

# Introduction to Video Editing with Adobe Premiere

MassArt Studio Foundation

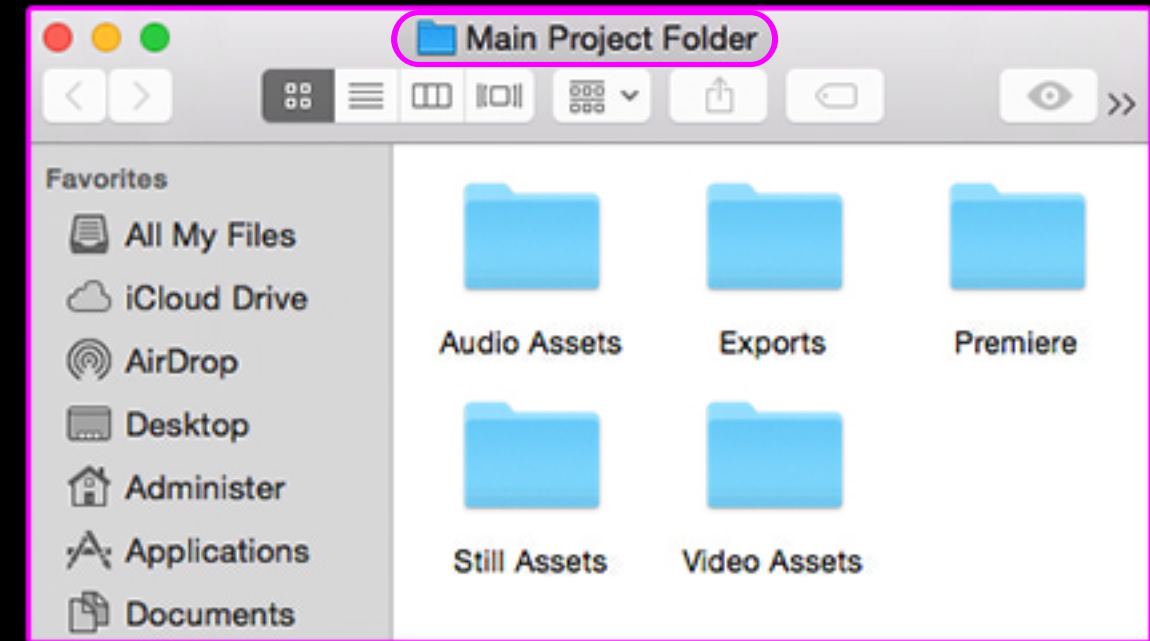
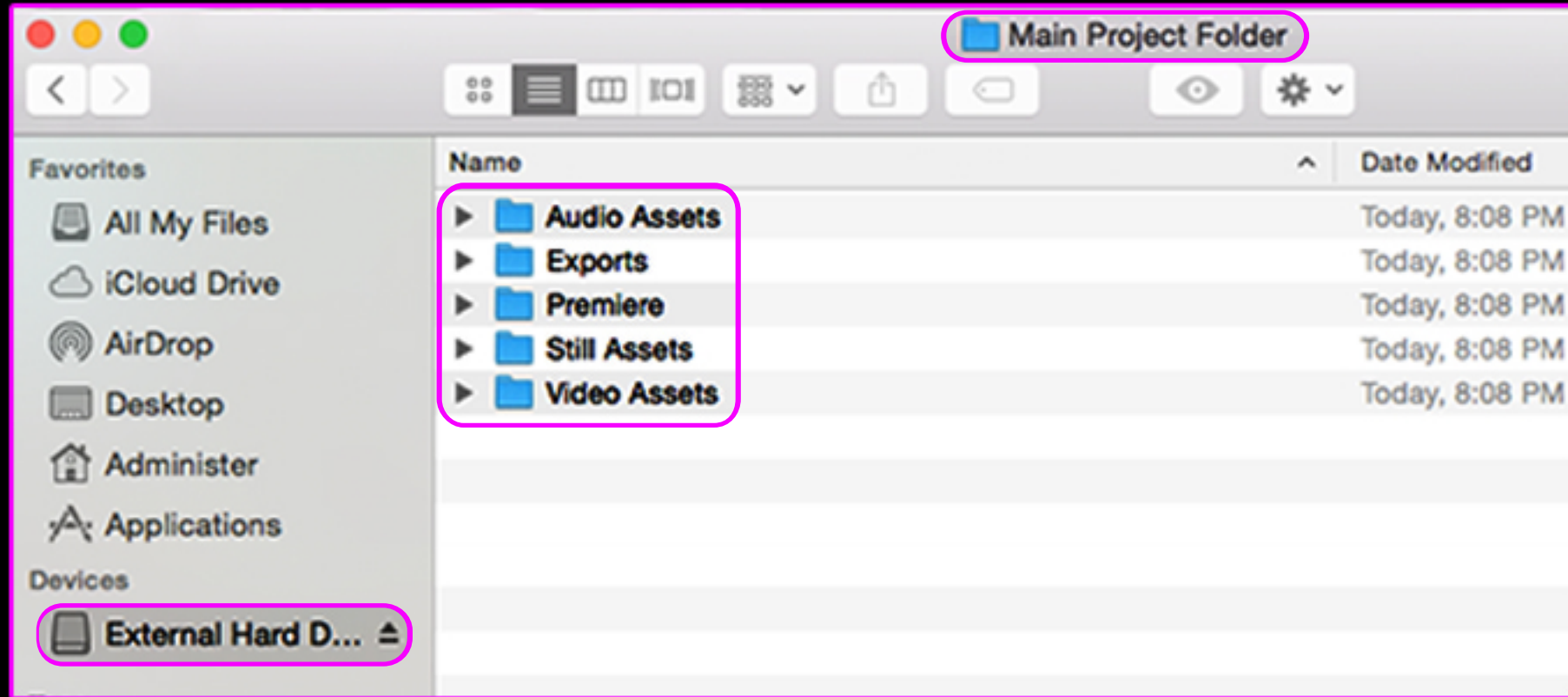
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# Gather Media, Create the Main Project Folder and Subfolders



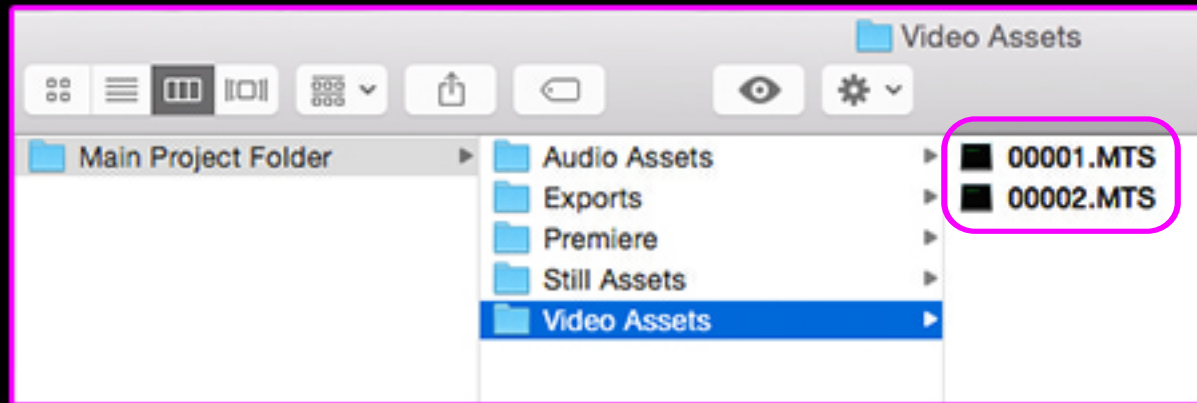
To stay organized, create a main project folder on your external hard drive.

Inside this main project folder, create subfolders for audio, video and still (image) assets (to hold your source material).

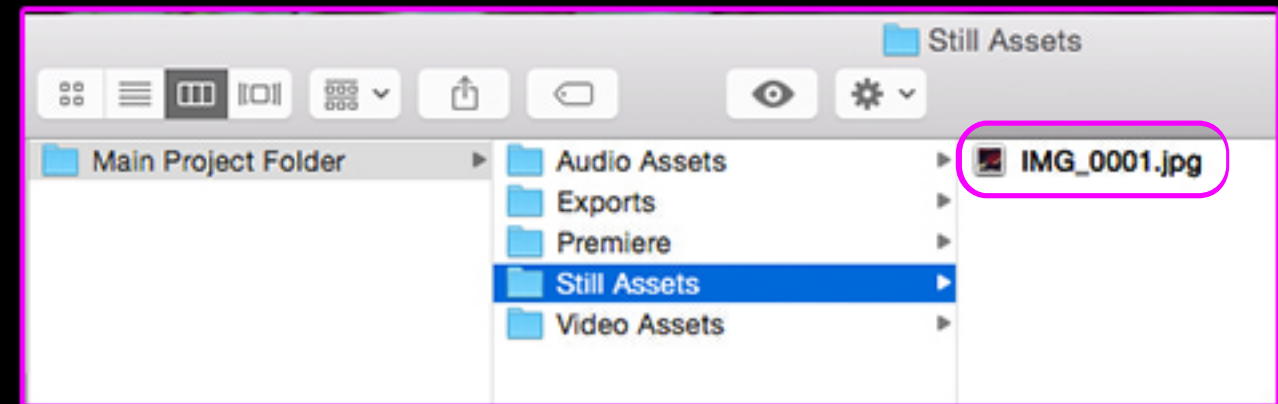
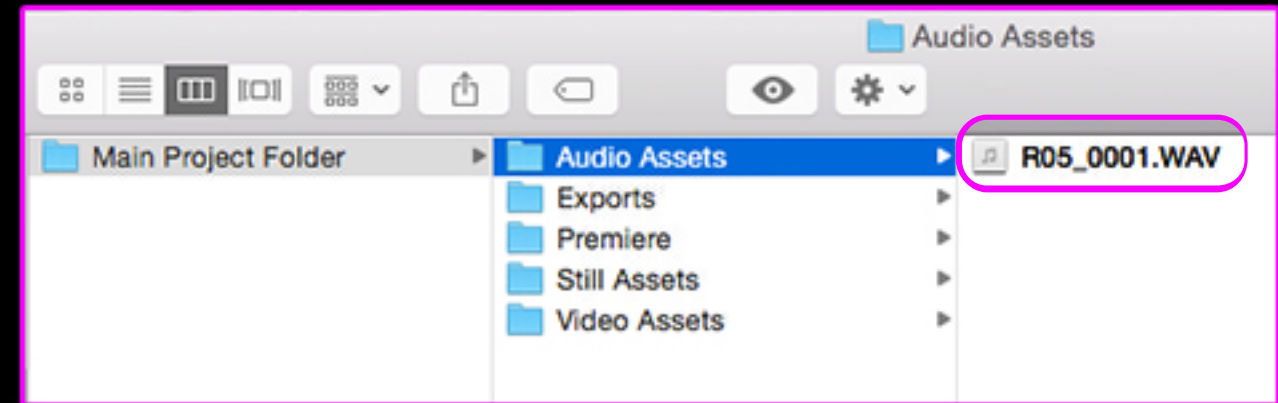
Also create folders for Premiere files and exports (the video files that you'll end up with when finished with Premiere).

# Place Source Material in Appropriate Folders

To stay organized, put source material in video, audio and still (image) asset folders (subfolders in main project folder).



In this context, an "asset" is a source material, such as an unedited video or audio file.





