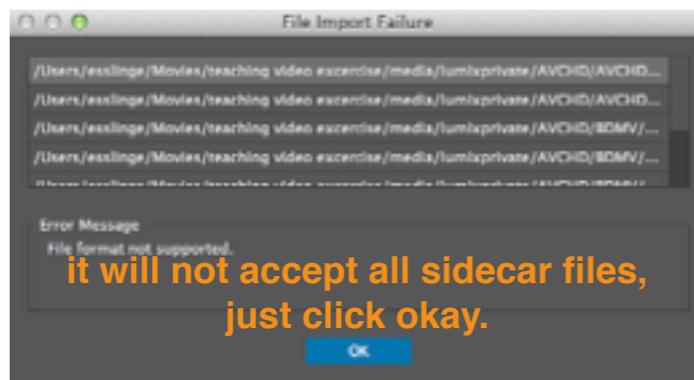
or go to File/Import

or drag Private folder from finder to this window.

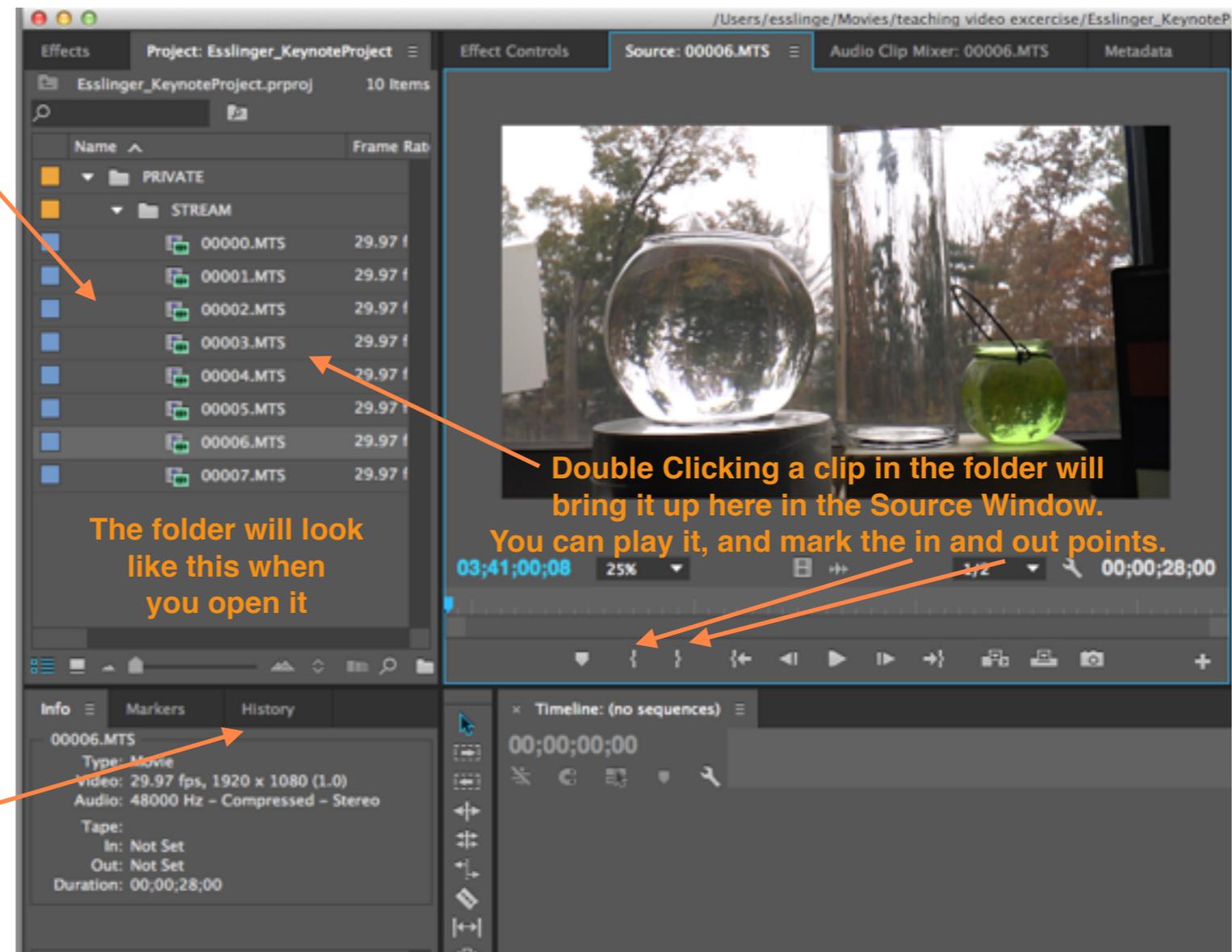


Project Window

Source Window



it will not accept all sidcar files, just click okay.

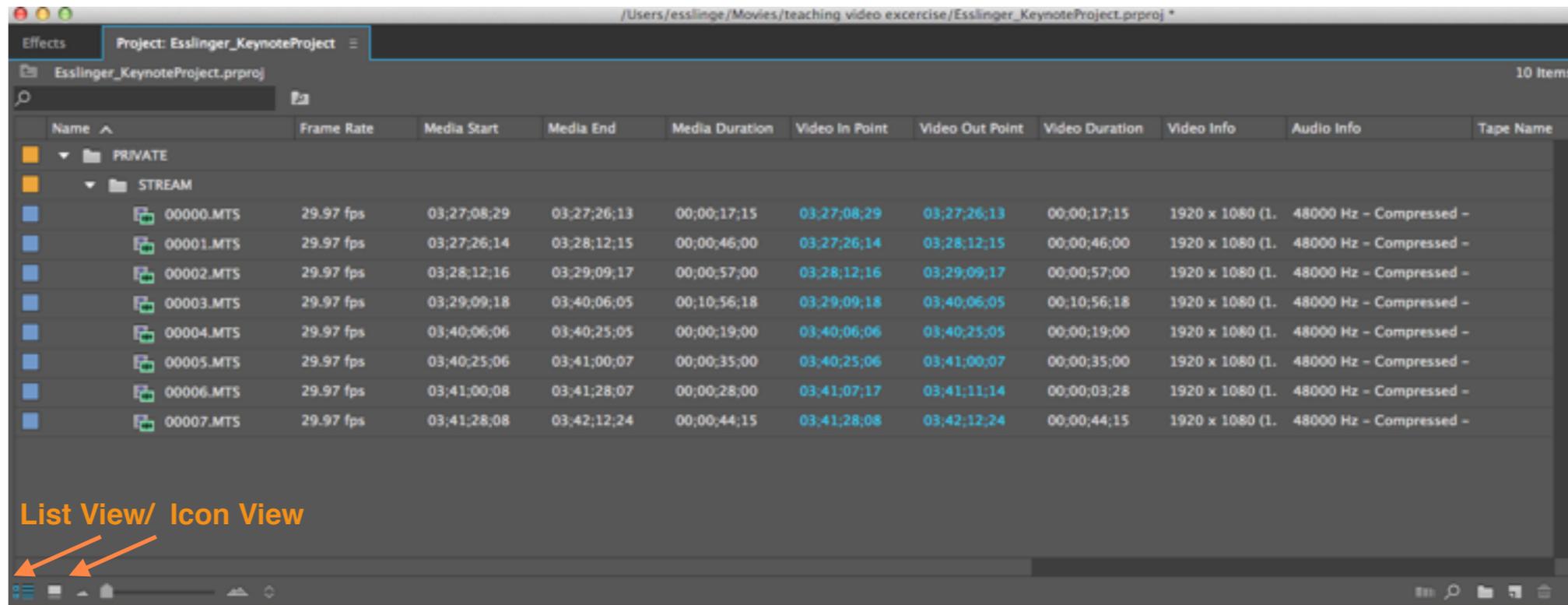


The folder will look like this when you open it

Double Clicking a clip in the folder will bring it up here in the Source Window. You can play it, and mark the in and out points.

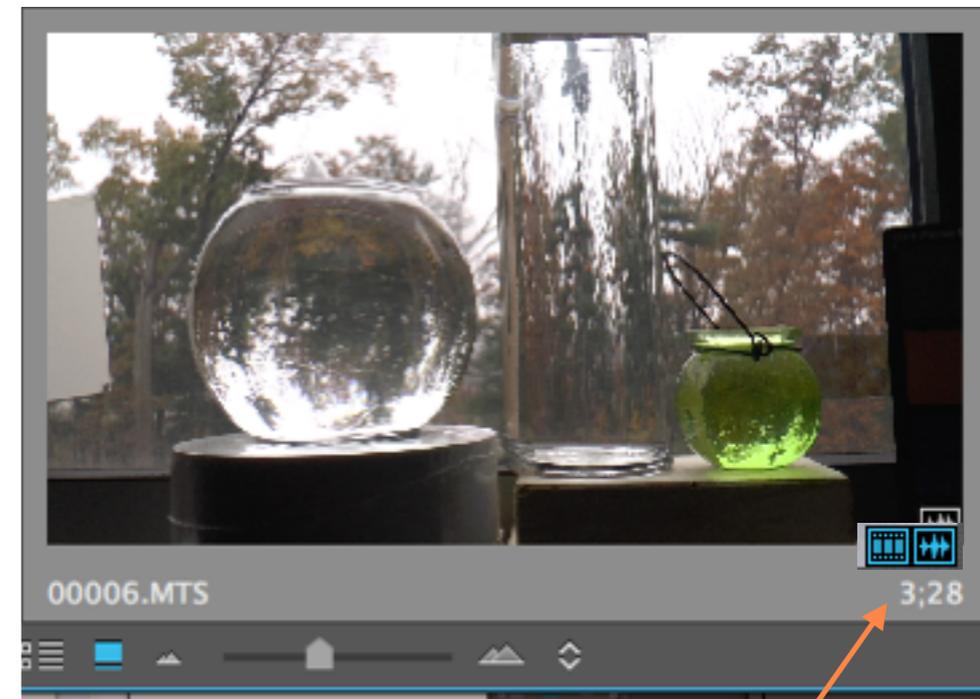
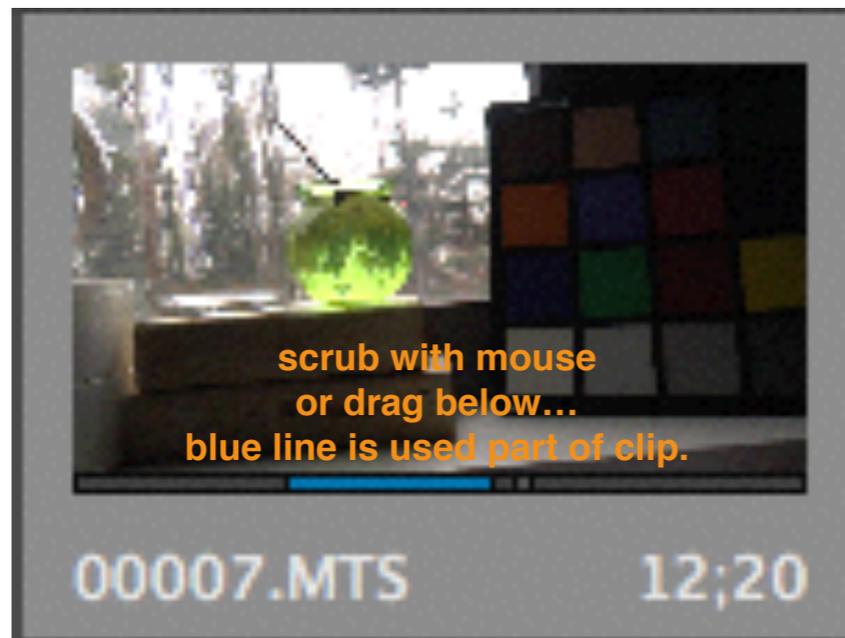
This Area shows Info about the clip The history palette tab allows you to go back multiple steps.

Project Window in list view can be opened by dragging the right edge to reveal more information about each clip



List View/ Icon View

in Icon View you can scrub through the clip by dragging over it with the mouse.



You can see length and whether the clip has audio.
If there is a film icon it means the clips has been used in the timeline

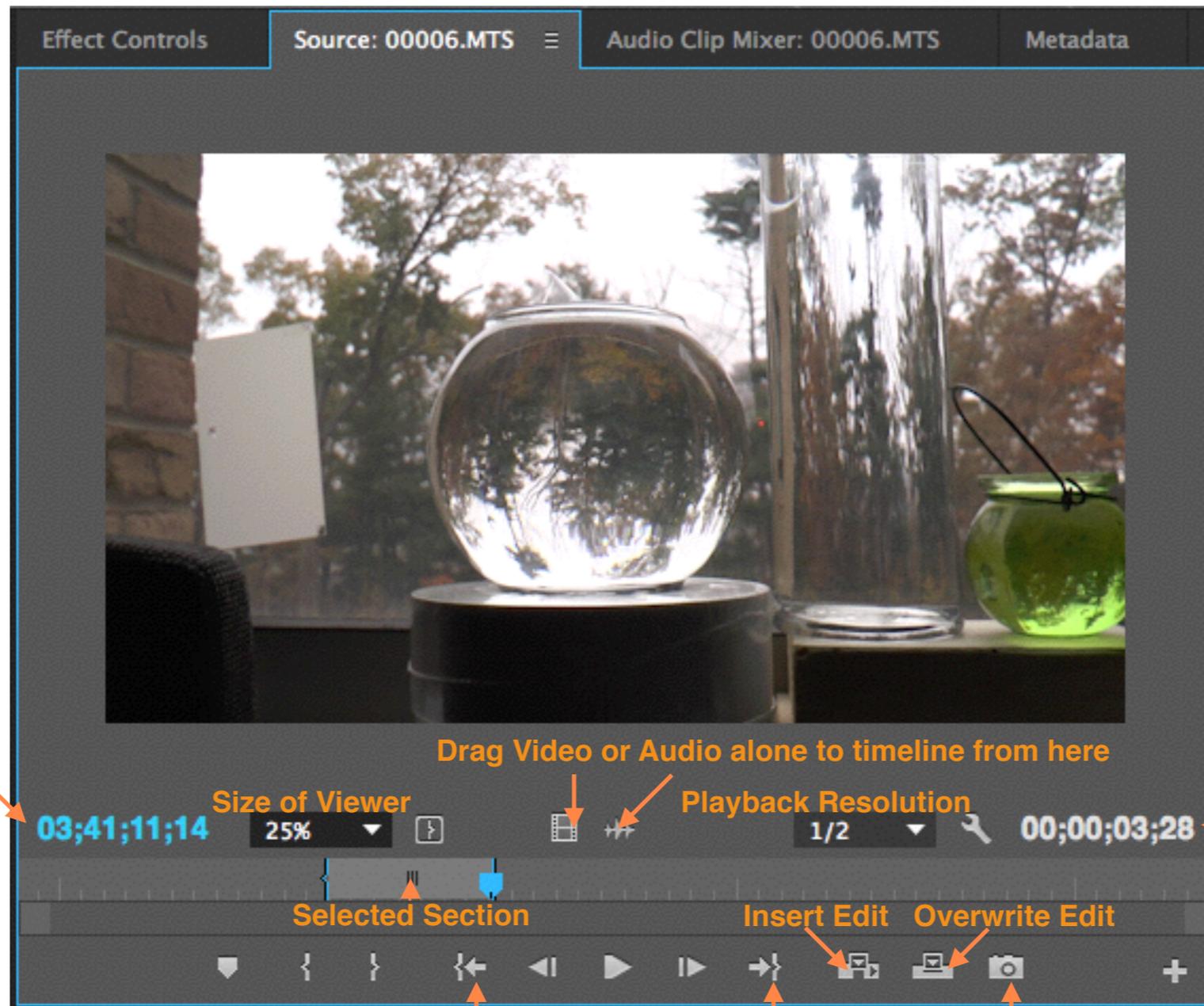
Use Bins in Project Window to organize. Notice different icons for different media.

The screenshot shows the Project Window for a project named 'Esslinger_KeynoteProject'. It displays three bins: 'media', 'sequences', and 'titles'. The 'media' bin contains four MTS files (00004.MTS to 00007.MTS) with a frame rate of 29.97 fps. The 'sequences' bin contains one sequence named '00005' with a frame rate of 29.97 fps. The 'titles' bin contains one title named 'this is my title'. Annotations point to various icons and controls:

- Movie Clip Icon with Video and Audio:** Points to the blue icon next to the MTS files.
- Sequence Icon:** Points to the green icon next to the '00005' sequence.
- Title Icon:** Points to the purple icon next to the 'this is my title' title.
- list view, icon view, search by name, create bin:** Points to the bottom toolbar icons for list view, icon view, search, and create bin.
- dragging an item to the paper duplicates it. If a sequence it will make a separate "nested clip" sequence that when clicked will open the original sequence, not a duplicate.** Points to the 'create bin' icon.
- to have two of the same sequence select sequence, right click and say "duplicate"** Points to the right-click context menu icon.
- you can select a series of clips in media browser and create a new automatic timeline based on selection order by clicking on this icon.** Points to the 'create timeline' icon.

Name	Frame Rate	Me
media		
00004.MTS	29.97 fps	
00005.MTS	29.97 fps	
00006.MTS	29.97 fps	
00007.MTS	29.97 fps	
sequences		
00005	29.97 fps	
titles		
this is my title		

SOURCE WINDOW SHOWS INDIVIDUAL CLIPS



location of
footage on
original

Drag Video or Audio alone to timeline from here

Size of Viewer

Playback Resolution

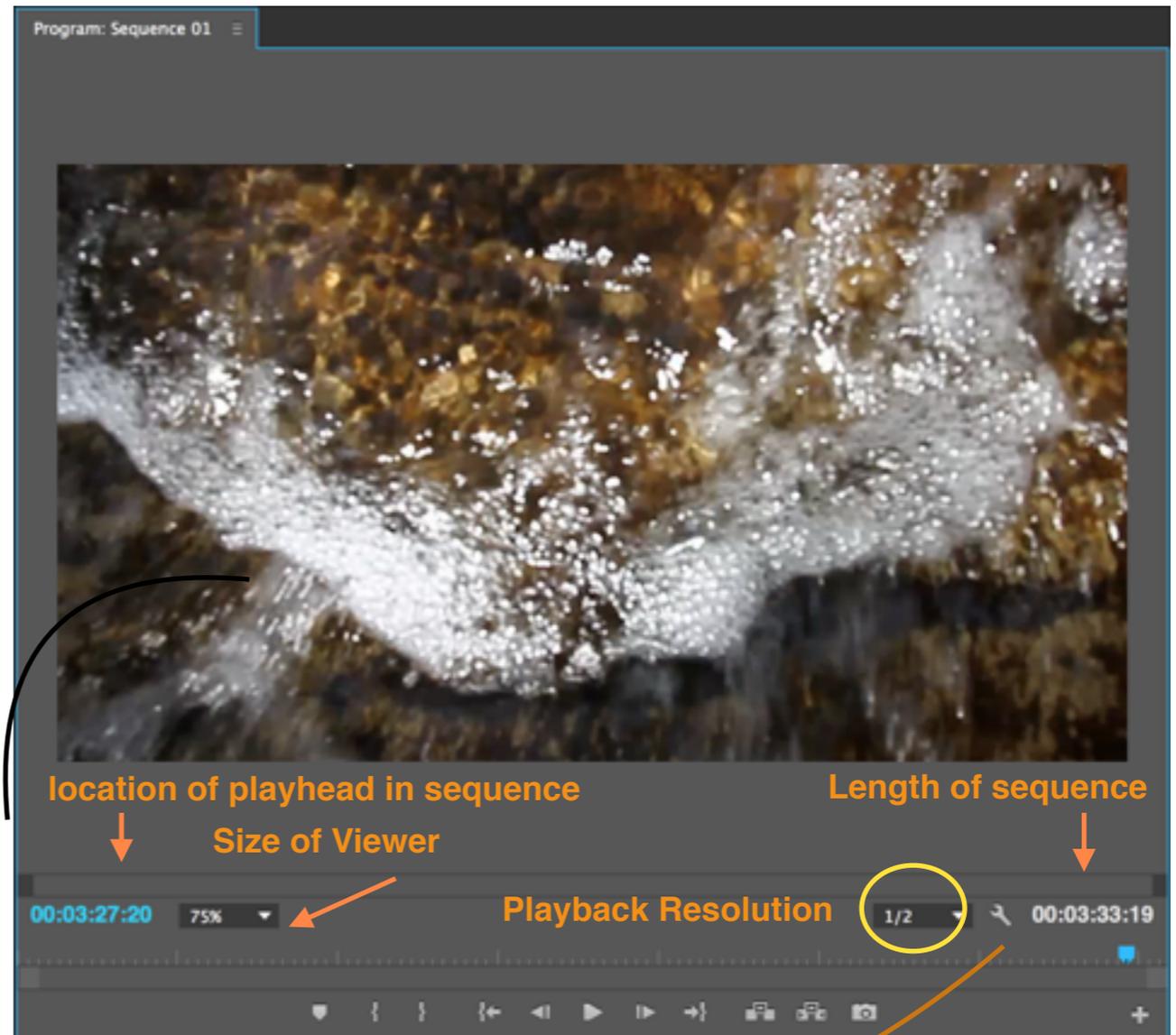
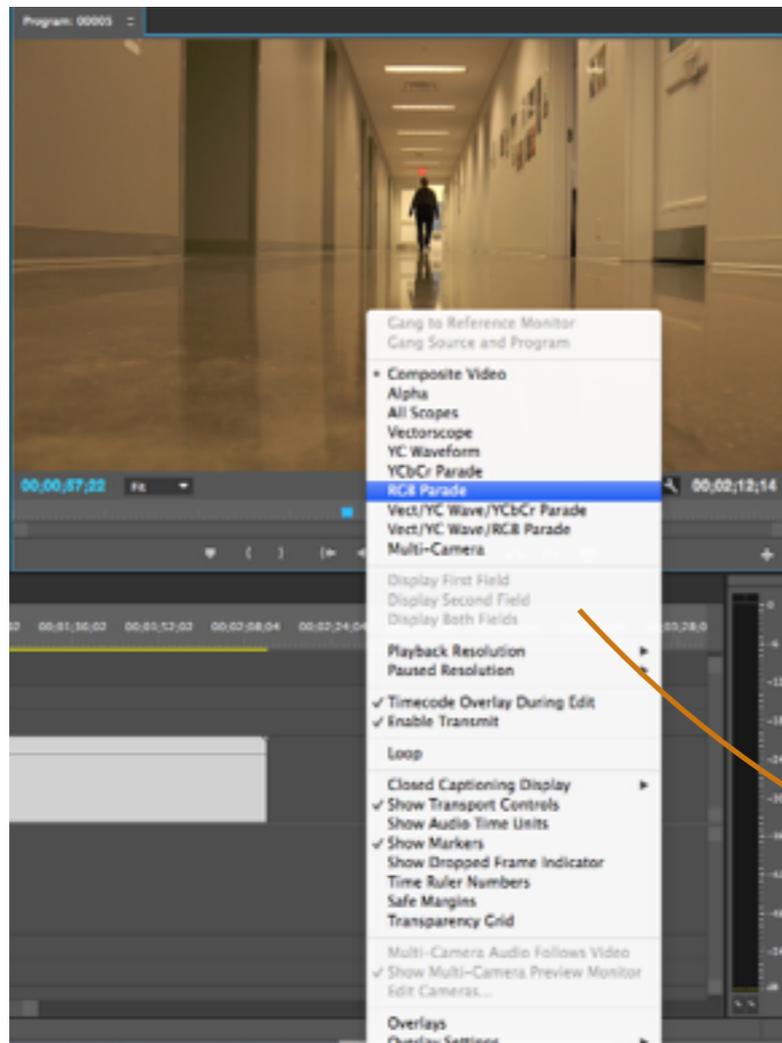
IN to Out Duration

Selected Section

Insert Edit Overwrite Edit

Mark In Out Go to In Go to Out Take a still from this frame
Go back one frame Play Go Forward one frame

**PROGRAM WINDOW
SHOWS TIMELINE/
SEQUENCE CLIPS**



palette tools under wrench

HOW TO PUT CLIPS ON THE TIMELINE

The screenshot displays the Adobe Premiere Pro interface. On the left, the Project panel shows a list of video files (00000.MTS to 00007.MTS). The central Source window shows a video clip of a globe with orange in and out points. Below the source window, the timeline is visible, showing tracks for video (V1, V2, V3) and audio (A1, A2, A3, Master). An orange arrow points from the source window to the timeline, indicating the process of dragging a clip. The timeline shows a clip being placed on the V1 track.

Option 1: After Marking In and Out points in Source Window, Drag from center of image to empty timeline area. Both video and audio will make a timeline that matches the source clip in size, codec and frames per second.

(or drag just video or just audio from icons below source image)

HOW TO PUT CLIPS ON THE TIMELINE

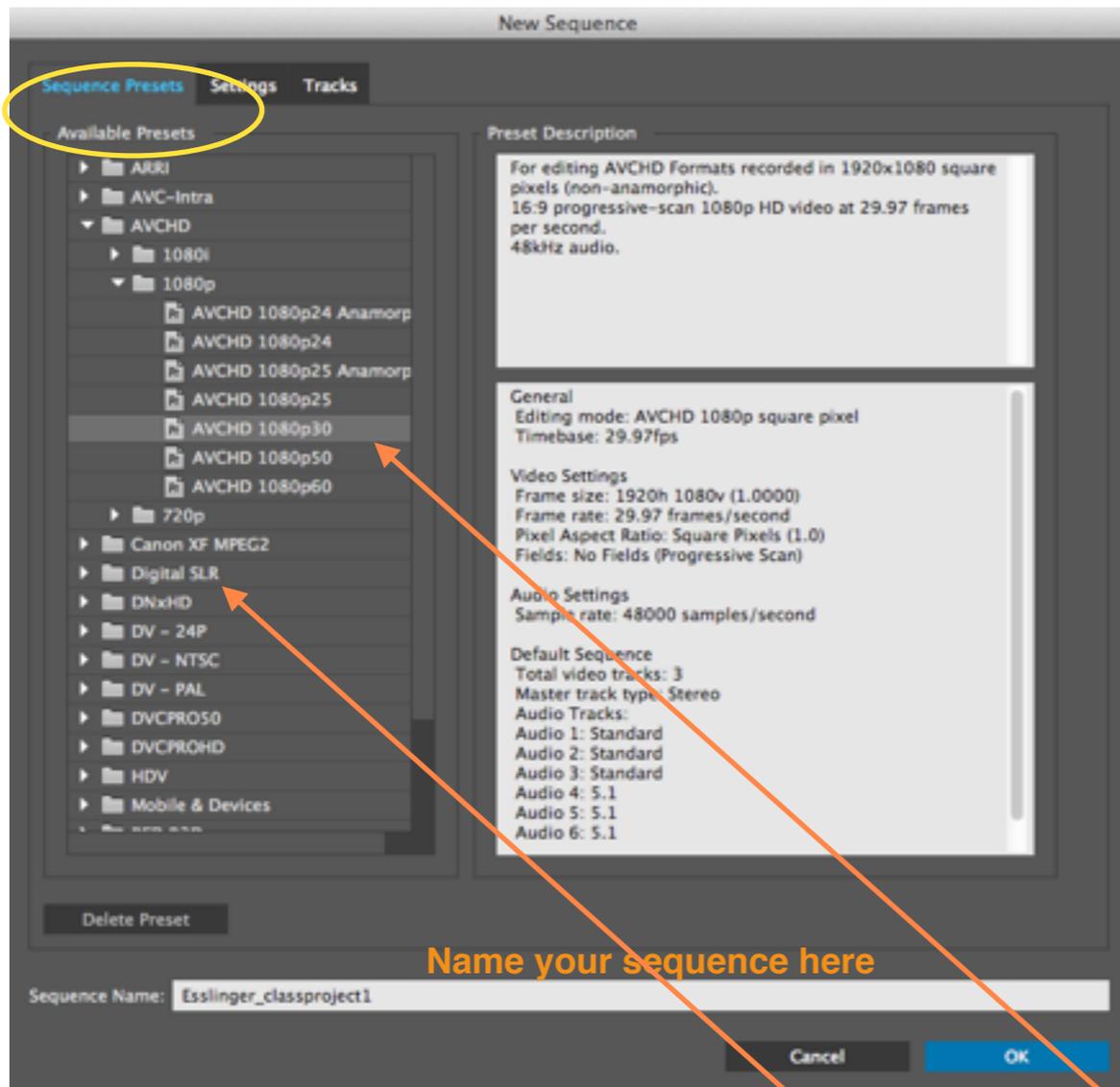
The screenshot displays the Adobe Premiere Pro interface. On the left, the Project panel shows a list of video files (00000.MTS to 00007.MTS) under a 'STREAM' folder. The Source monitor in the center shows a video clip of a glass sphere. The timeline at the bottom shows a sequence named 'Esslinger_classproject1' with a duration of 00:00:06:00. The timeline tracks include video tracks (V1-V5) and audio tracks (A1-A5). An orange arrow points from a text box to the 'Add to New Sequence' icon in the timeline controls.