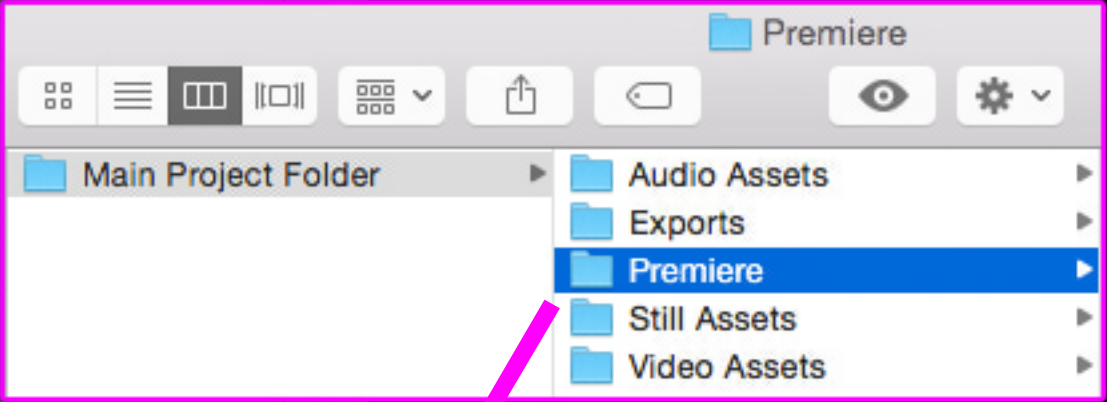
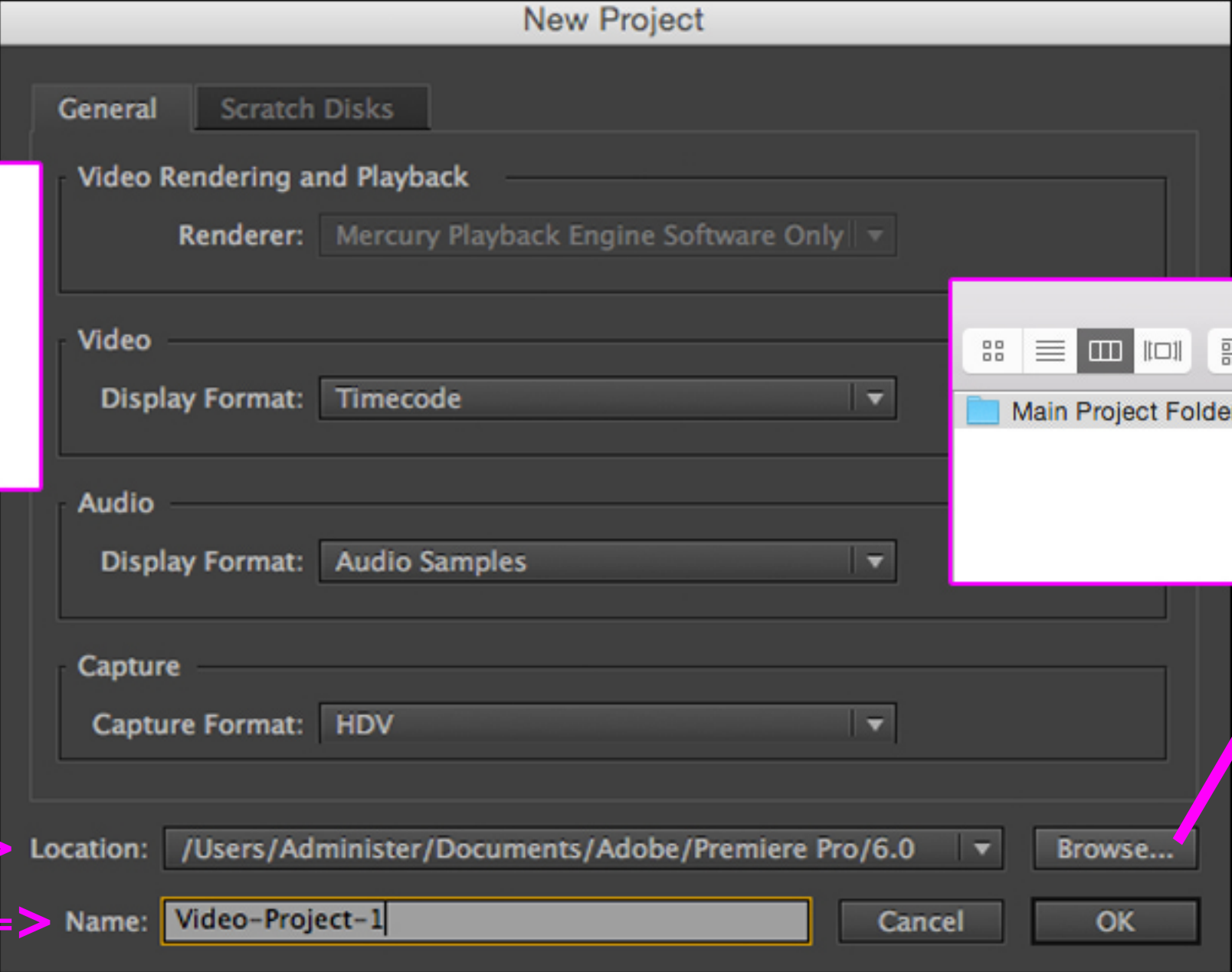
# Copying Video Files from Camera to Computer

You'll find a folder titled "PRIVATE" when you connect camera to computer and open the "CANON" disk.



Copy entire "PRIVATE" folder from memory card to "Video Assets" folder (within your "Main Project Folder" on your external hard drive).

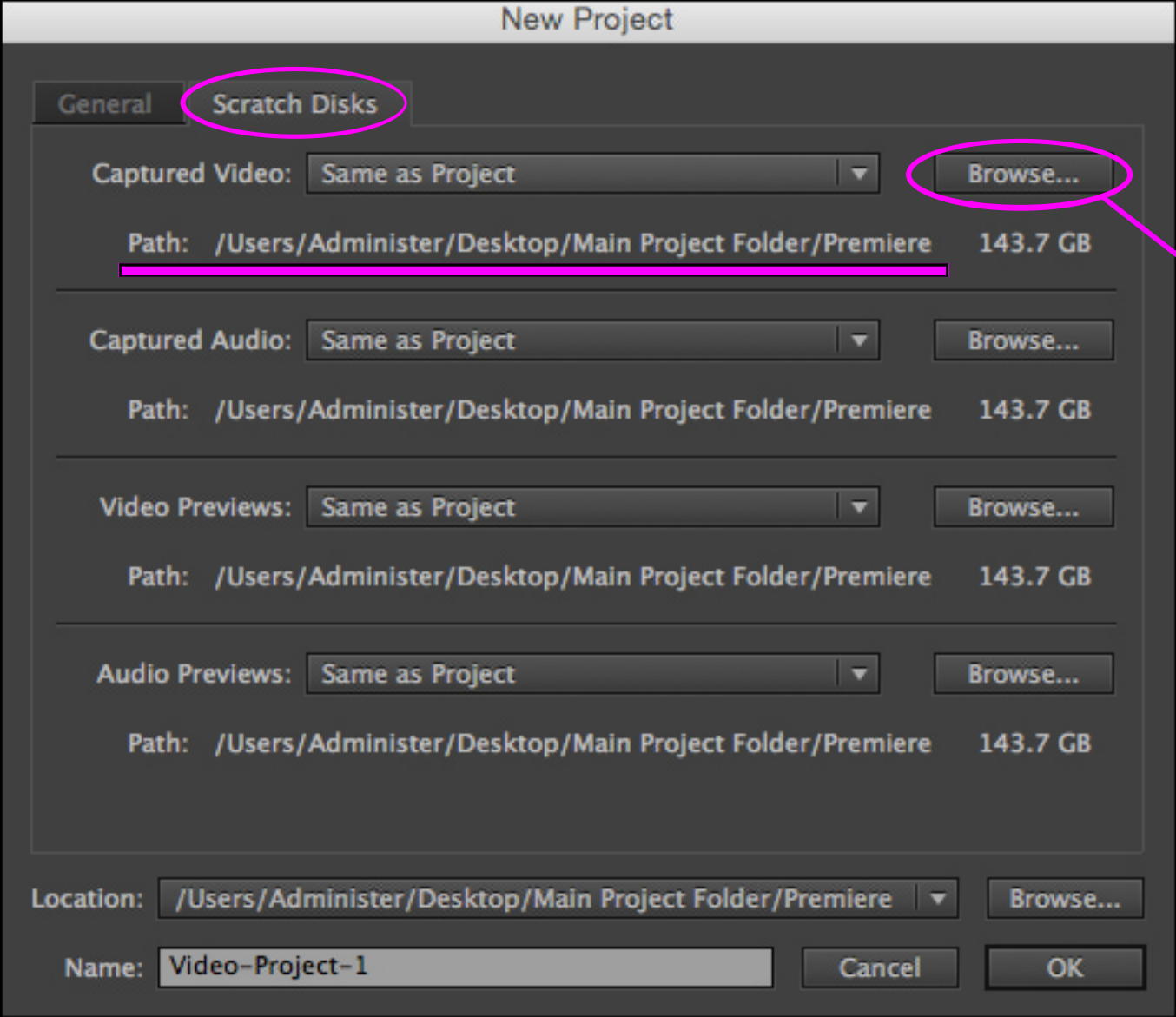
# Open Adobe Premiere, Start a New Project



Select "Browse",  
assign project location  
to "Premiere" folder  
in "Main Project Folder"  
on your external hard drive

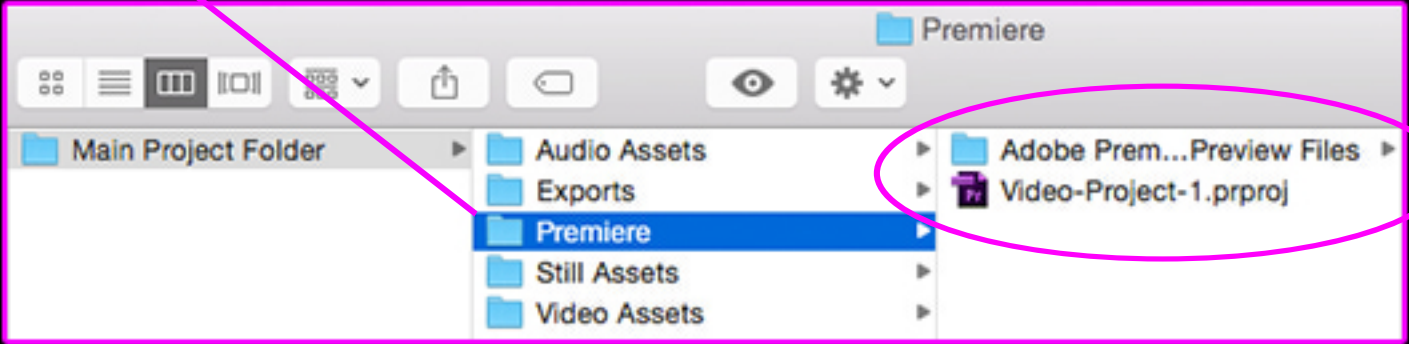
Set location =====>  
Name project =====>

# Set the Location of "Scratch Disks" to your "Premiere" folder



Select the "Scratch Disks" tab.

Make sure all scratch disks point to your "Premiere" folder within your Main Project Folder.