Option 2: Create a sequence first using presets: go to File/New/Sequence.

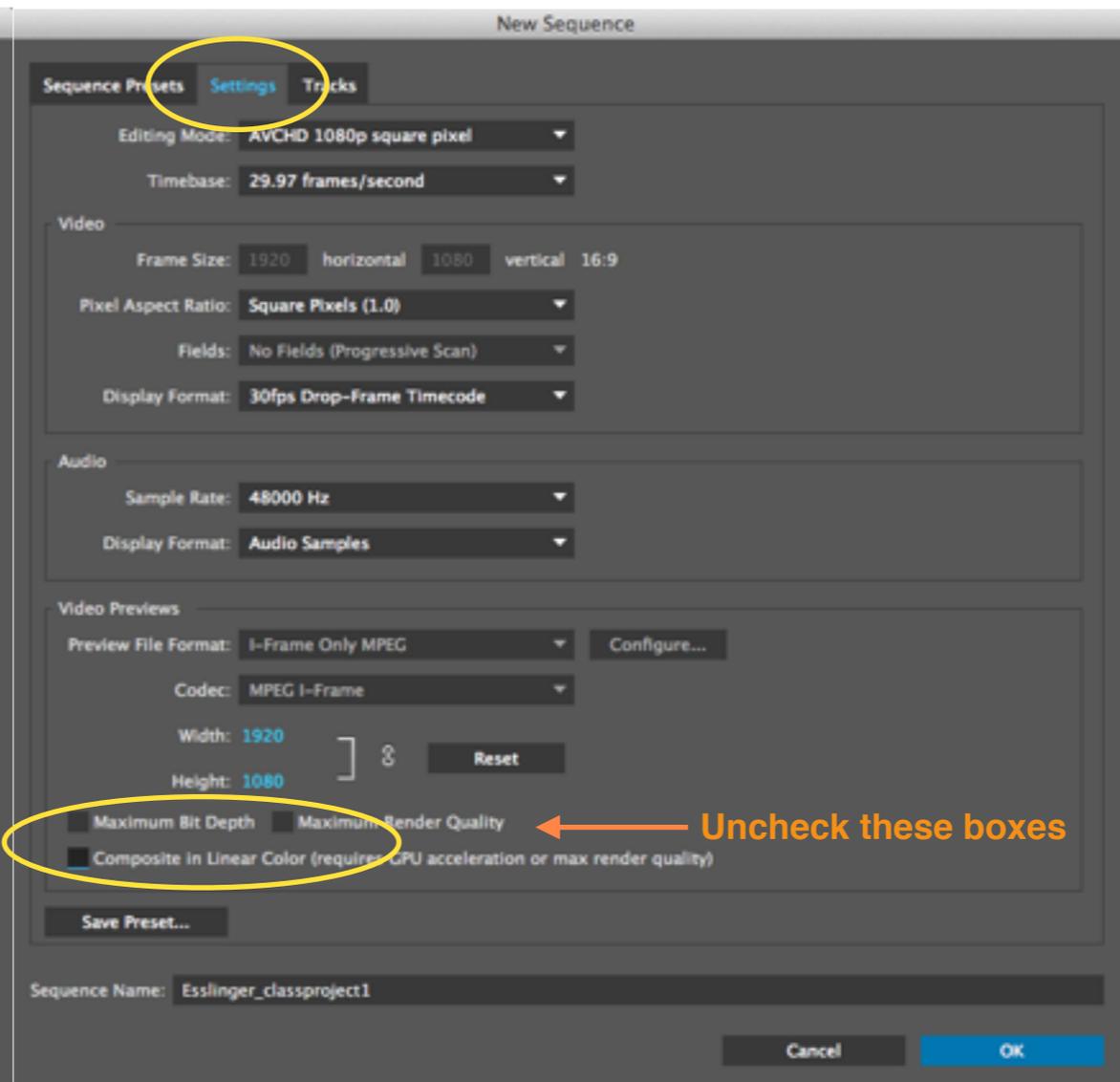
then use dragging or icons to place clips

Premiere Pro File Edit Clip Sequence Marker Title Window Help
New
Open Project...
Open Recent
Browse in Adobe Bridge...

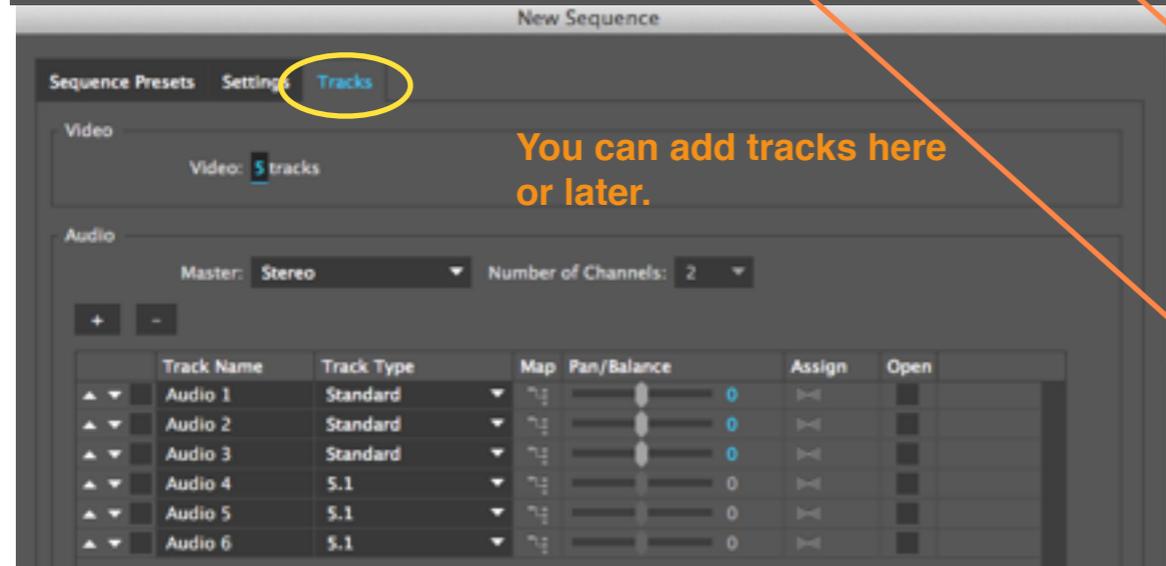
CHOOSING SEQUENCE SETTINGS



Name your sequence here



Uncheck these boxes

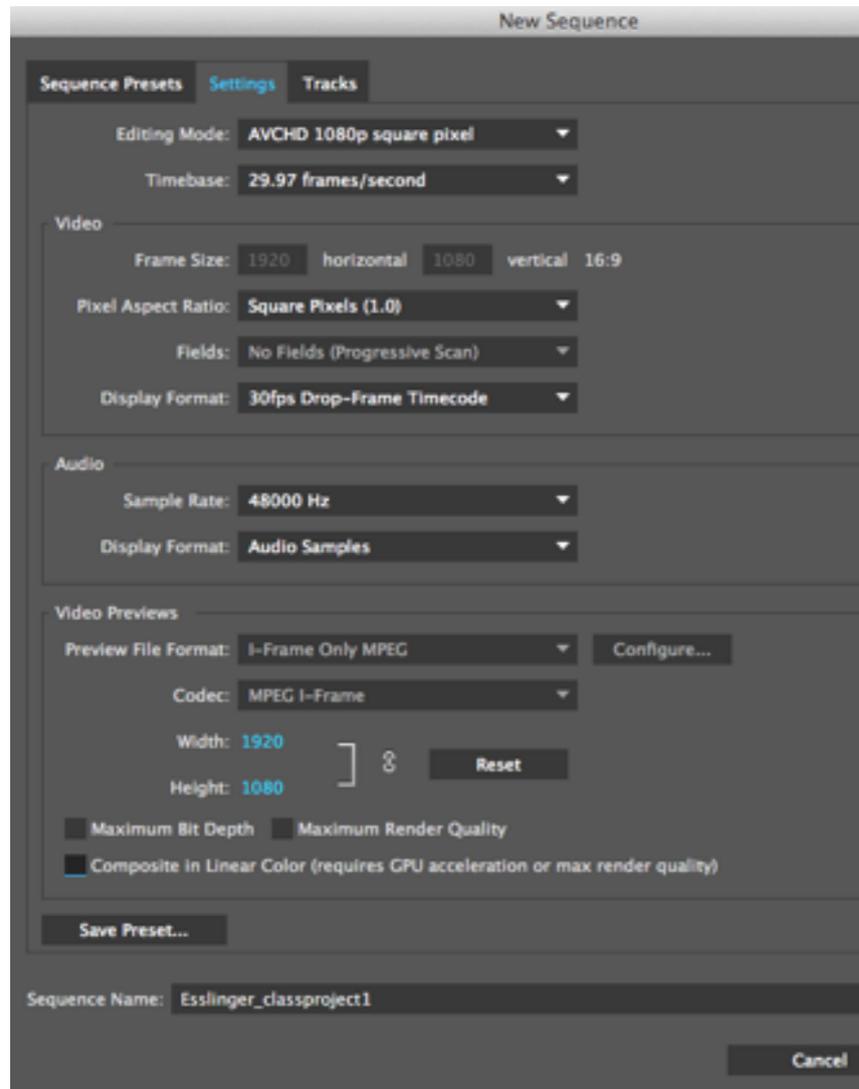


You can add tracks here or later.

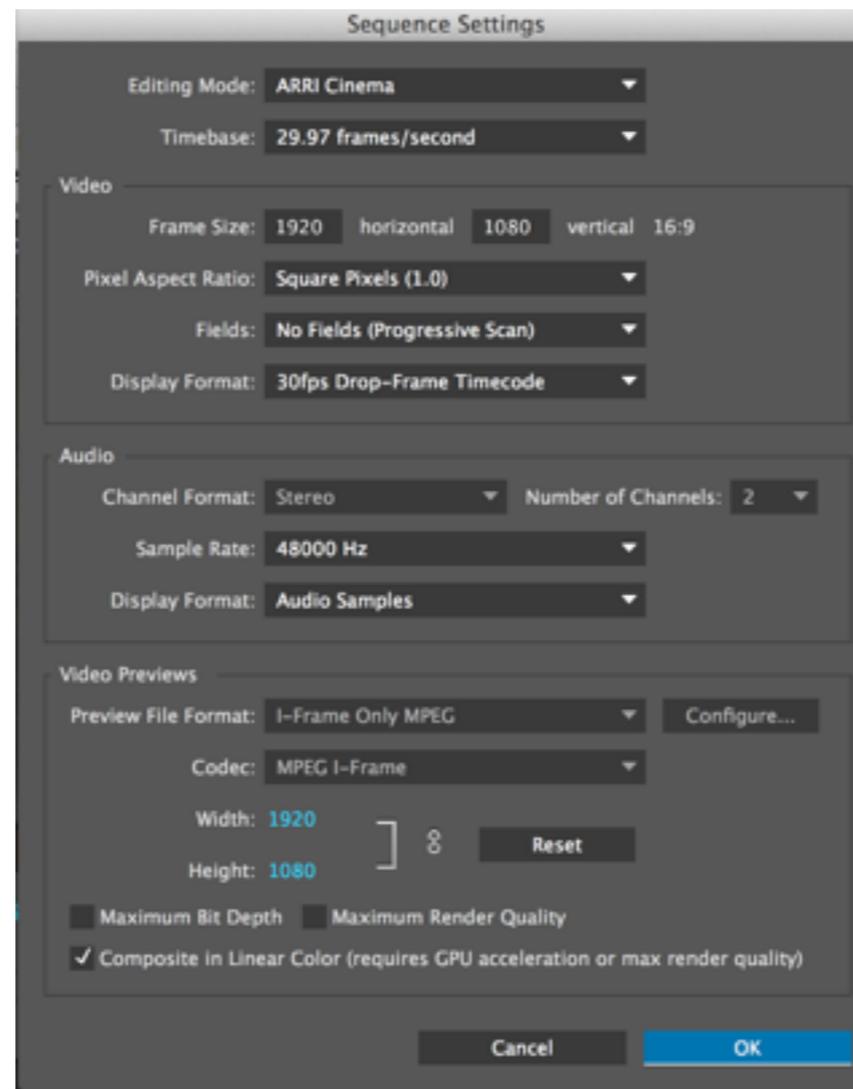
For Panasonic 90 or 40 and Sony NEX 30 choose **AVCHD/ 1080p/30fps** (really 29.97) or 24fps (23.98) depending on what setting you shot the footage at.

For Canon DSLR use Digital SLR preset

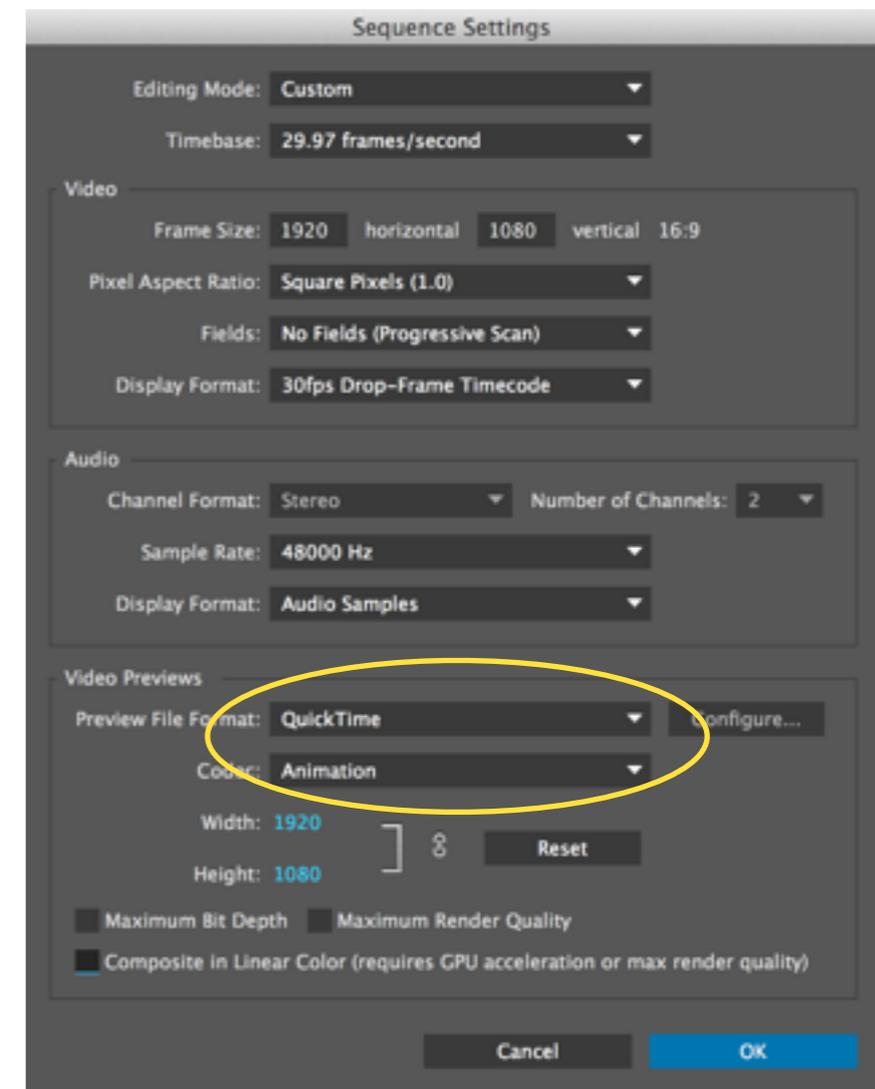
Questions about SEQUENCE SETTINGS



This is the preset I chose for the Panny 90 which records in AVCHD



after editing with that footage only, the sequence setting looked like this.



This custom setting was recommended on a forum... particularly the preview as QT and Animation.

EDITING ON THE TIMELINE

The screenshot displays the Adobe Premiere Pro interface with several key components and annotations:

- Effects Panel:** Located on the left, it shows a list of video transitions. The "Effects" menu is circled in yellow, and the "Video Transitions" folder is also circled in yellow.
- Program Monitor:** On the right, it shows a preview of a glass sphere. An orange arrow points to the playhead in the timeline, with the text: "Program window shows frame under playhead on timeline".
- Timeline:** The central area shows a multi-track timeline. A yellow bar at the top indicates the current playhead position at 00:00:03:00. A red bar below it indicates a transition point. Annotations include:
 - "Timecode hours;minutes;seconds;frames" pointing to the timecode display.
 - "yellow bar will play red bar needs to be rendered" pointing to the yellow and red bars.
 - "Transition" pointing to the transition point between clips.
 - "selected and linked" pointing to a clip in the timeline.
- History Panel:** Located at the bottom left, it shows a list of recent actions. The "History" menu is circled in yellow.
- Timeline Tools:** On the left side of the timeline, various tools are visible, including "Snap to clip or playhead", "Un/Link video/audio", "add marker", "timeline settings", "look track", "show/hide target track", "Mute", and "Solo".

TOOLS

MoveTool (V)

Select all tracks forward (A)

Select all tracks behind (shift A)

ripple edit (B)

roll edit (N)

rate stretch tool (R) (drag out end of clips on timeline to slowdown)

Razor tool (C) (click where pal)

Slip Tool (Y)

Slide Tool (U)

Pen Tool (P) keyframes

Hand Tool (H)

Zoom Tool (Z)

FINE TUNING ON THE TIMELINE

Audio Meters: should bounce green and some yellow, but no red

The screenshot displays a video editing software interface. At the top, a timeline shows time markers from 00:00:00 to 00:00:44:00. Below the timeline are video tracks (V1, V2) and an audio track (A1). The video tracks contain clips labeled '00005.MTS [V]', '00007.MTS [V]', and '00007.MTS [V]'. The audio track shows waveforms for left (L) and right (R) channels. A context menu is open over the audio track, listing options: 'Clip Keyframes', 'Track Keyframes', 'Track Panner', 'Volume', and 'Mute'. A pen tool keyframe editor is visible, showing a blue line with keyframes. An audio meter on the right side shows a green bar with a red arrow pointing to the top, indicating the audio level. A context menu is also open over the audio meter, listing options: 'Linear', 'Bezier', 'Auto Bezier', 'Continuous Bezier', 'Hold', 'Ease In', 'Ease Out', and 'Delete'.

Use pen tool to lower opacity or volume with keyframes.

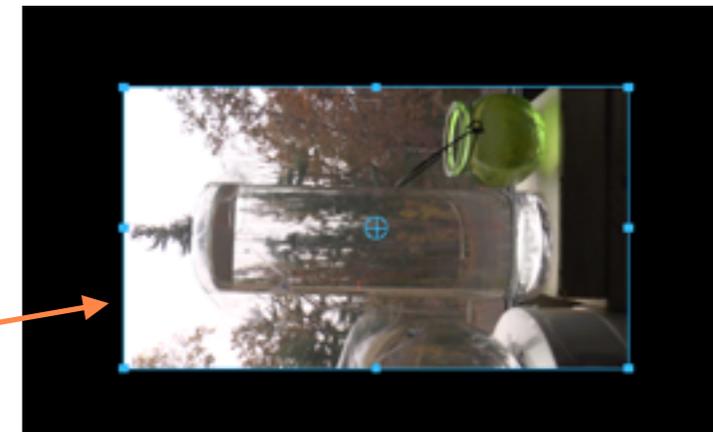
Cont+click to get options below:

- ✓ Linear
- Bezier
- Auto Bezier
- Continuous Bezier
- Hold
- Ease In
- Ease Out
- Delete

Click and Drag over V1 or A1 to increase track size and show image and waveforms

BASIC VIDEO EFFECTS

turns on wireframe in program window so you can move image visually not just using numbers
You can also double click on image in program window to get wireframe.



Each clip has basic effects available in the effects control panel without having to add them from the effects palette.

These effects can be altered over time by using keyframes.

TO USE KEYFRAMES:

1. position play head where you want effect to start
2. Click stopwatch by effect
3. move playhead to where you want to effect to change next.
4. change numbers and premiere will insert keyframe at that location.
5. repeat
(do not click stopwatch again)

TO USE BLENDING MODES:
under opacity, choose blending modes, just like photoshop.

the clip will blend with the image below.

Effect Controls Source: 00005: 00007.MTS: 00;00;06;00 Audio Clip Mixer: 00007.MTS

Master * 00007.MTS 00005 * 00007.MTS 10;00;08;00 00;00;16;00

Video Effects 00007.MTS

- fx Motion
 - Position 960.0 540.0
 - Scale 100.0
 - Scale Width 100.0
 - Uniform Scale
 - Rotation 0.0
 - Anchor Point 960.0 540.0
 - Anti-flicker Filter 0.00
- fx Opacity
 - Opacity 100.0% **revert to original**
 - Blend Mode Normal
- fx Time Remapping
 - Speed 100.00%

00;00;10;11

ADDING EXTRA EFFECTS

2. Under the Project Window, select effect and drag onto clip on timeline or just double click effect.

The screenshot displays the Adobe Premiere Pro interface with several key components highlighted and annotated:

- Effects Panel:** Located on the left, it shows a list of video effects under the 'Color Correction' category, including 'Fast Color Corrector' and 'Luma Curve'. The 'Effects' menu icon is circled in yellow.
- Effect Controls Panel:** Located at the top center, it shows the parameters for the selected effect. The 'Effect Controls' menu icon is circled in yellow. It includes settings for 'Layout' (Horizontal), 'Split View Percent' (50.00%), 'White Balance', and a 'Hue Balance and Angle' color wheel.
- Program Monitor:** Located on the right, it shows a preview of the video clip with a blue color cast. The playhead is positioned at 00:00:02:08.
- Timeline:** Located at the bottom, it shows a clip named '00005.MTS [V]' selected. A blue vertical line indicates the playhead's position on the clip.

Three orange arrows point from text annotations to these specific areas:

- Arrow 1 points to the clip on the timeline: "1. Double Click the Clip you want to affect It will come up in the source window."
- Arrow 2 points to the Effect Controls panel: "3. Under the Source Window, use effect controls to modify effect. The Program window will show it IF your playhead is on that clip on the timeline."
- Arrow 3 points to the Program Monitor: "3. Under the Source Window, use effect controls to modify effect. The Program window will show it IF your playhead is on that clip on the timeline."

Video Effects Favorites:

The screenshot displays the Adobe Premiere Pro Video Effects panel, organized into several columns. Orange arrows point to the following effects:

- Adjust:** Levels, Lighting Effects
- Blur & Sharpen:** Gaussian Blur
- Distort:** Corner Pin, Mirror, Warp Stabilizer
- Noise & Grain:** Dust & Scratches, Drop Shadow, Transform
- Color Correction:** Fast Color Corrector, RGB Curves, Three-Way Color Corrector
- Image Control:** Black & White
- Keying:** Luma Key, Track Matte Key
- RE:Vision Plug-ins:** RE:Vision Plug-ins
- Style:** Back in the Day
- Temperature:** Cold Midtones, Cold Mix, Cold Overall, Duo-toning, Tri-toning, Warm Gamma Mix, Warm Midtones, Warm Overall