# Create a New Sequence in Premiere

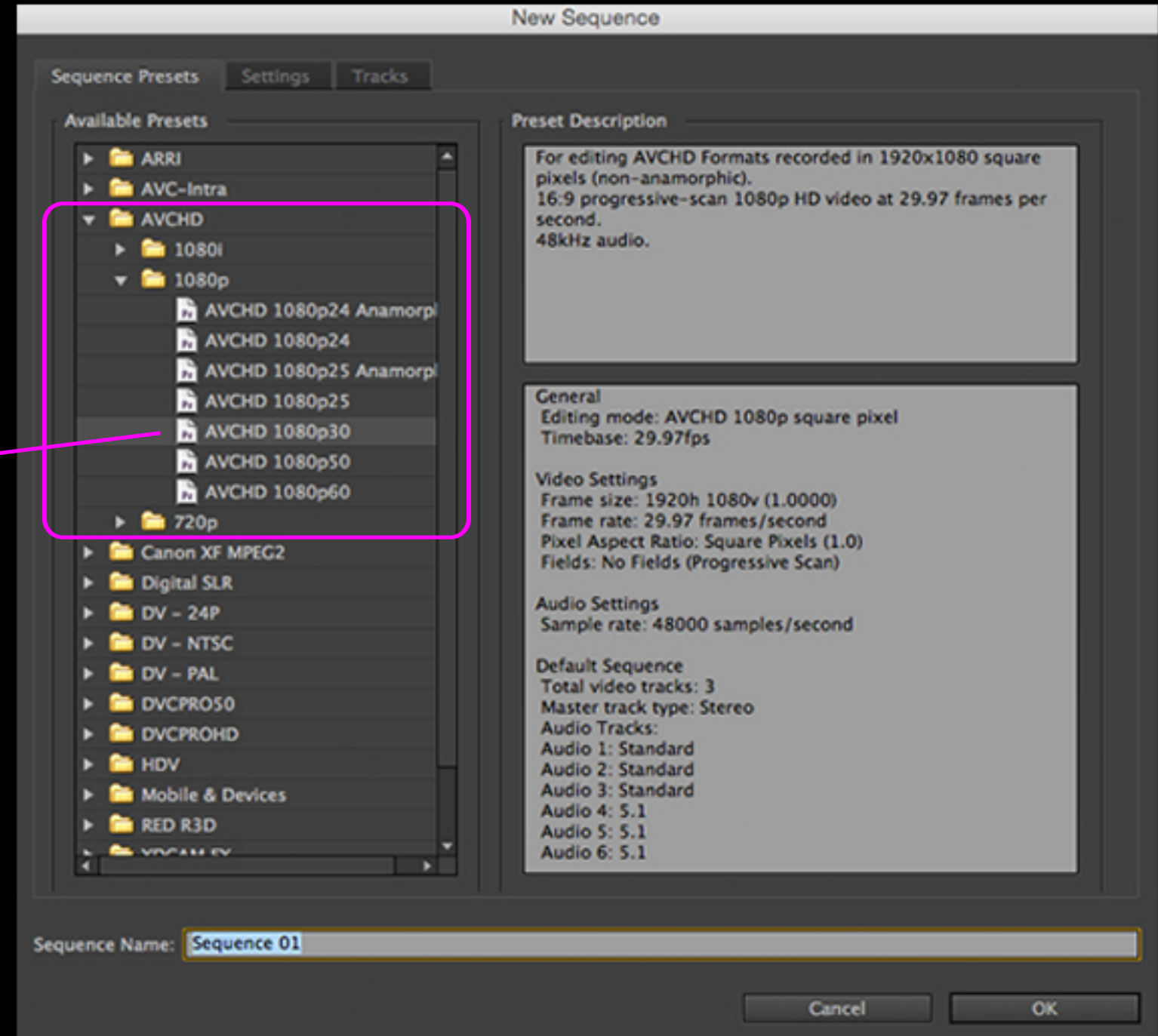
Select "File" > "New" > "New Sequence"

If you used a camera from the SF Cage, select the "AVCHD" preset folder and choose a preset that matches the frame size and frame rate of your source video footage.

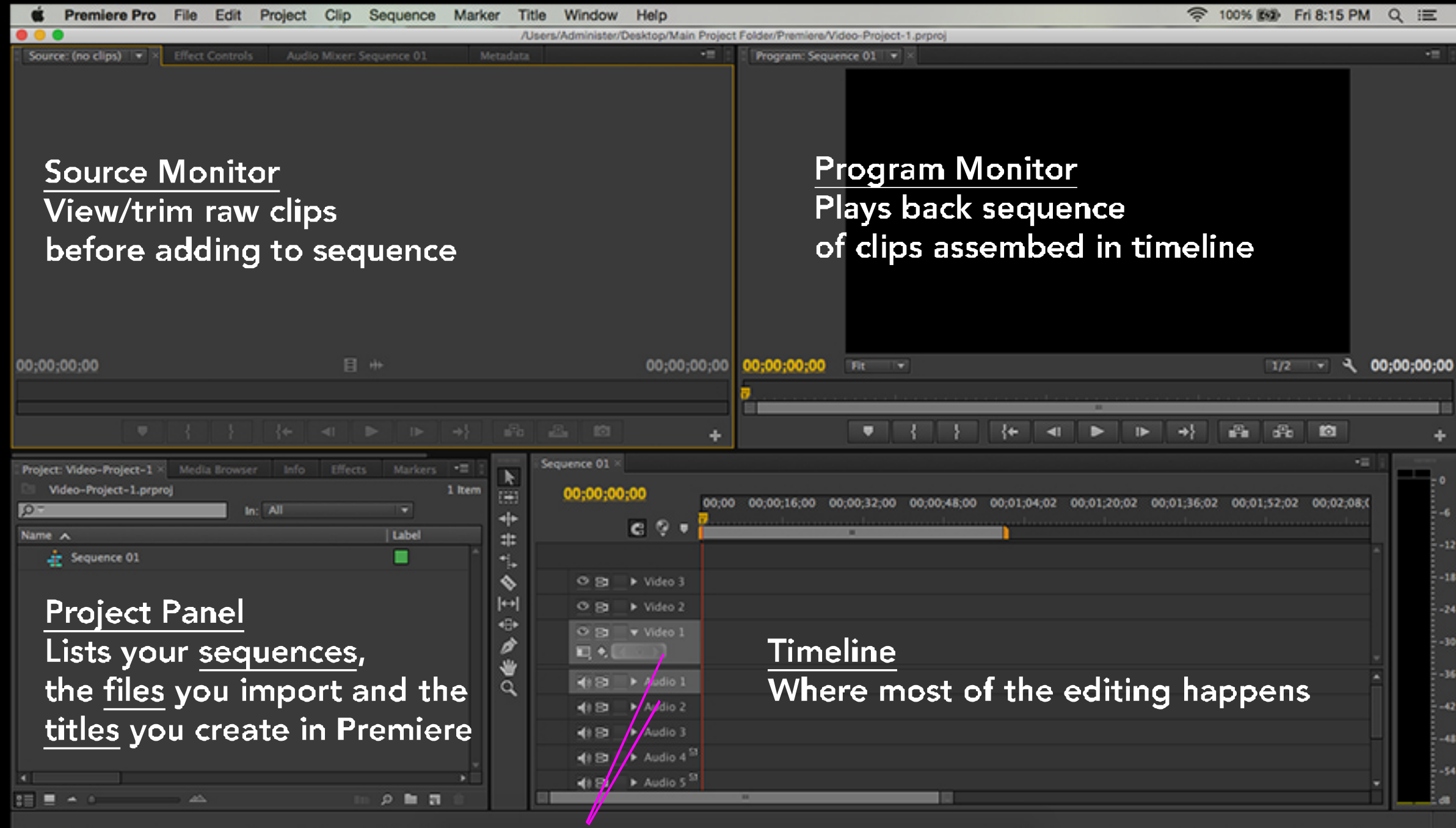
For instance, if you shot "FXP" at 30fps (frames per second), choose "AVCHD 1080p30".

If you don't know the frame size and frame rate of your footage, select any "AVCHD" preset because once you bring a video clip to the timeline, Premiere, detecting that footage and sequence settings don't match, will provide you with an opportunity to "change sequence settings" to better suit the video footage.

In most cases, if Premeire asks, you can select "change sequence settings".