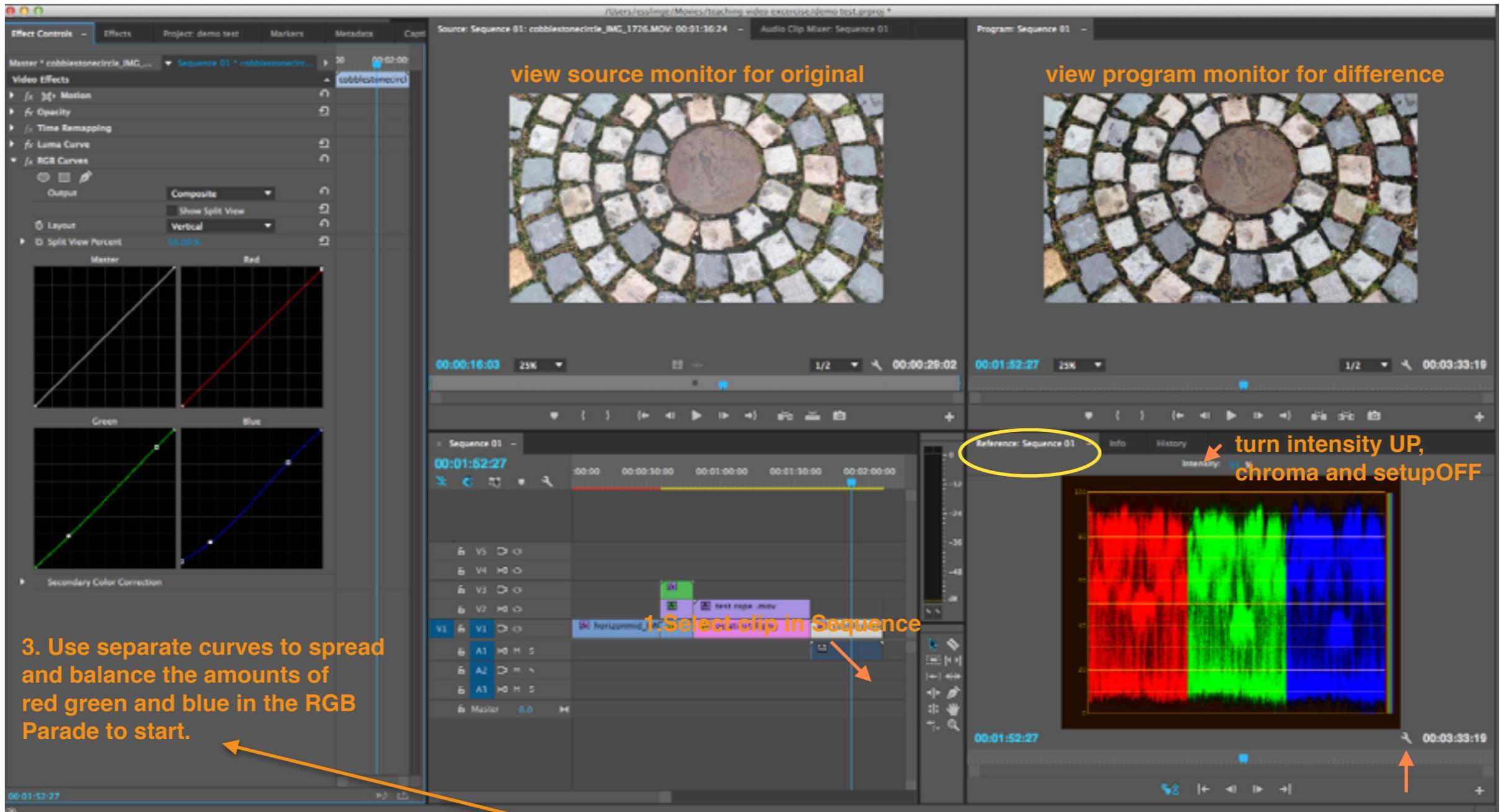
Other effects visible in the panel include: Auto Color, Auto Contrast, Auto Levels, Convolution Kernel, Extract, ProcAmp, Shadow/Highlight, Channel Blur, Compound Blur, Directional Blur, Fast Blur, Sharpen, Unsharp Mask, Channel Arithmetic, Blend, Calculations, Compound Arithmetic, Invert, Set Matte, Solid Composite, Color Balance, Color Balance (HLS), Equalize, Luma Corrector, Luma Curve, Lumetri, RGB Color Corrector, Tint, Video Limiter, Creative Impatience (CI Feathered Crop, CI Power Window, CI Pure Contrast, CI Simple Mask, CI Temperature, CI Vignette), Distort (Lens Distortion, Magnify, Offset, Rolling Shutter Repair, Spherize, Transform, Turbulent Displace, Twirl, Wave Warp), Generate (4-Color Gradient, Cell Pattern, Checkerboard, Circle, Ellipse, Eyedropper Fill, Grid, Lens Flare, Lightning, Paint Bucket, Ramp, Write-on), Image Control (Color Balance (RGB), Color Pass, Color Replace, Gamma Correction), Keying (Alpha Adjust, Color Key, Difference Matte, Eight-Point Garbage Matte, Four-Point Garbage Matte, Image Matte Key, Non Red Key, Remove Matte, Sixteen-Point Garbage Matte, Ultra Key), Noise & Grain (Median, Noise, Noise Alpha, Noise HLS, Noise HLS Auto), Perspective (Basic 3D, Bevel Alpha, Bevel Edges, Radial Shadow), Stylize (Alpha Glow, Brush Strokes, Color Emboss, Emboss, Find Edges, Mosaic, Posterize, Replicate, Roughen Edges, Solarize, Strobe Light, Texturize, Threshold), Time (Echo, Posterize Time), Transform (Crop, Edge Feather, Horizontal Flip, Vertical Flip), and Transition (Block Dissolve, Gradient Wipe, Linear Wipe, Radial Wipe, Venetian Blinds).

These are some favorites...but try many!



Color Correction using RGB Curves

Workspace: Color Correction



3. Use separate curves to spread and balance the amounts of red green and blue in the RGB Parade to start.

2. Open Scopes:
RGB Parade(under wrench)
Use RGB Curves and Luma Curves Effect to control this graphic:
spread top and bottom to just before 0-100 even out colors. This is just to start, artistic decisions afterward

Color Correction using three way color corrector

Workspace: Color Correction

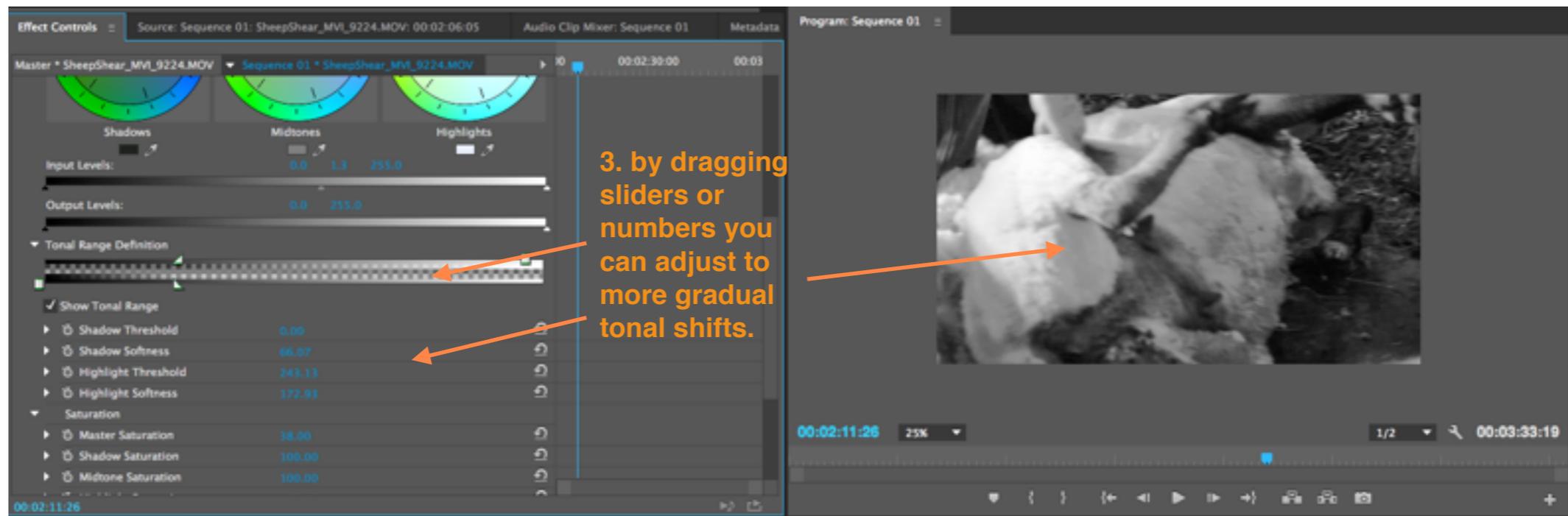
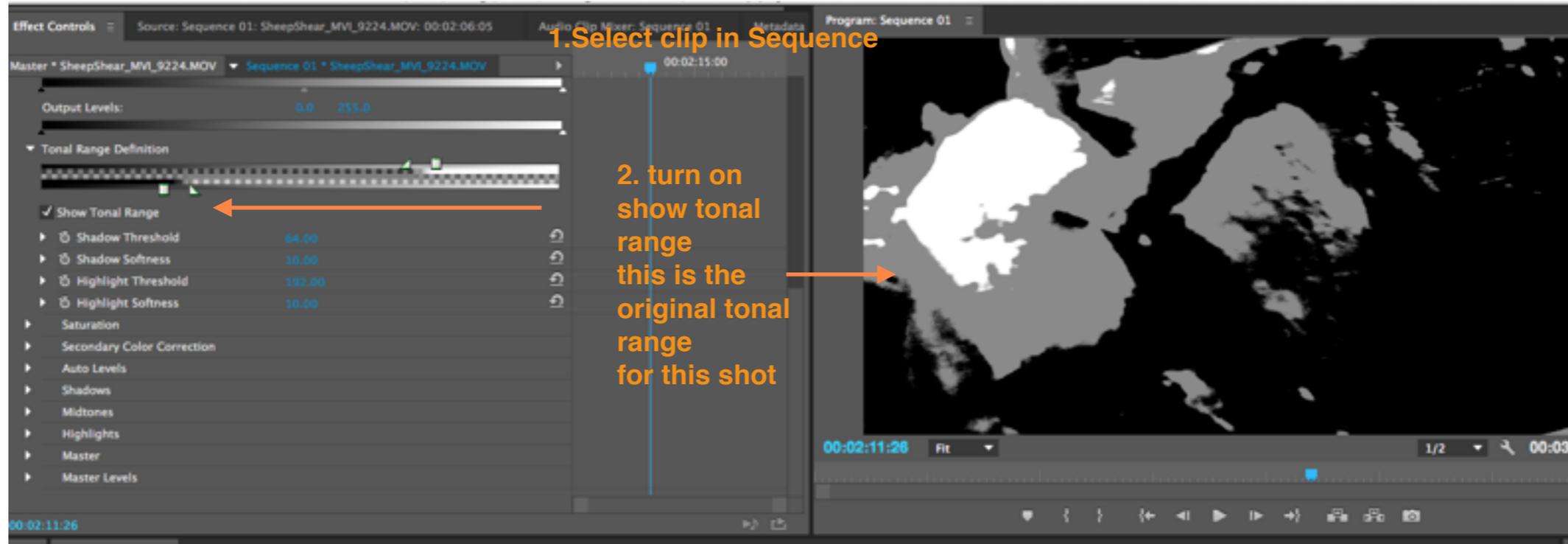
The screenshot displays the Adobe Premiere Pro interface with the following components and annotations:

- Effect Controls Panel (Left):** Shows the 'Three-Way Color Corrector' effect. Annotations include:
 - 1. Select clip in Sequence (arrow pointing to the clip in the timeline)
 - 2. Open Scopes: Vectorscope shows saturation and hue (under wrench) (arrow pointing to the Vectorscope window)
 - 3. Use separate curves to spread and balance the amounts of red green and blue in the RGB Parade to start. (arrow pointing to the RGB Parade window)
 - 4. input levels exaggerate contrast (arrow pointing to the Input Levels sliders)
 - output levels decrease contrast (arrow pointing to the Output Levels sliders)
 - middle slider changes exposure (arrow pointing to the Tonal Range Definition slider)
- Source Monitor (Top Left):** Labeled 'view source monitor for original', showing the original video clip of a person shearing a sheep.
- Program Monitor (Top Right):** Labeled 'view program monitor for difference', showing the video with color correction applied. An annotation 'turn intensity UP, chroma and setup OFF' (arrow pointing to the Intensity control) is present.
- Timeline (Bottom):** Shows the clip 'Sheep' selected in the sequence.

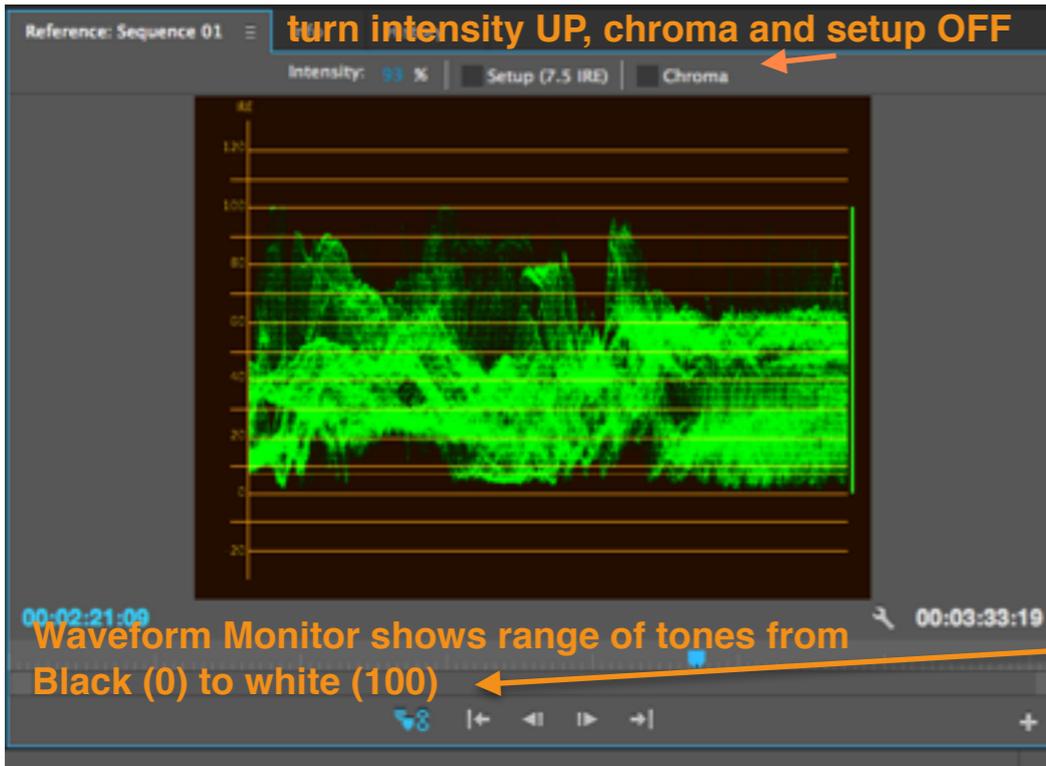
2. Open Scopes:
Vectorscope shows saturation and hue (under wrench)
This color falls along the "skin line" and the extra bump of red comes from the shirt.