# Overview of Default Workspace



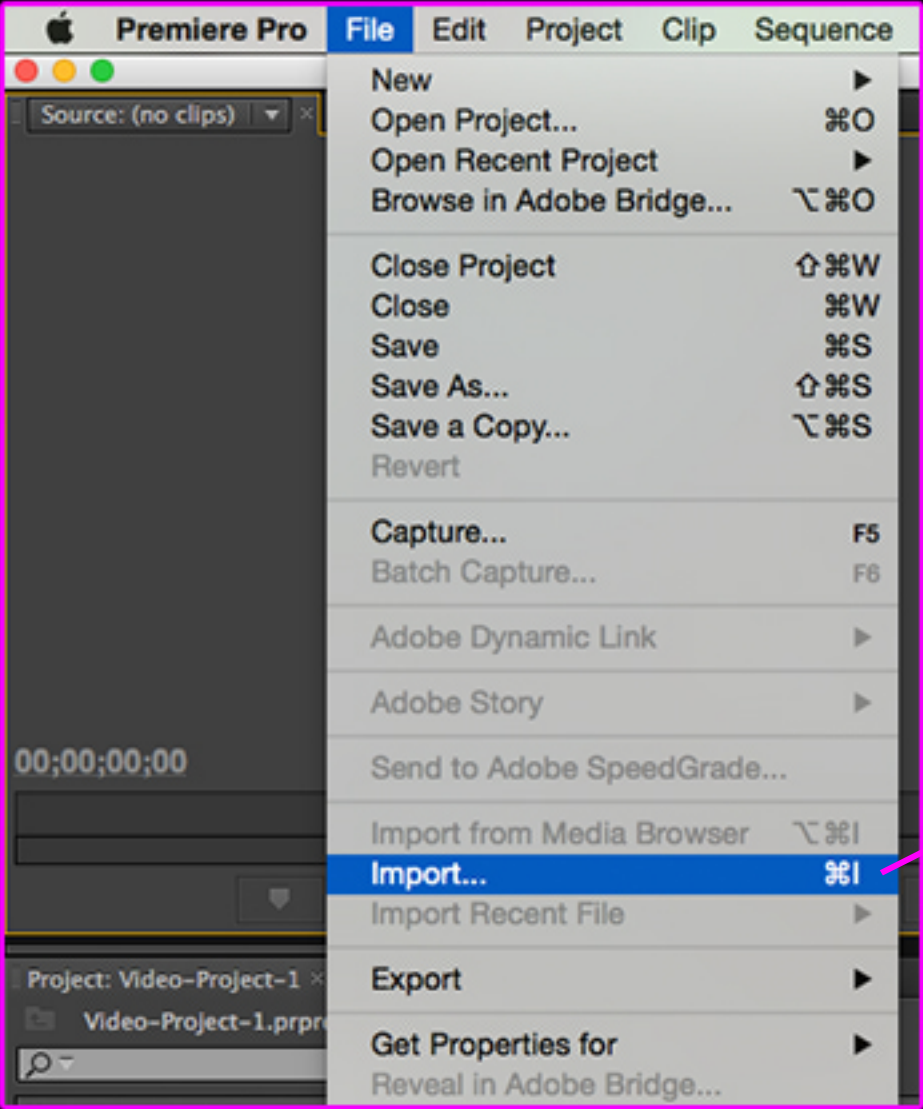
## Tracks

A sequence may contain several video and audio tracks

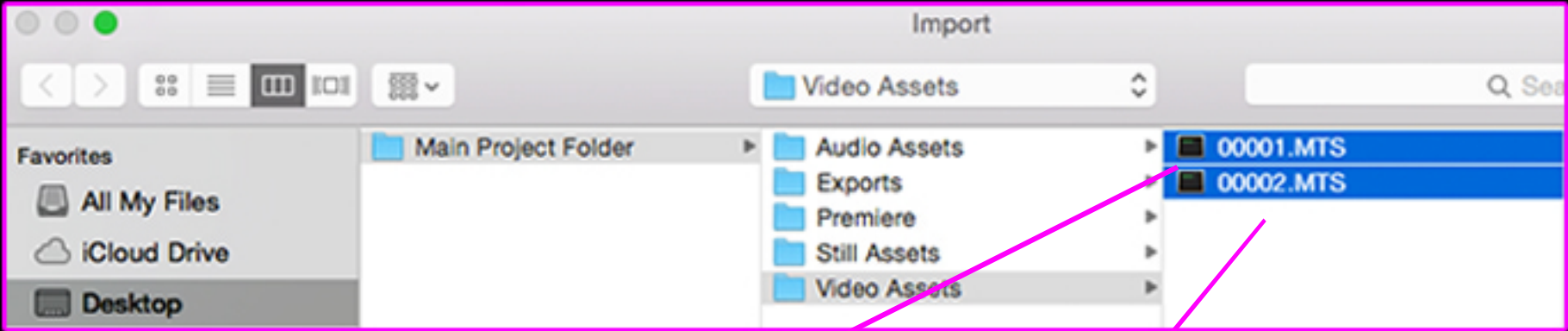


# Import Files into Premiere

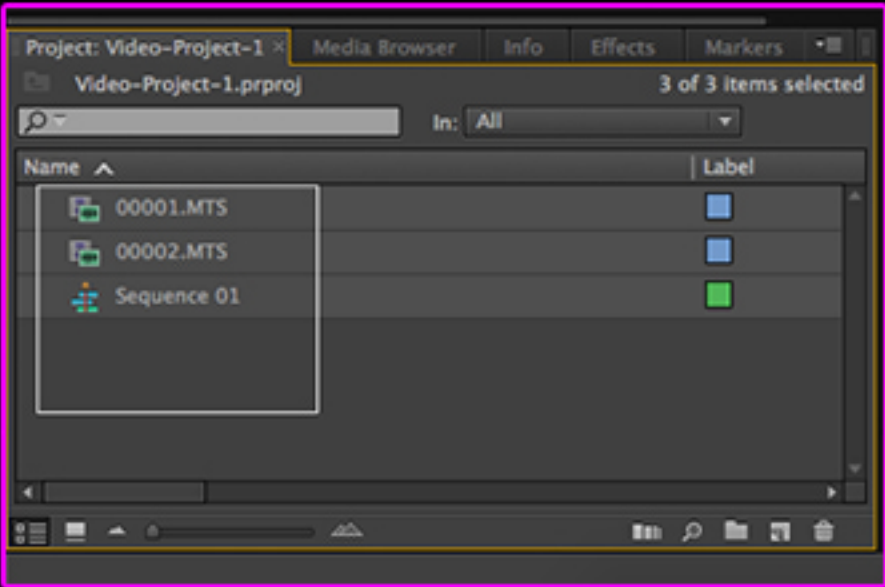
1) File > Import...



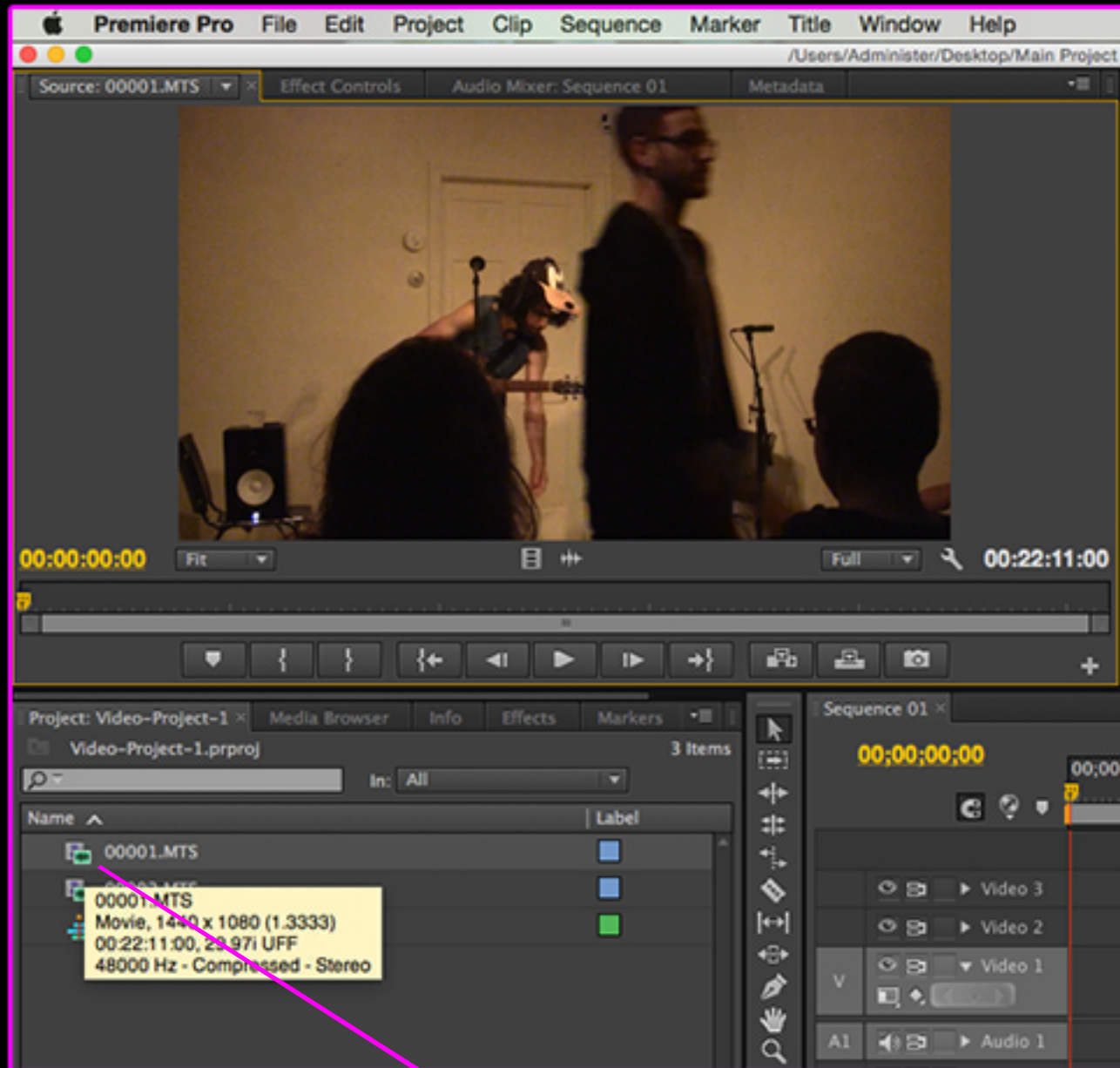
2) Locate files within "Video Assets" folder and click "Import"



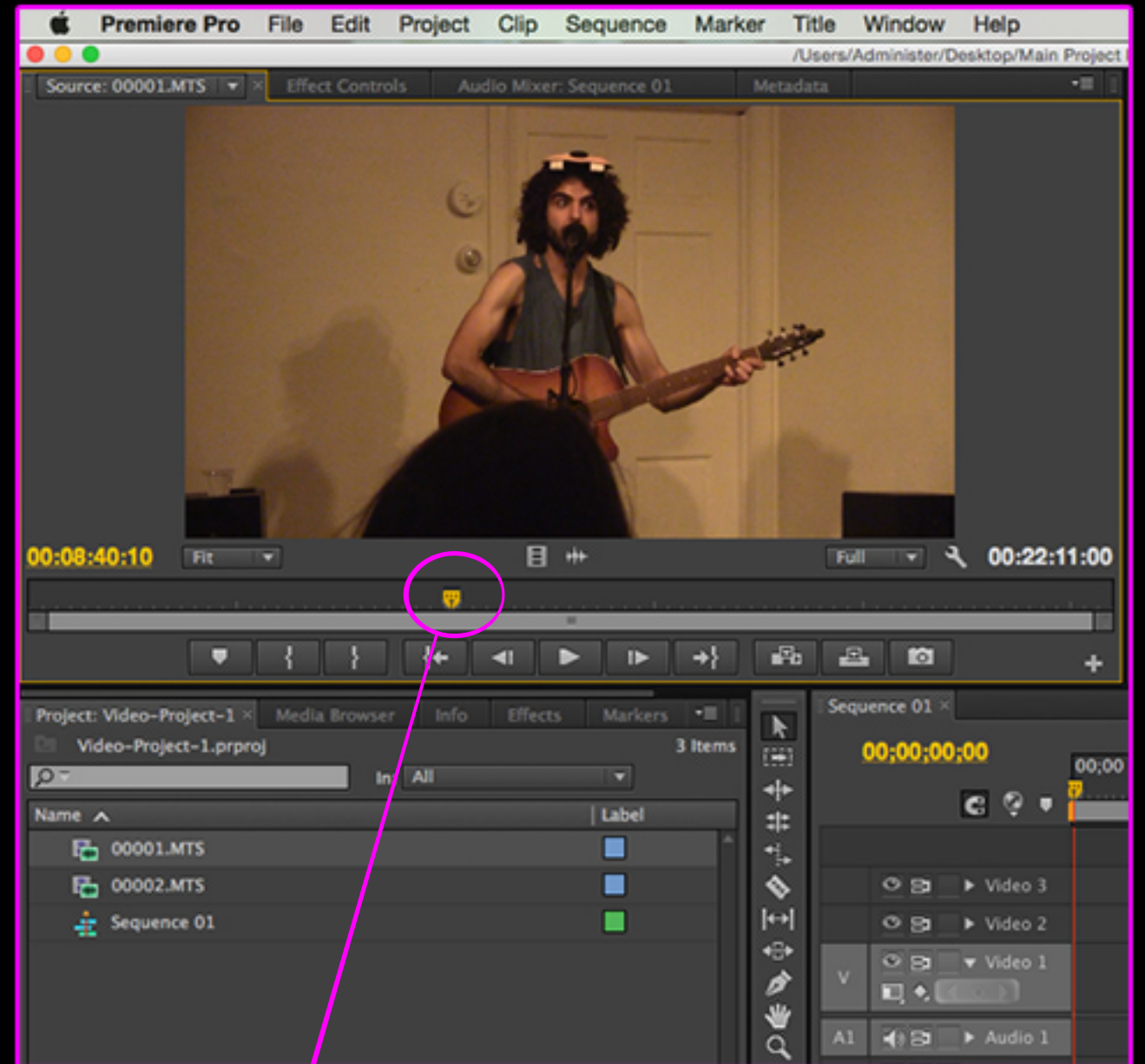
3) Imported files appear in Project panel