Color Correction using three way color corrector tonal slider

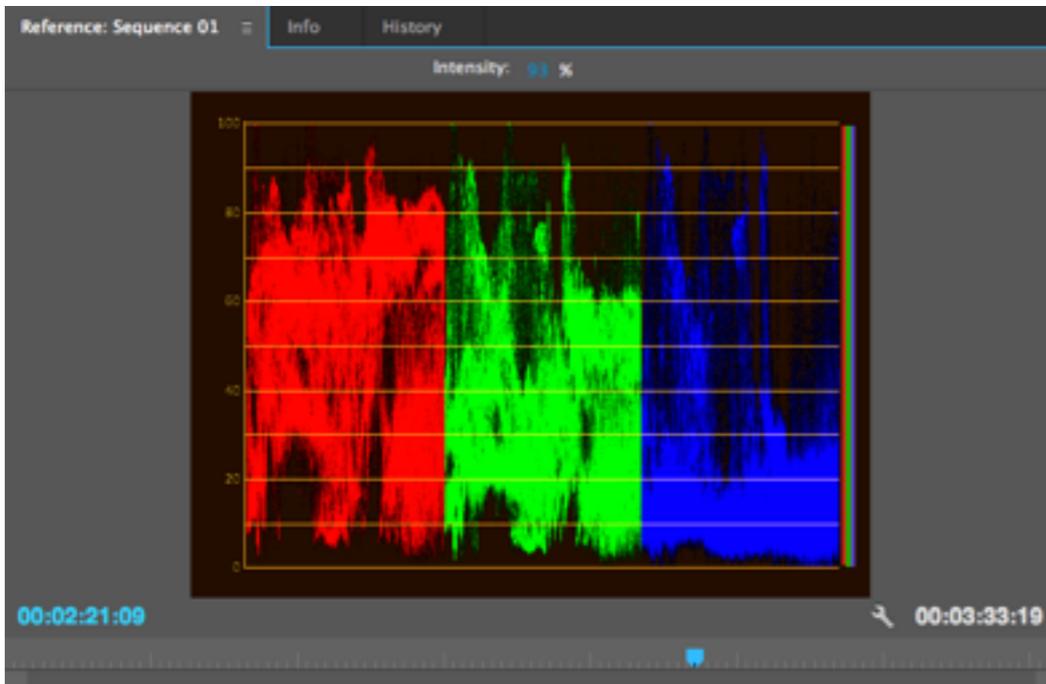
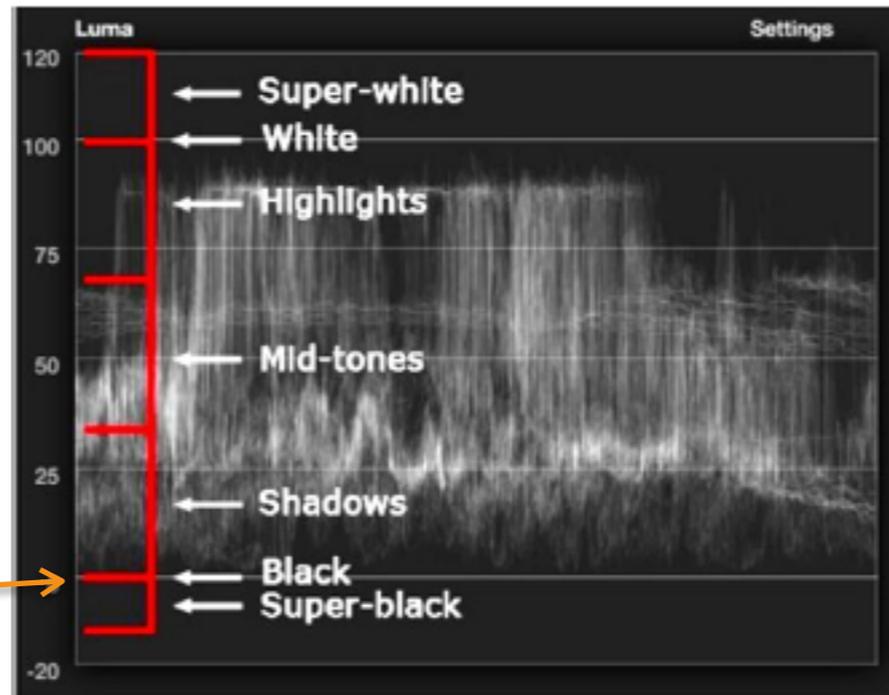
Workspace: Color Correction



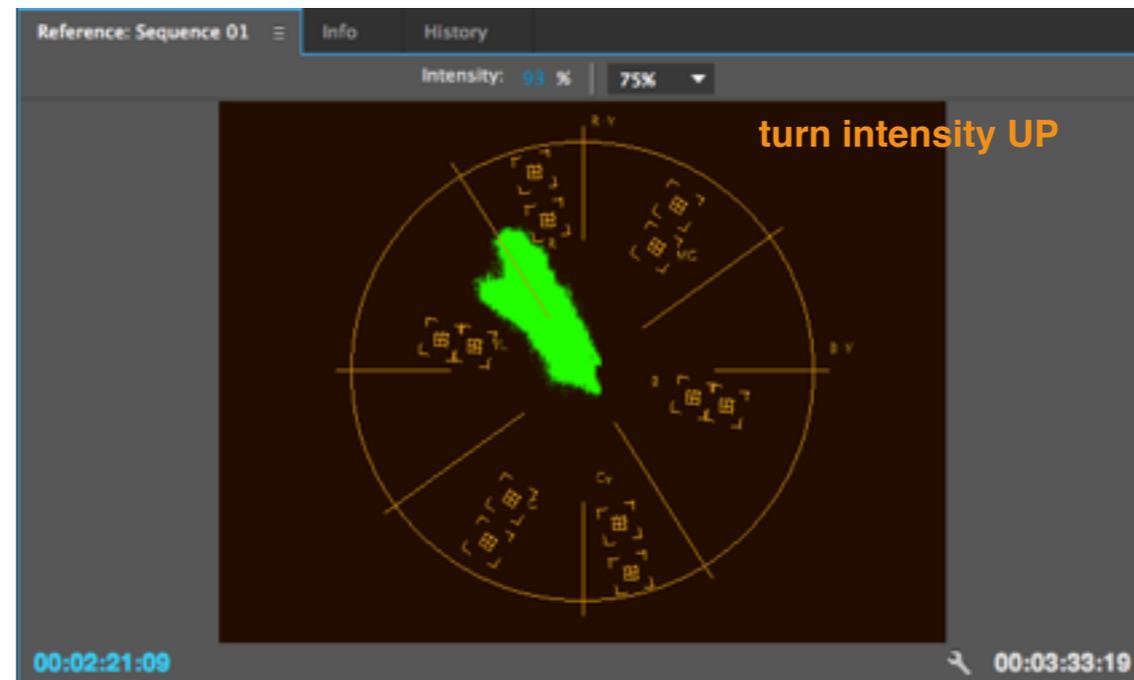
Color Correction Scopes: find them under the wrench! Use workspace : Color correction



here is Larry Jordan's description of the ranges:

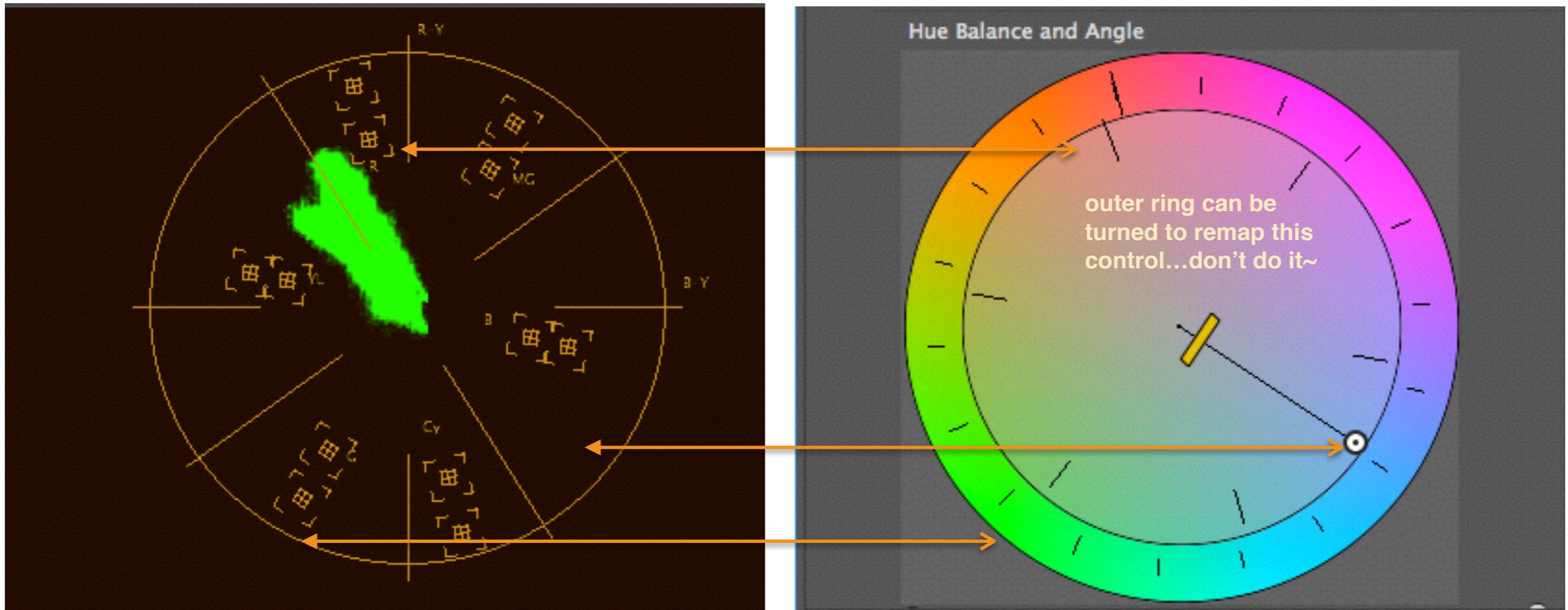


RGB parade shows relative amount of each color. Though this differs with each image, balancing these colors first give you a baseline.



Vectorscope shows saturation and hue. The center is 0 saturation (a black and white image) and the circle is full saturation. The "Targets" are boundaries for SD (inside) and HD (outer ones) All colors should be within the targets. This color falls along the "skin line" and is very saturated.

Color Correction Vector Scope: compared to correction wheels



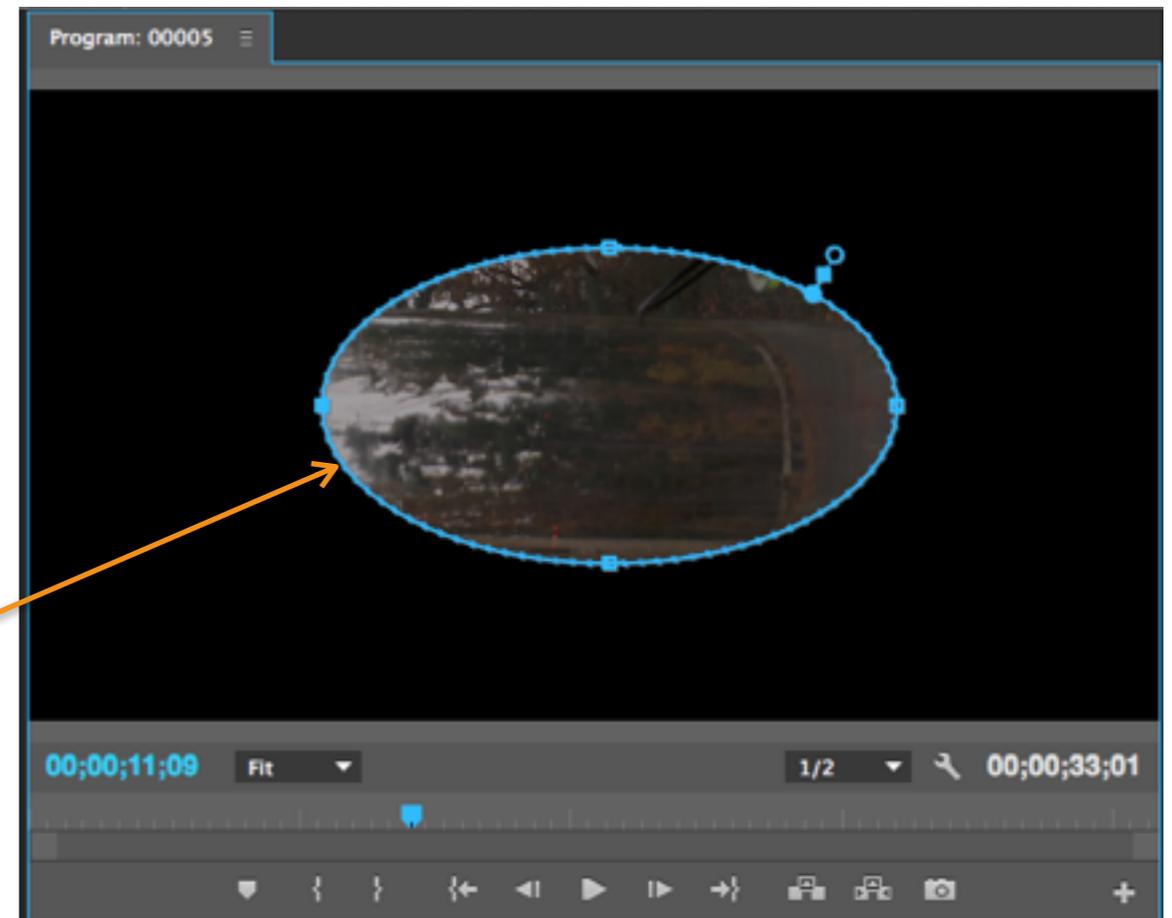
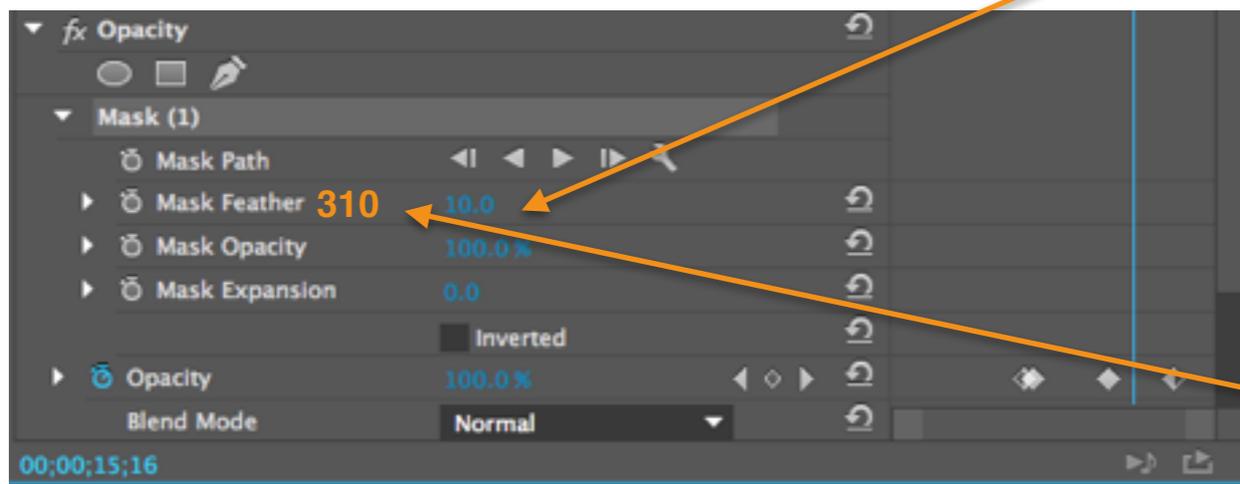
Vectorscope shows saturation and hue. The center is 0 saturation (a black and white image) and the circle is full saturation. The “Targets” are boundaries for SD (inside) and HD (outer ones) All colors should be within the targets. This color falls along the “skin line” and is very saturated.

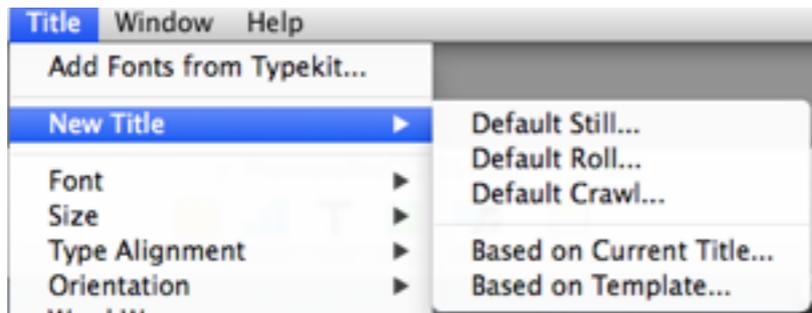
The layout of the vectorscope matches the layout of the control circles in color correction. Moving the center lollipop outward on these dials makes that color more saturated. Moving the bar outward along the line increases the intensity (not needed usually)

Masking Effects

You can apply the effect within a masked area (ellipse, rectangle or drawn shape) leaving the rest of the image black or seeing through to the unchanged image.

Mask controls appear then, allowing for
feathering (pull O handle or change number)
opacity
expansion
inversion
tracking (path)



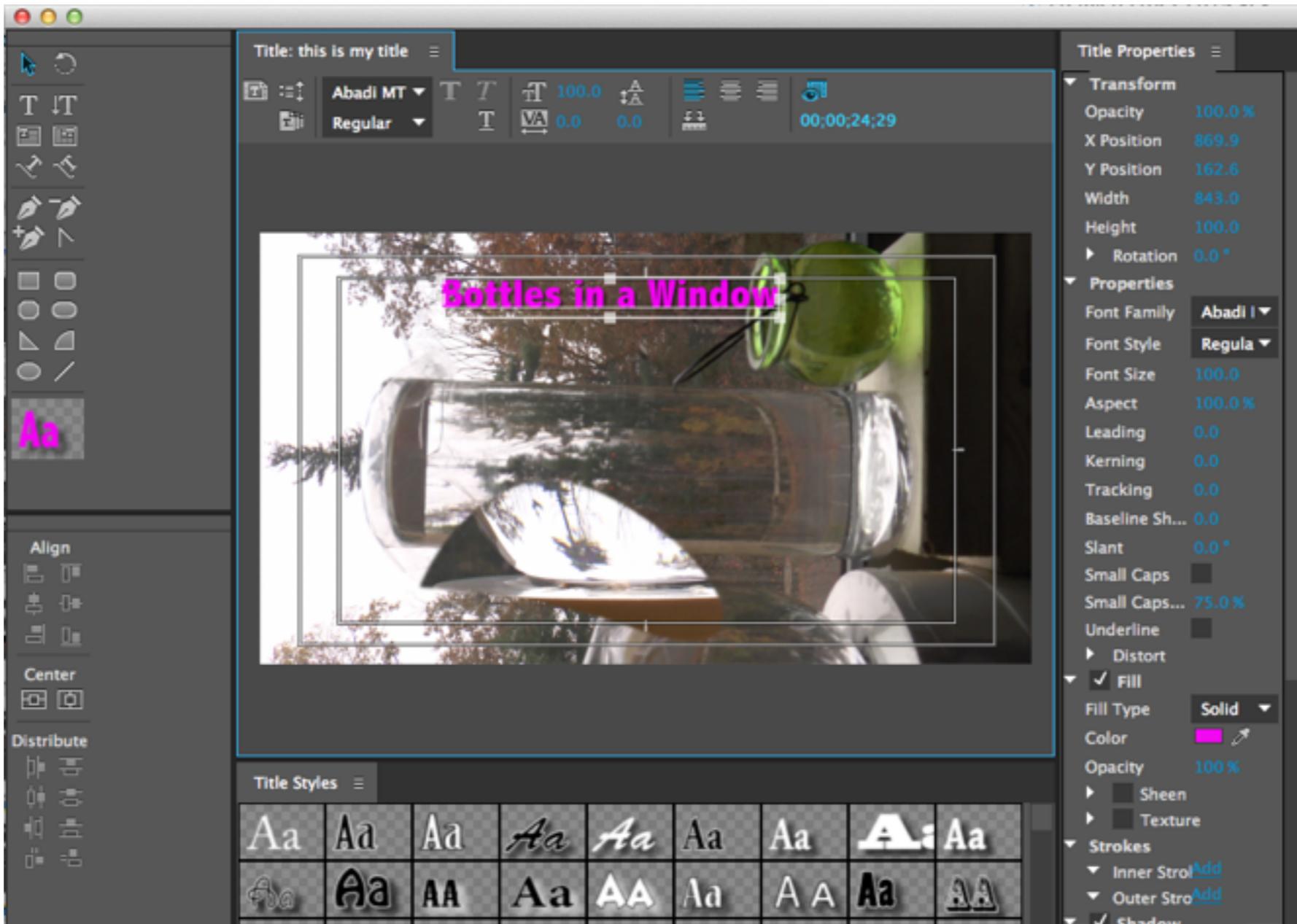


TITLES:

Title/NewTitle/Choose

Use pre made styles below or use title properties to make your title.

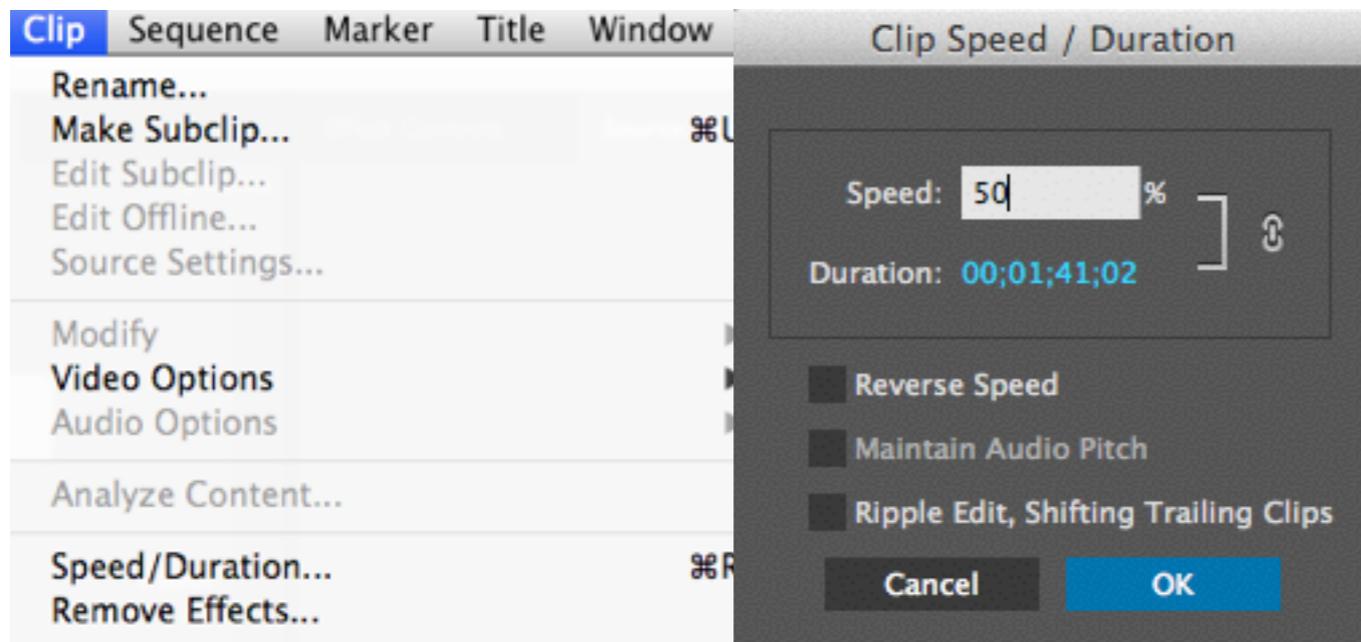
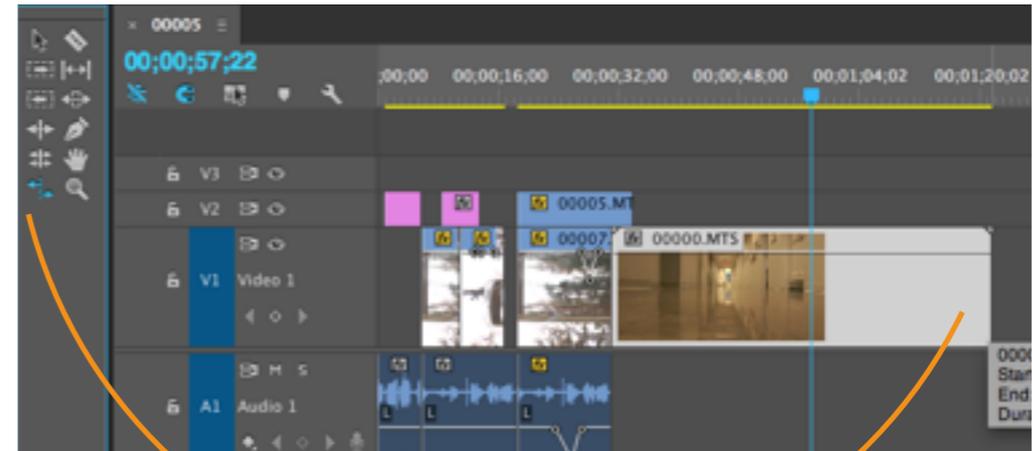
When you close the clip, it will appear in your Project Bin and you can drag it to the timeline. If you change it all instances of it will change.



EASY SPEED CHANGES:

1. Use rate change tool and adjust clip on timeline by dragging in or out on the ends of it.

2. Select clip with move tool on timeline and go to menu for Clip/ Speed Duration Lower than 100% slows the clip, higher speeds it up. You can reverse, maintain audio pitch and/or move clips ahead on the timeline.



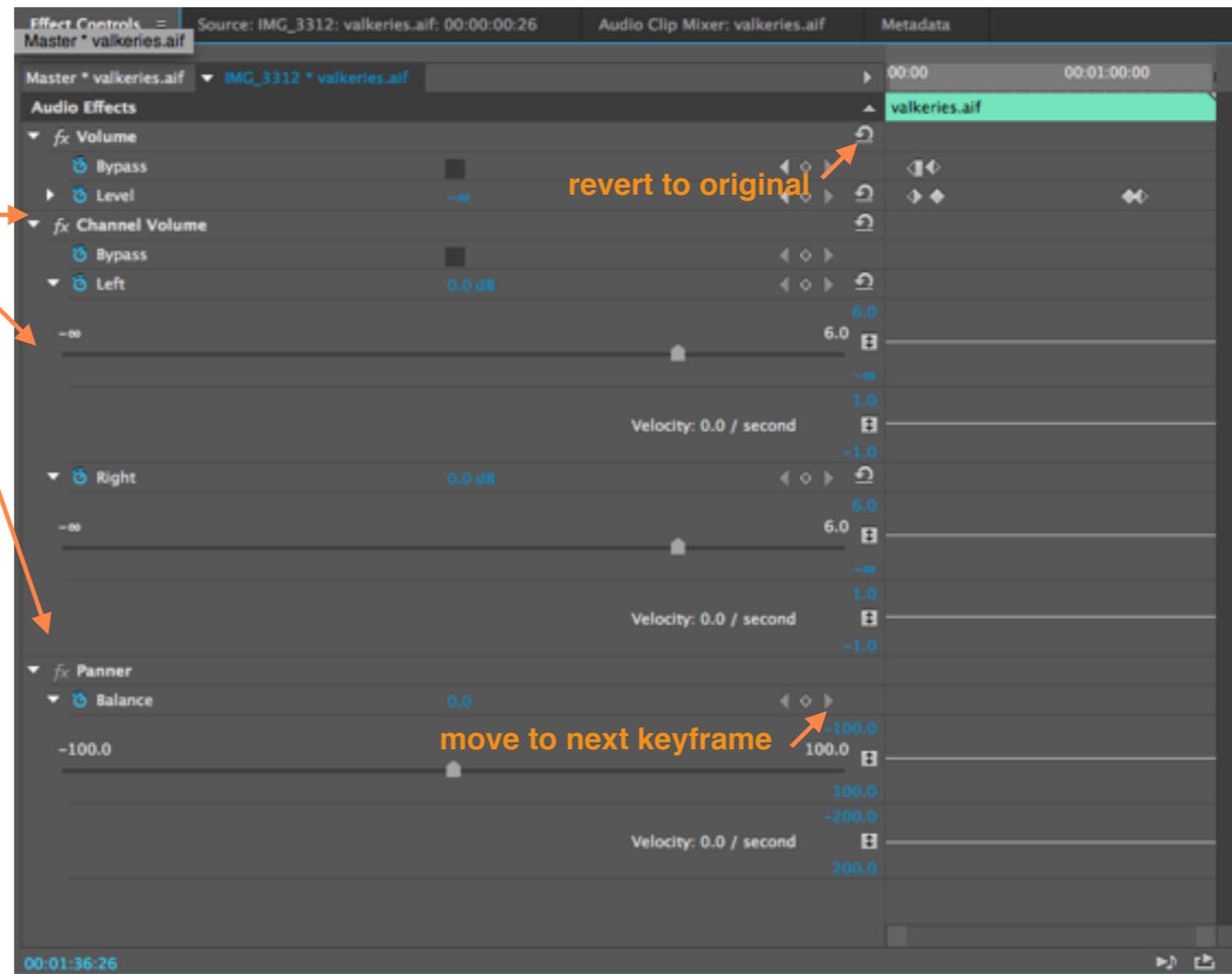
BASIC AUDIO EFFECTS

Each clip has basic effects available in the effects control panel without having to add them from the effects palette. For AUDIO, the basic effects are Overall Volume
Left and Right Channel Volume
Panning between left and right

These effects can be altered over time by using keyframes.