# Reviewing Footage in Source Monitor



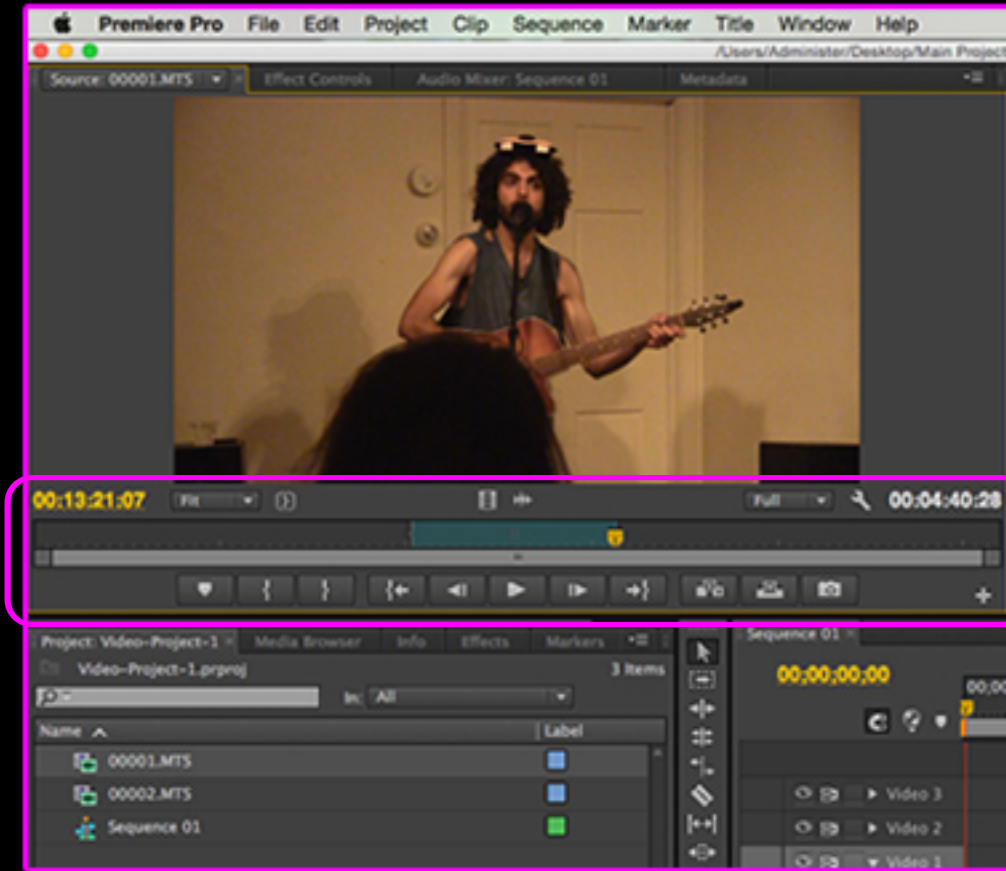
Double click on icon next to name of video file.  
Video then appears in Source Monitor above.



Use **yellow playhead** to "scroll" through video.  
Press play button to watch clip.



# Reviewing Footage in Source Monitor (continued)

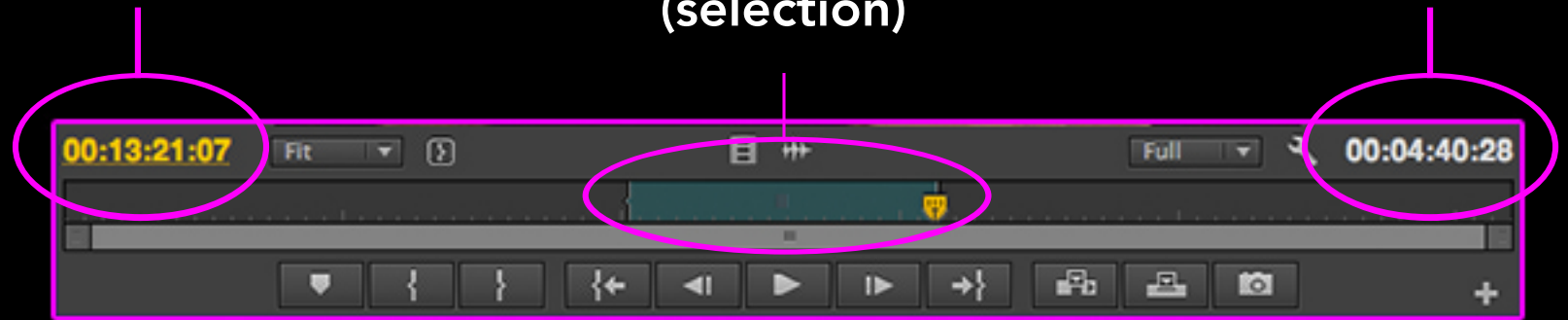


Source Monitor

Location of playhead  
(hrs:mins:secs:frames)

In to Out point  
(selection)

Total length of clip  
(or in-to-out)



A B C D E F G H I J K

- A) Set time marker
- B) Set "In" point
- C) Set "Out" point
- D) Go to "In" point
- E) Go back a frame
- F) Play

- G) Go to "Out" point
- H) Go forward a frame
- I) Insert (into Timeline)
- J) Overwrite (on Timeline)
- K) Export frame

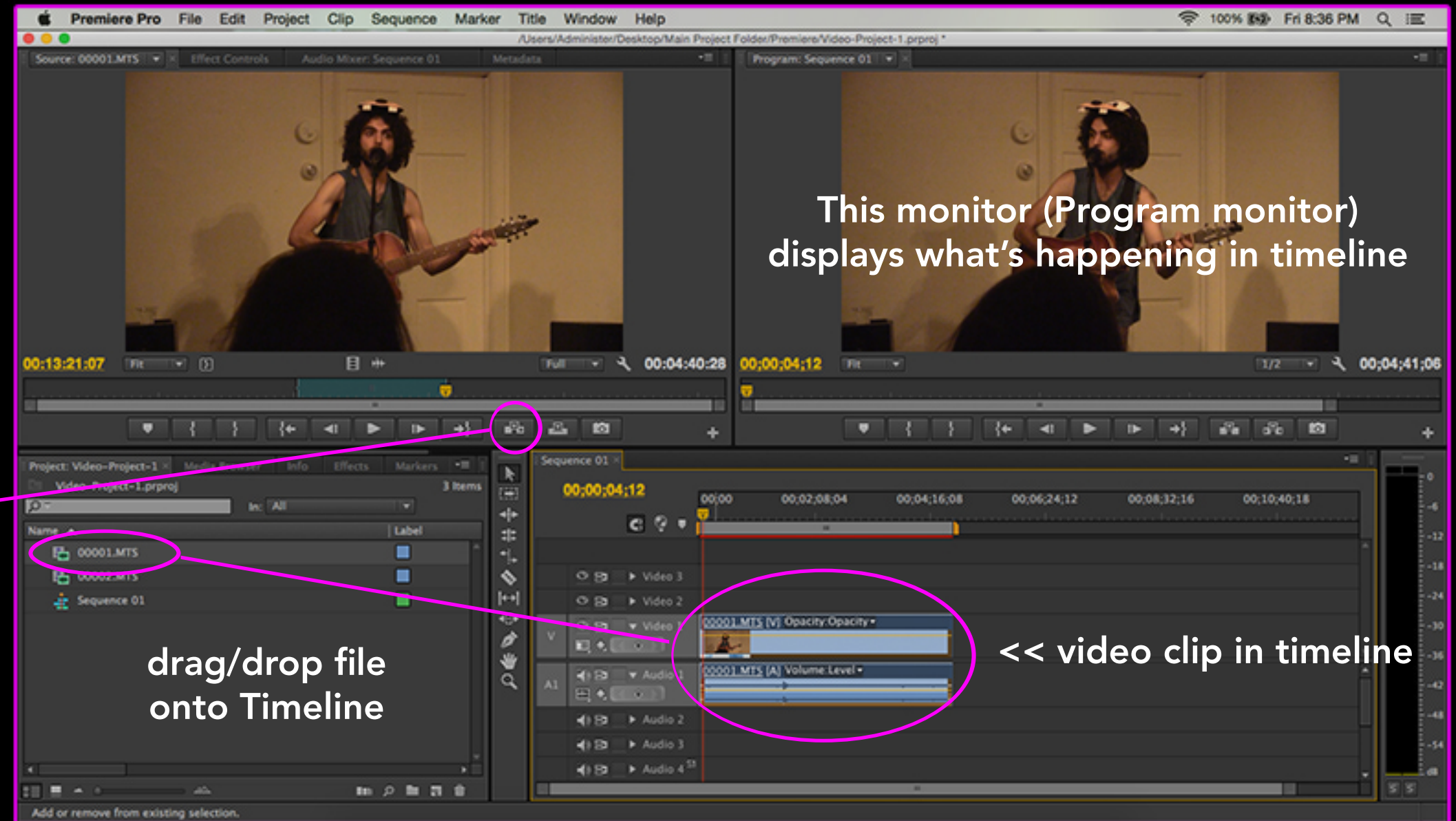
# Getting Video Clips on the Timeline

To put a video clip on Timeline:

Find video clip in Project panel, click on icon next to file name (example name: "00001.MTS") and drag/drop file on Timeline.

Another way:

Select file in Project panel, Open file in Source monitor, Select "Insert" button



# Constructing a Sequence

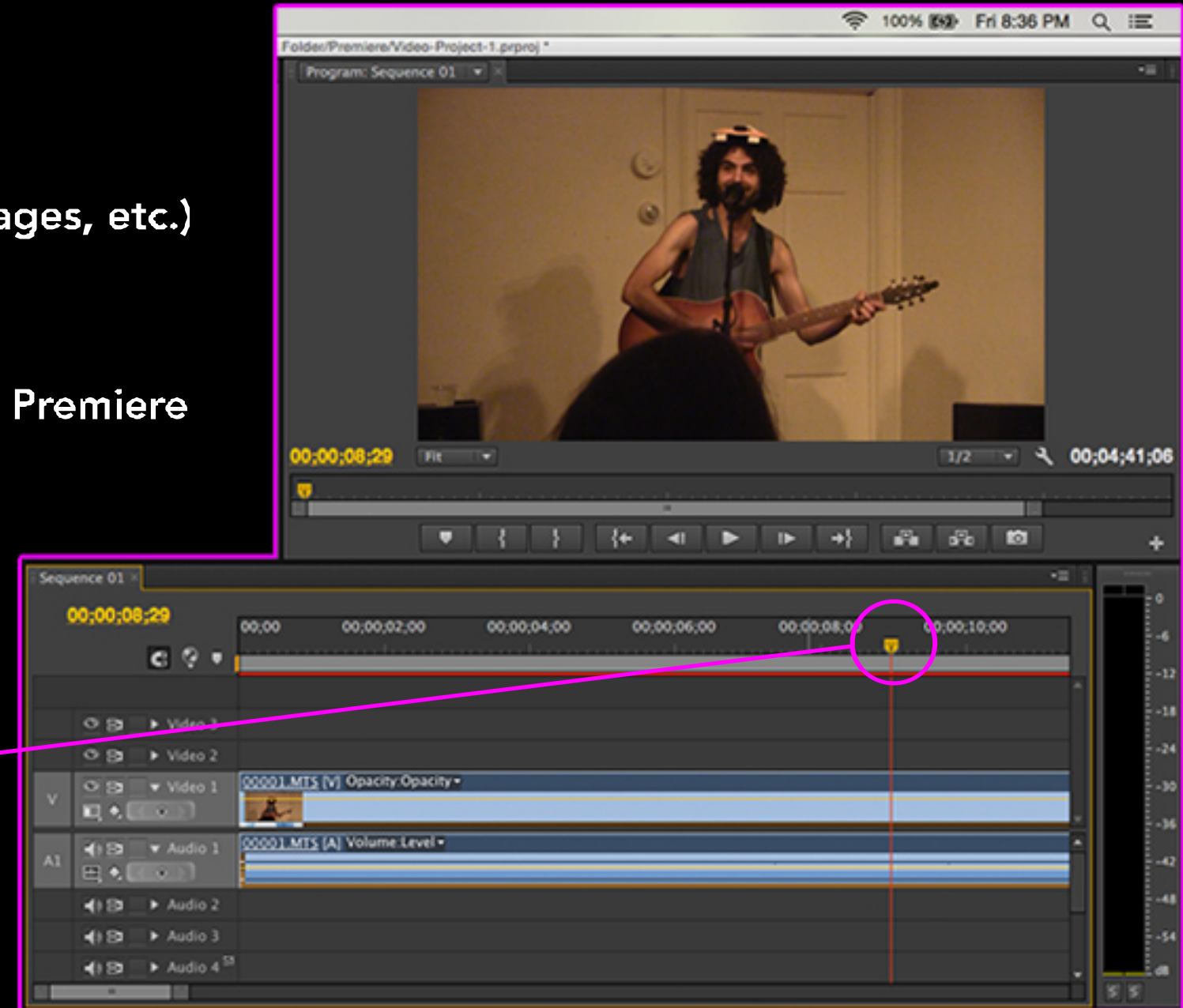
With items in the timeline, you can:

- Make clips shorter, longer and stretch them over time
- Create layers of video (example: titles, superimposed images, etc.)
- Create layers of audio (example: voiceovers, music, etc.)
- Add transitions, filters, special effects, etc.
- Play sequence back in real time or export it directly from Premiere

You'll do most of your video editing in the timeline.

The Current Time Indicator (aka playhead) appears as a **yellow, triangle-like shape** (on top of a **red line**) showing you the current position in the timeline.

The playhead is linked to Program monitor (top right).  
When stopped, monitor shows frame indicated by playhead.



# Changing the Length of Clips

Premiere lets you shorten and lengthen clips in the timeline.

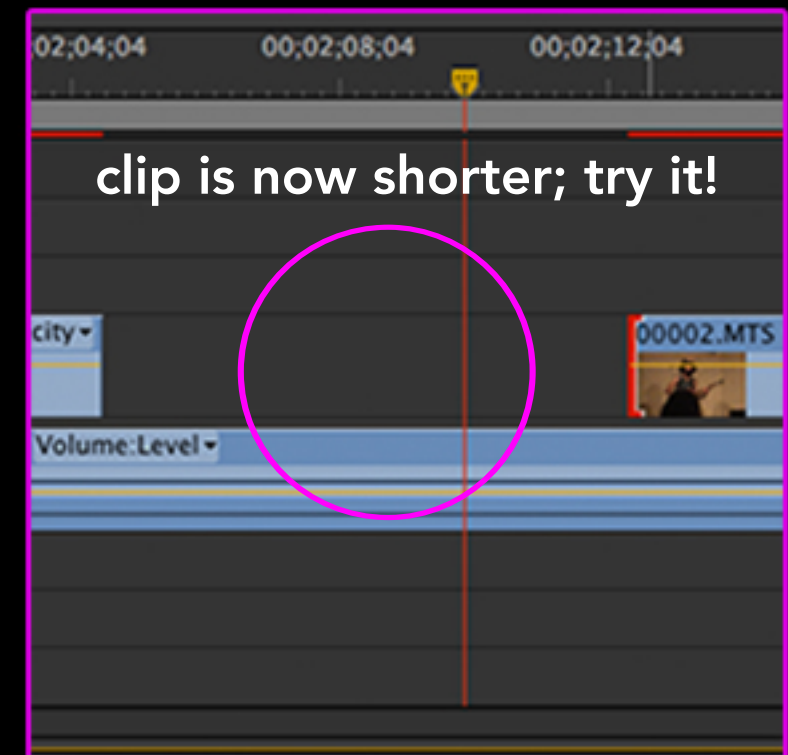
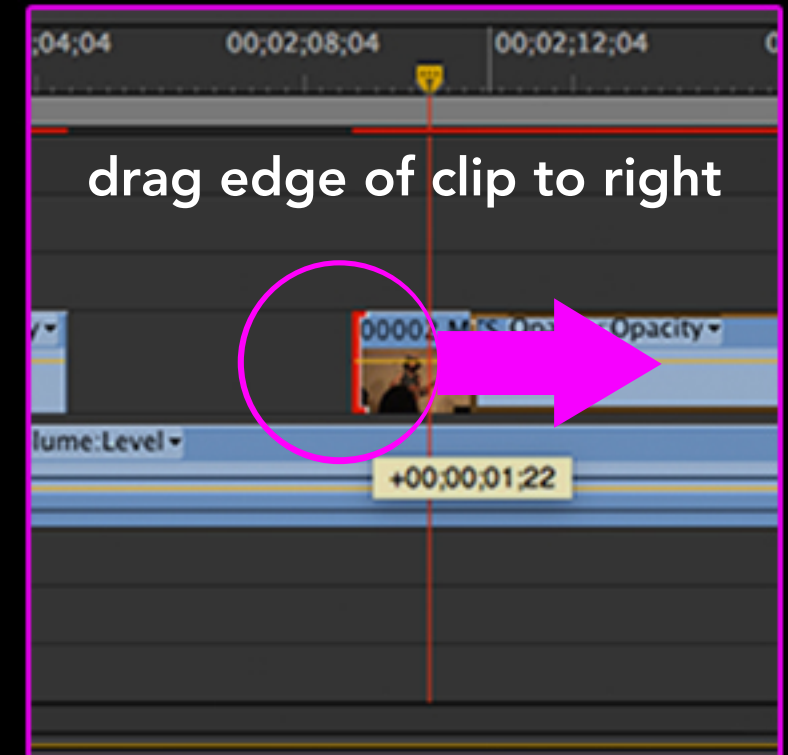
Hover over edge of clip (either side) using "Selection" tool (top of tool menu)

Notice: cursor changes shape, turns into a red bracket (not shown in images)

Now click down on clip and drag edge (right to shorten, left to lengthen)

If you have clips situated side by side in the timeline, trimming a clip will leave a gap between the clips equal to the amount you dragged. If you want to remove the gap, select the area and press delete.

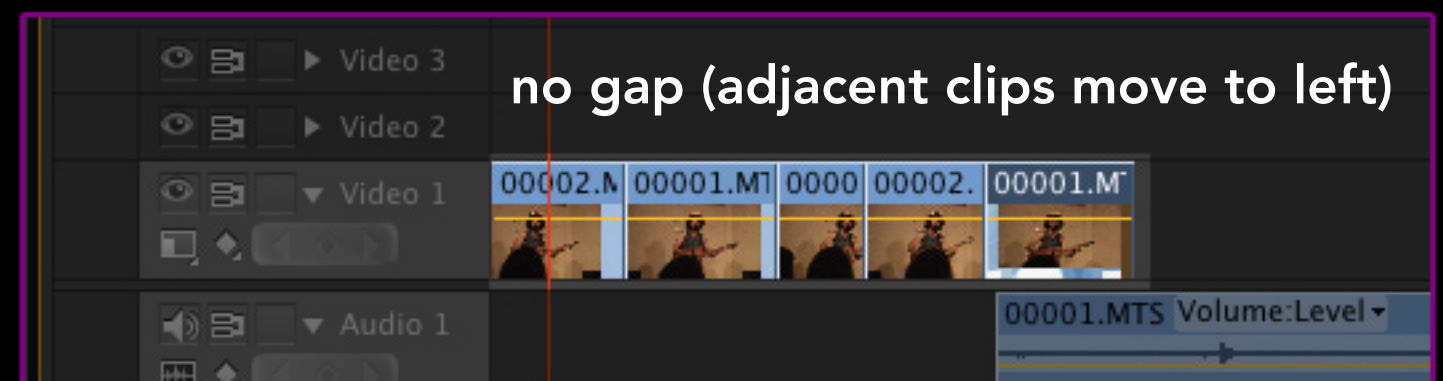
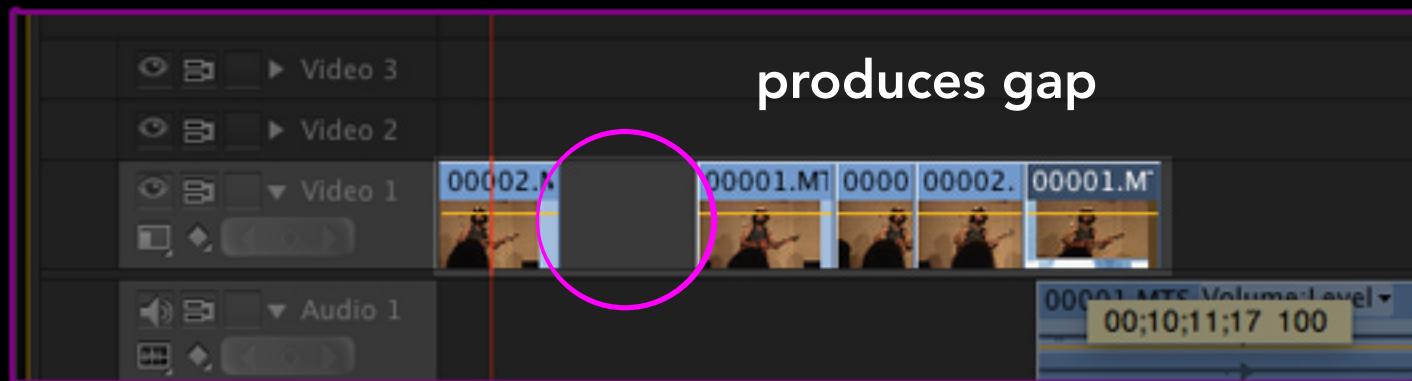
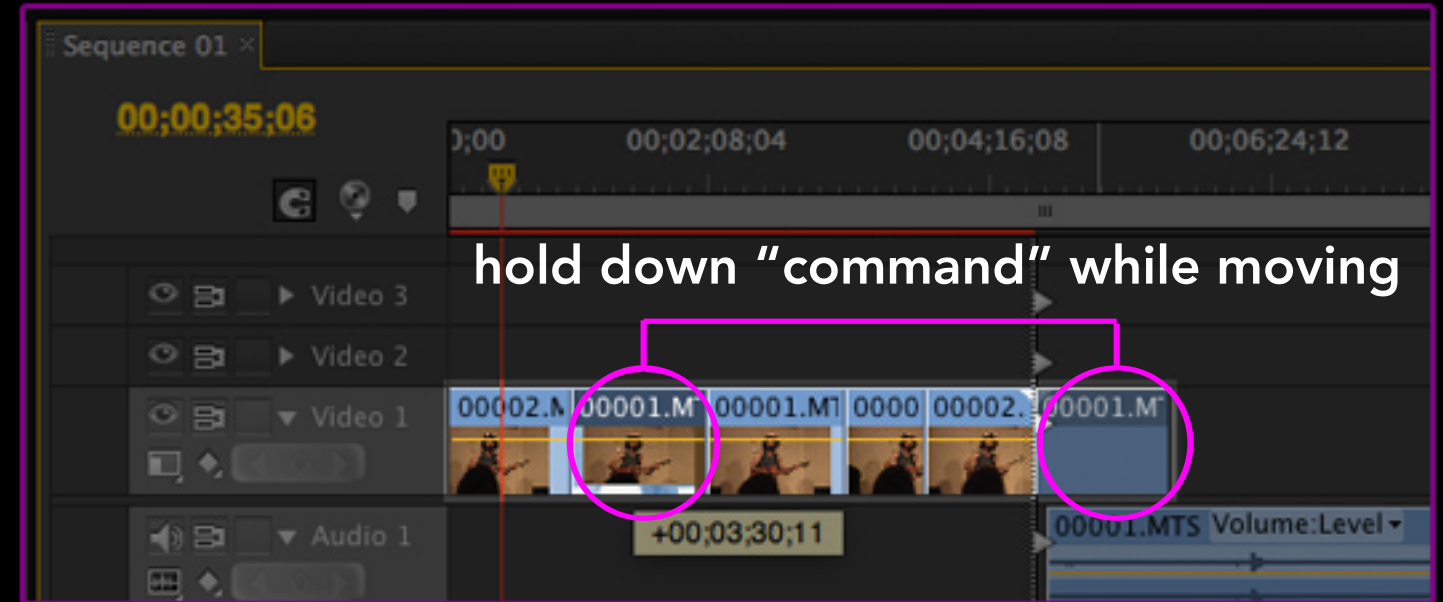
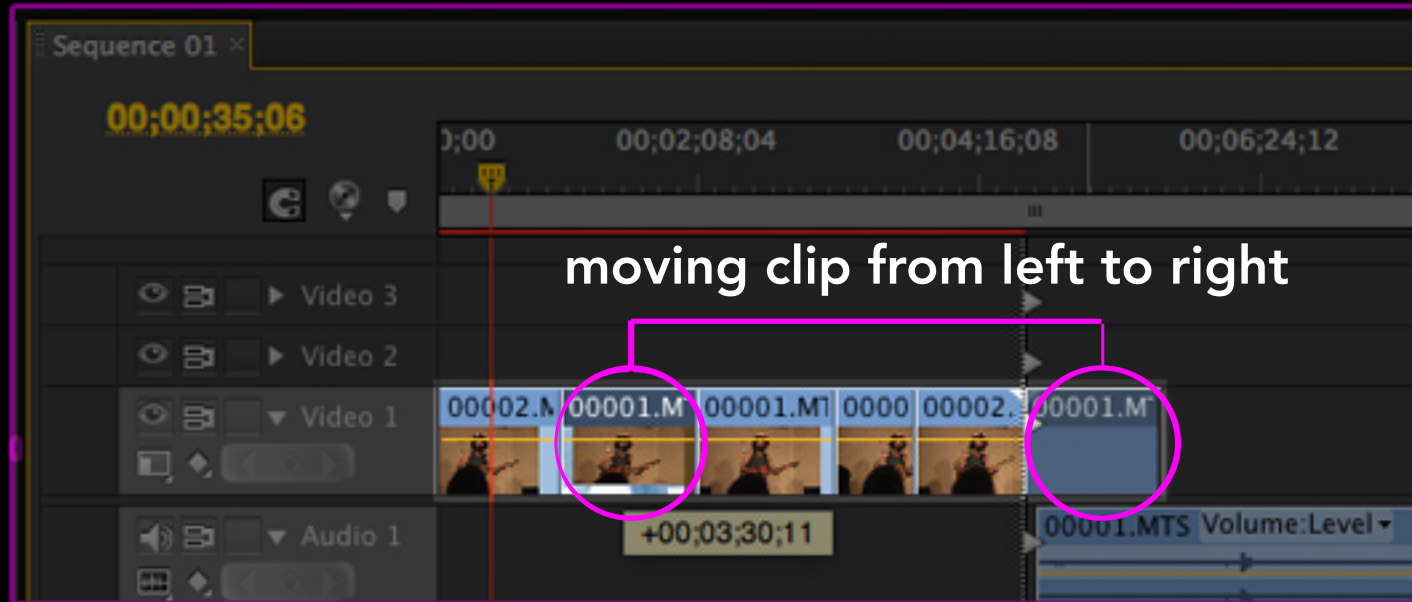
Other tools for trimming include:  
ripple, roll, slip and slide tools (all in tool menu)