TO USE KEYFRAMES:

1. position play head where you want effect to start
2. Click stopwatch by effect
3. move playhead to where you want effect to change next.
4. change numbers and premiere will insert keyframe at that location.
5. repeat
(do not click stopwatch again)



OTHER IMPORTANT AUDIO EFFECTS

Effect Controls Source: IMG_3312: valkeries.aif: 00:00:00:26 Audio Clip Mixer:

Master * valkeries.aif IMG_3312 * valkeries.aif

Audio Effects

- fx Volume
- fx Channel Volume
- fx AUGraphicEQ
- fx Reverb
- fx PitchShifter
- fx Panner

Clip Fx Editor - AUGraphicEQ: Audio 2, valkeries.aif, Effect 3, 00:00:00:26

Presets:

Graphic Equalizer

20 dB
12 dB
6 dB
3 dB
0 dB
-3 dB
-6 dB
-12 dB
-20 dB

32Hz 64 128 256 512 1k 2 4 8 16kHz

Lower Tones on left, Higher tones on right
Drag upwards to enhance area desired.
Use 10 bands instead of 31 for simplicity

Flatten EQ 10 Bands

Clip Fx Editor - Reverb: Audio 2, valkeries.aif, Effect...

Presets: large hall

Reset Choose preset for room size Reverb

Room

41.62 ms Pre Delay
36.34 % Absorption
68.08 % Size
32.09 % Density

-11.02 dB Lo Damp
-4.81 dB Hi Damp
82.00 % Mix

Clip Fx Edit...

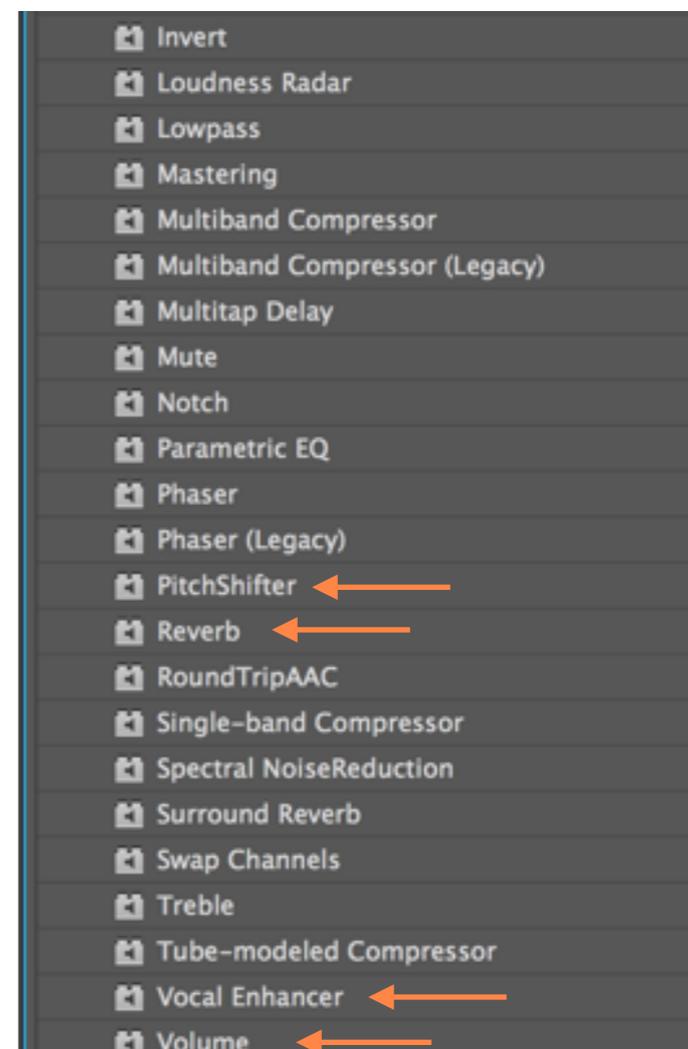
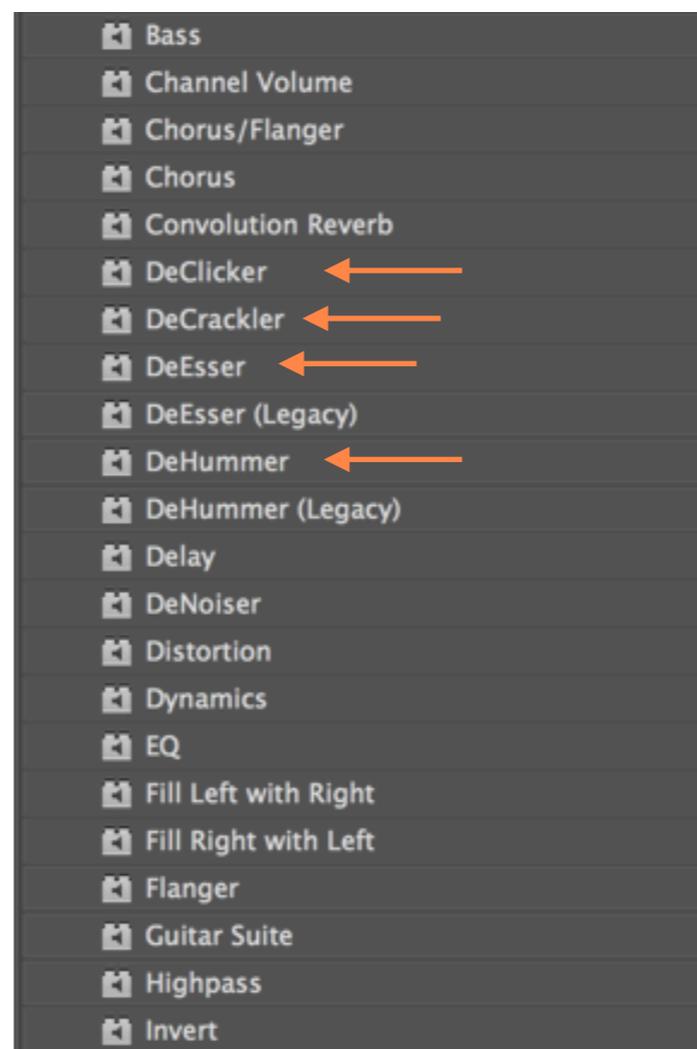
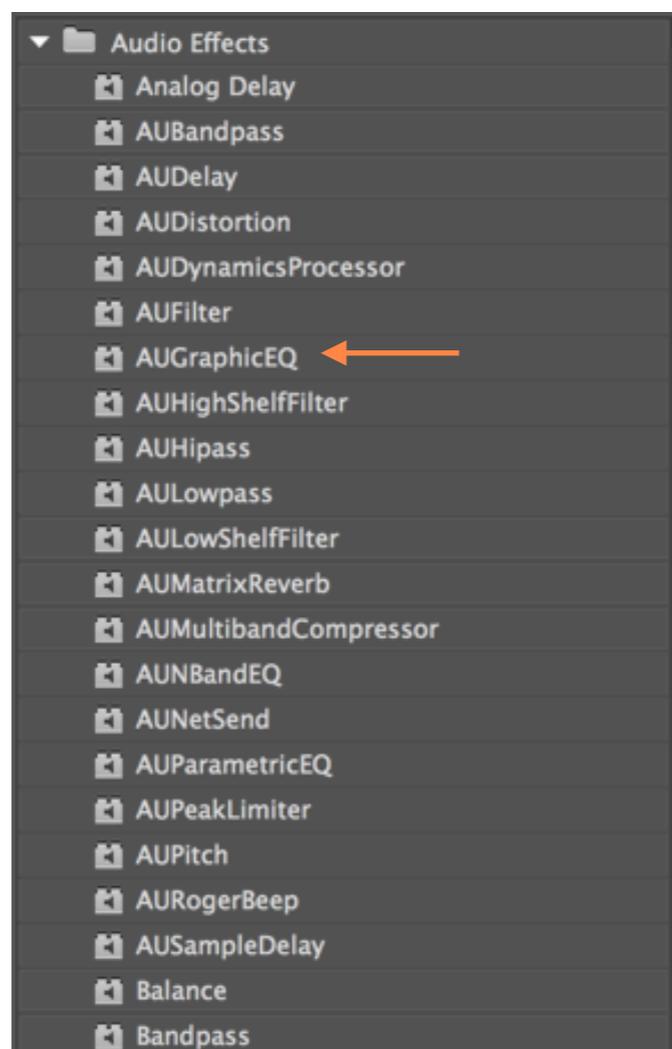
Reset PitchShifter

-5 semi-t. Pitch
+0 cents Fine Tune

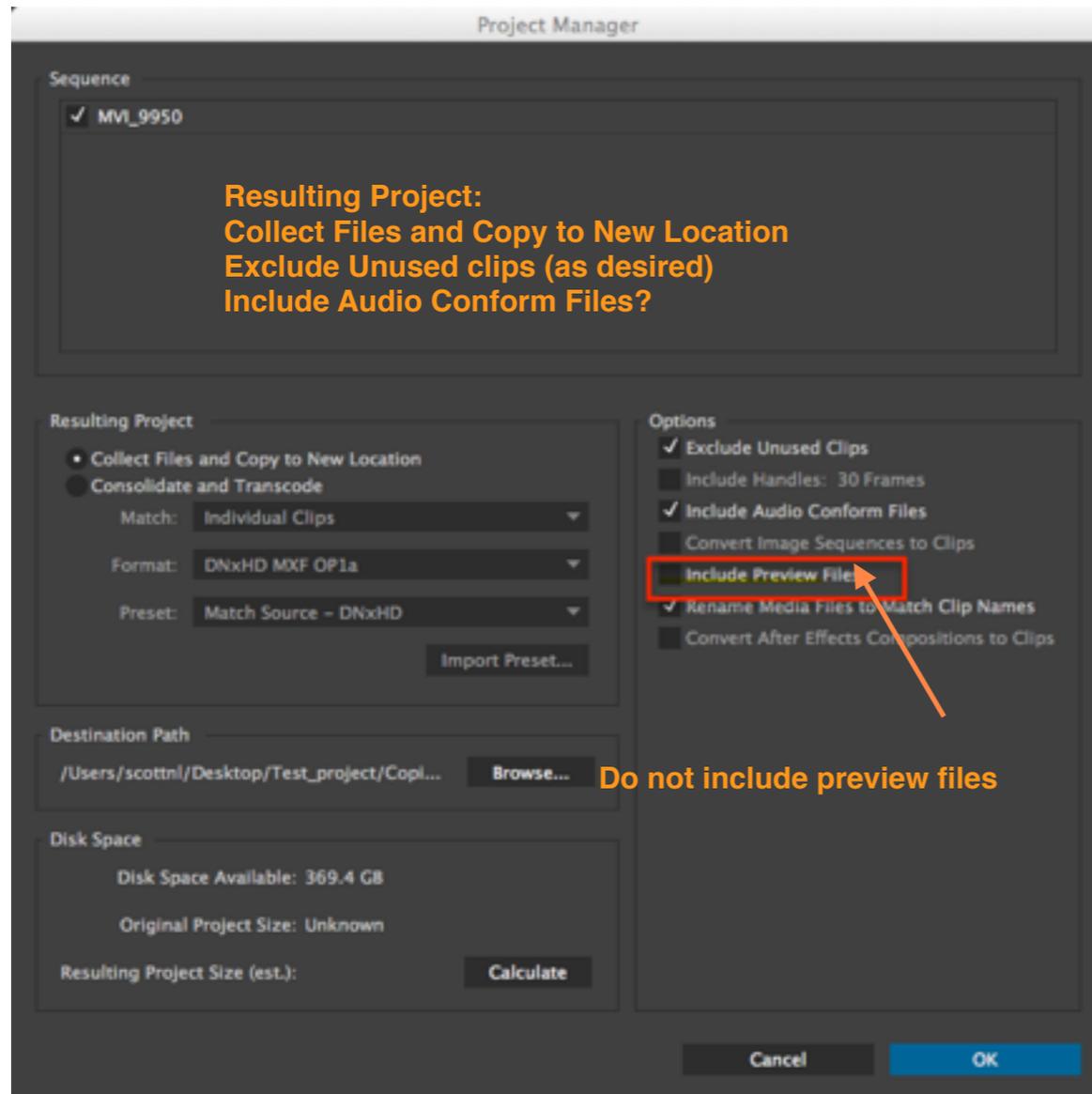
Formant Preserve

Minus SemiTones Lowers Sound, Plus makes it higher.

Audio Effects Favorites



Packaging a project to move it go to File/ Project Manager



Packaging a project to transcode footage: go to File/ Project Manager