# Moving Clips Around in the Timeline

Premiere lets you freely move clips around in the timeline.

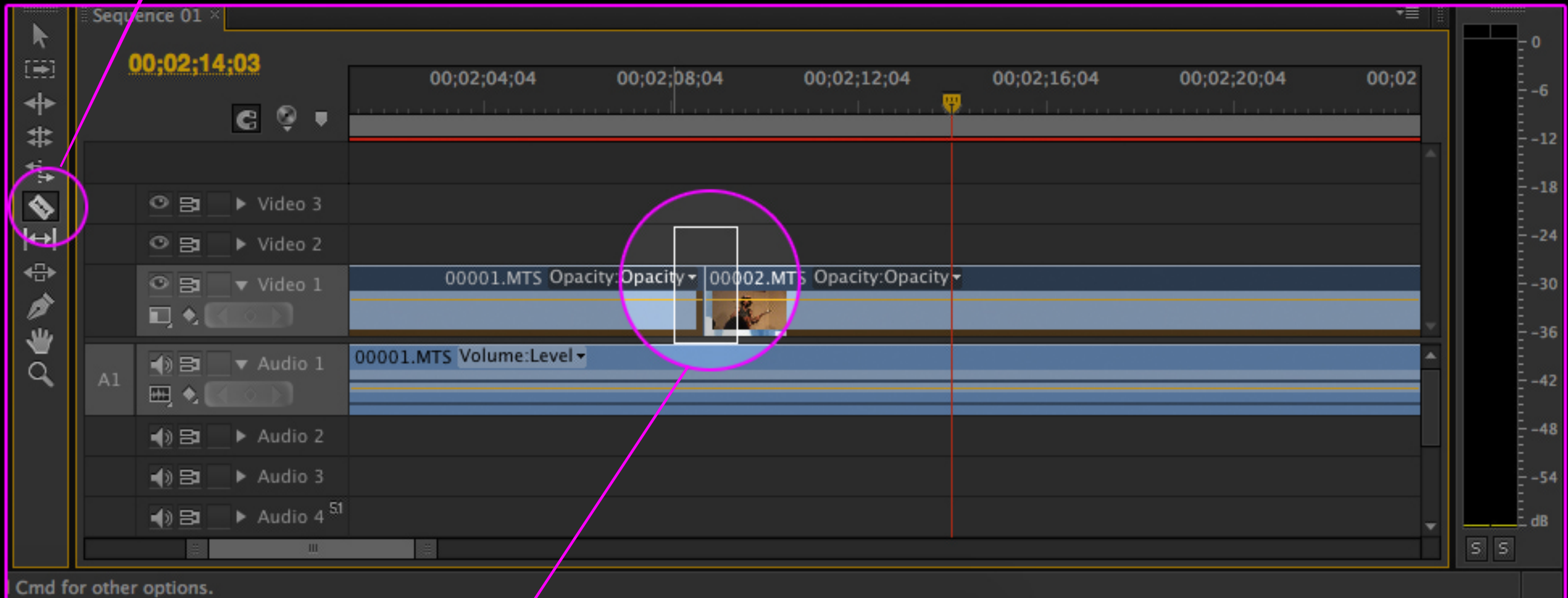


Moving a clip from one position in the timeline to another produces a gap (in content).

Hold down "command" while moving clip and Premiere fills in the gap. Try it yourself.

# Cutting Clips in the Timeline

The razor tool is used to cut a clip (in the timeline) into two separate clips.



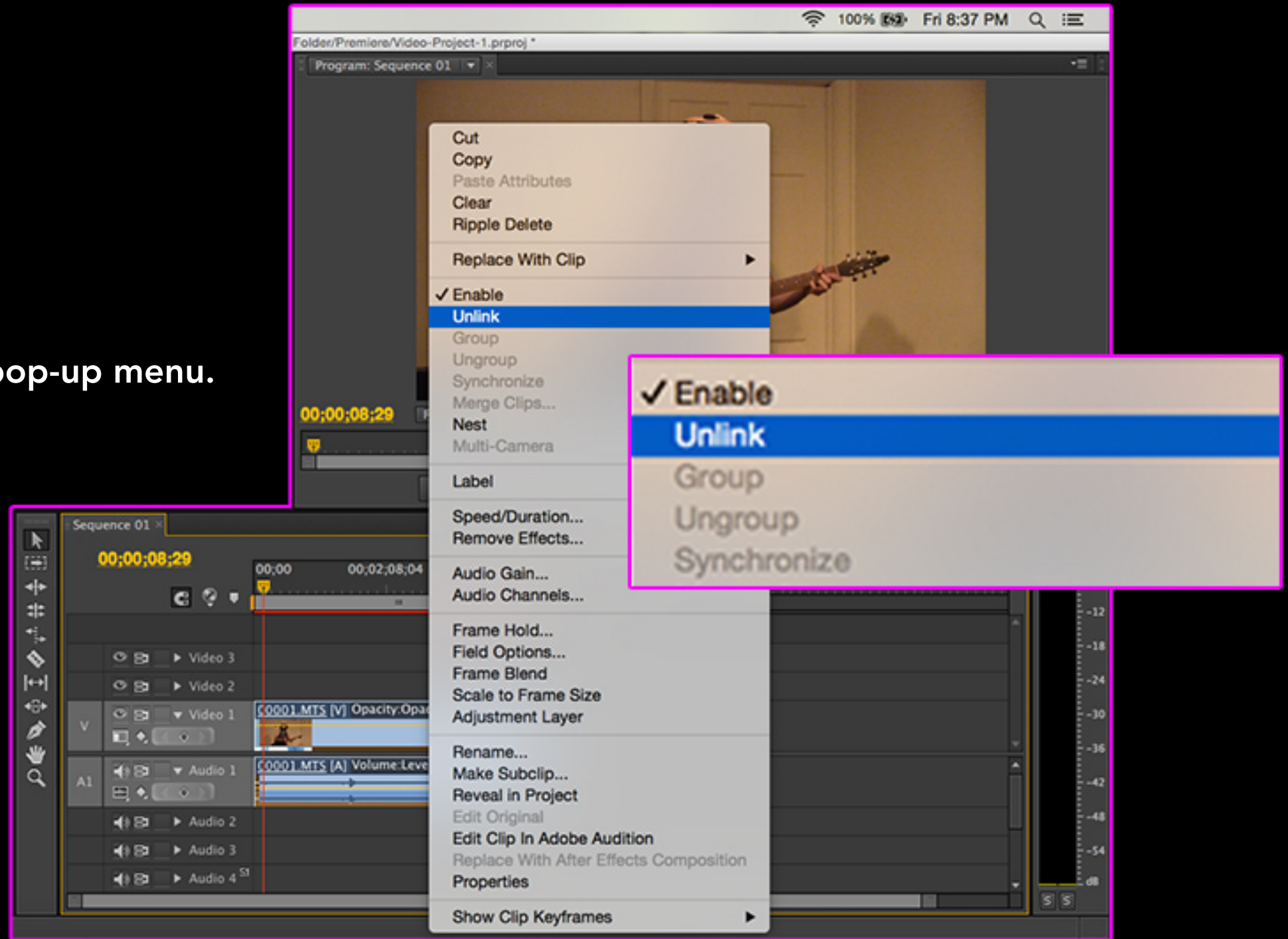
Click on the clip (be it video or audio) at the point where you want the cut to be made.

# "Unlinking" Video and Audio Clips

When inserting a clip into the timeline, video and audio tracks are often linked.

To unlink video and audio tracks:

Right click on clip, select "Unlink" from pop-up menu.





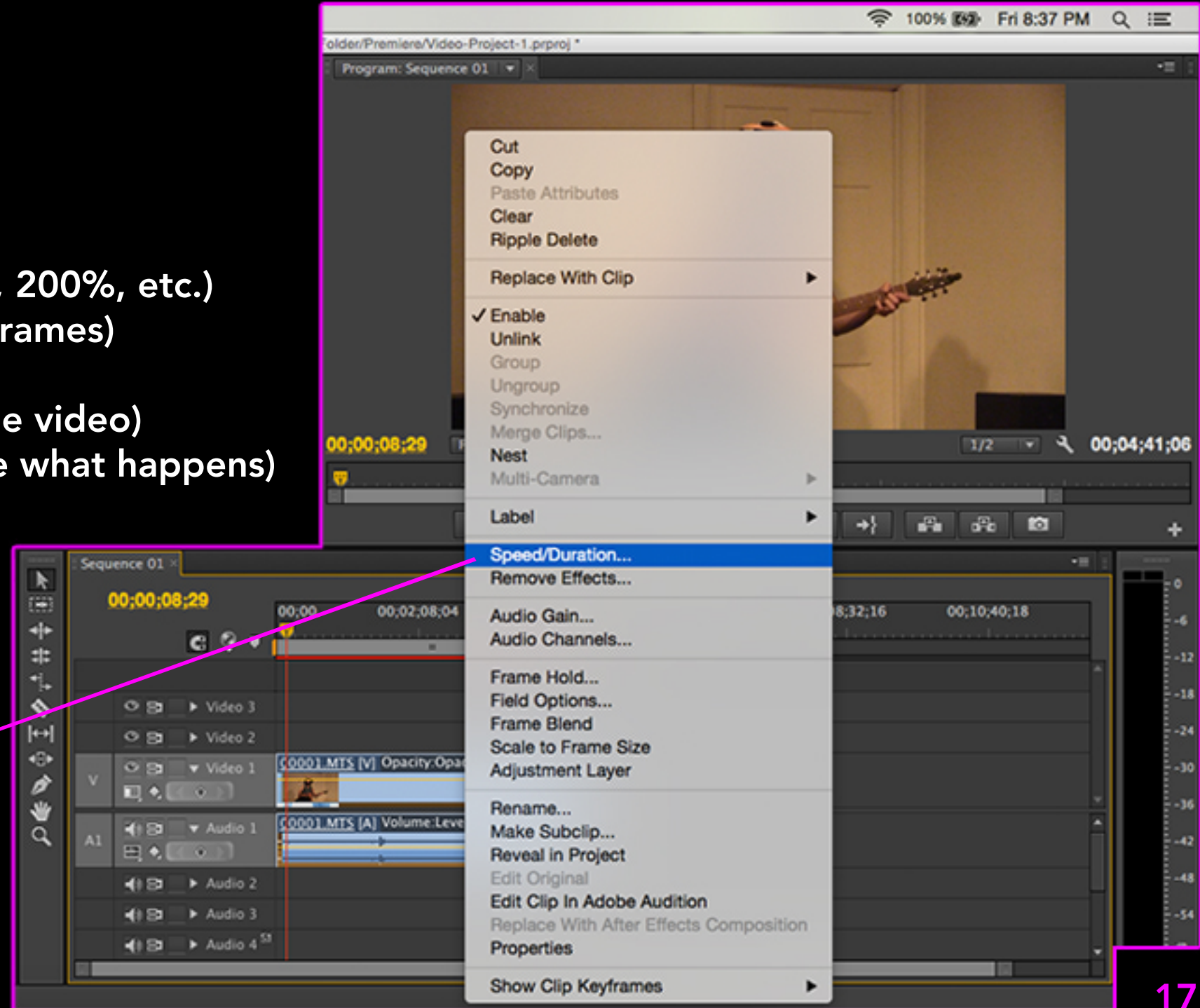
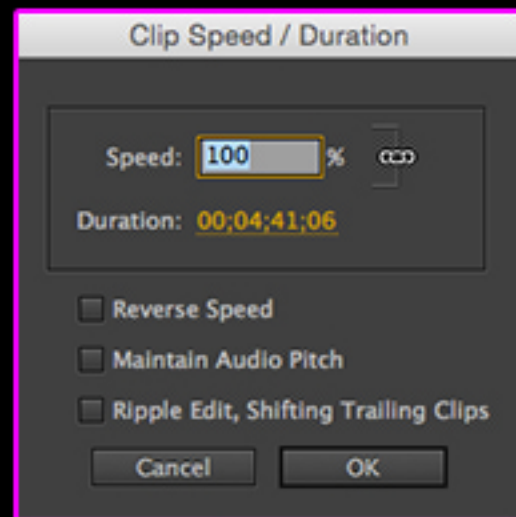
# Changing Speed/Duration and Reversing Playback

1) Control click on clip in timeline

2) Select "Speed/Duration" from pop-up menu

A small window appears with options to:

- change speed in terms of percentage (20%, 50%, 200%, etc.)
- change speed in terms of duration (hrs:mins:sec:frames)
- reverse speed (to make clip play backwards)
- maintain audio pitch (if audio is selected alongside video)
- ripple edit, shift trailing clips (try this one and see what happens)



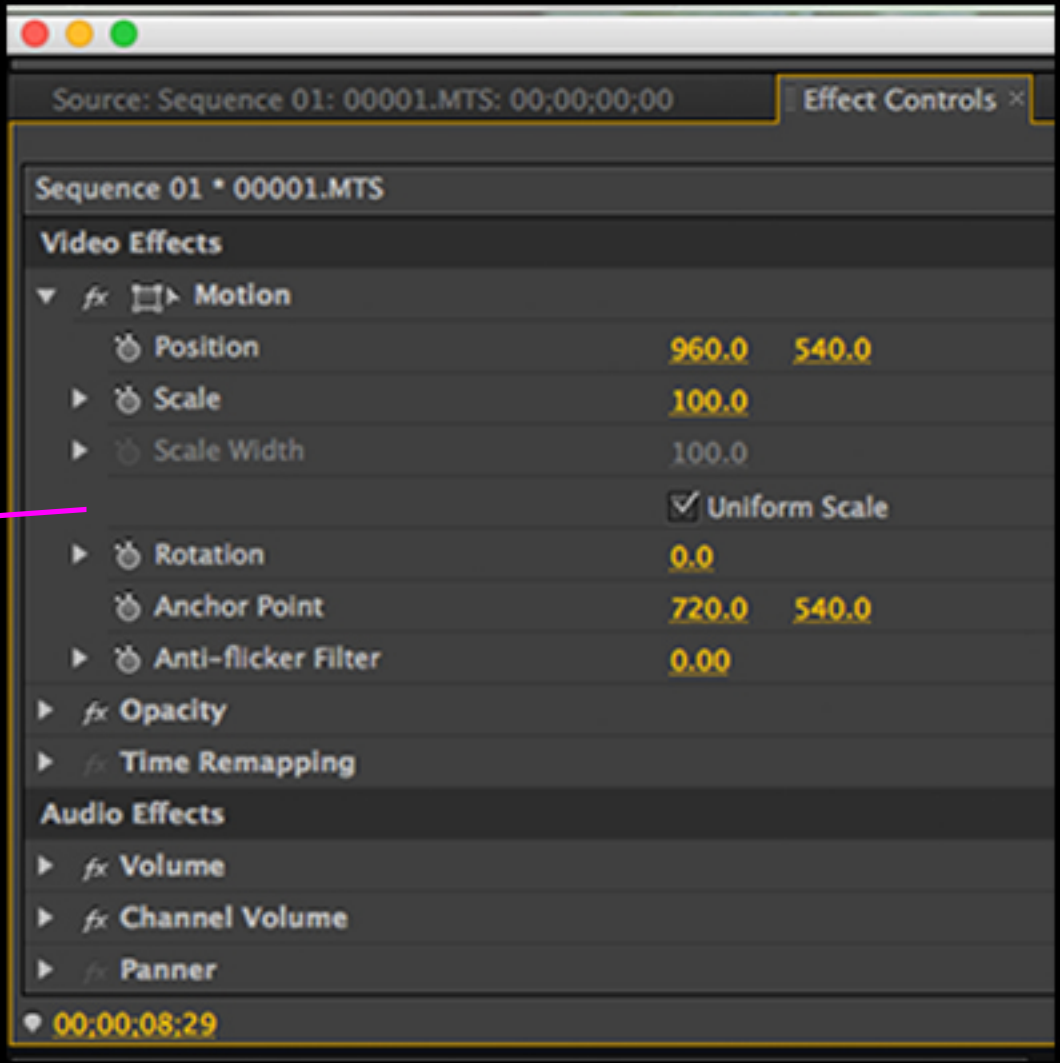
# Effect Controls

You can change the position, scale, rotation and opacity of a video clip under the clip's "Effect Controls" tab.

Select the desired clip in the Timeline  
Click on "Window" (top menu)  
Select "Effect Controls" from list



Notice: "Effect Controls" tab opens in top left hand window

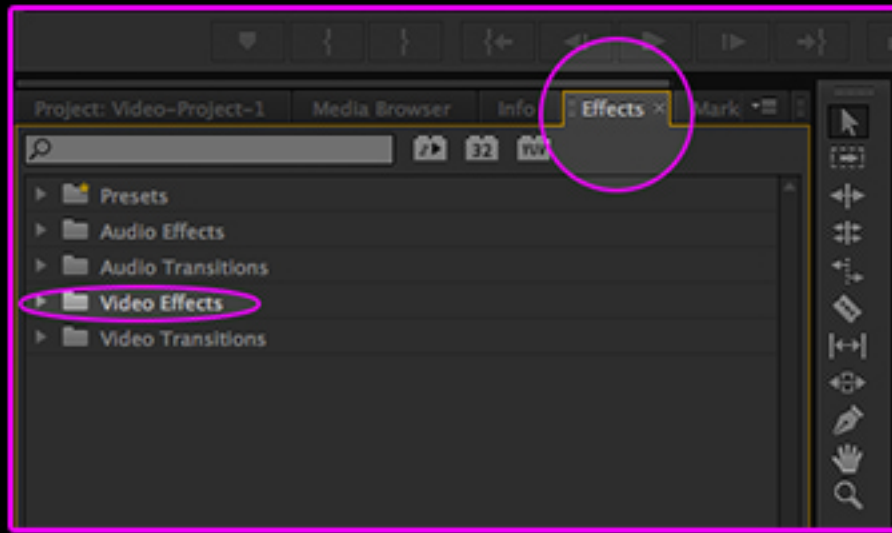


Experiment with altering the values for position, scale, rotation and others.

# Applying Effects to Video/Audio Clips (part 1)

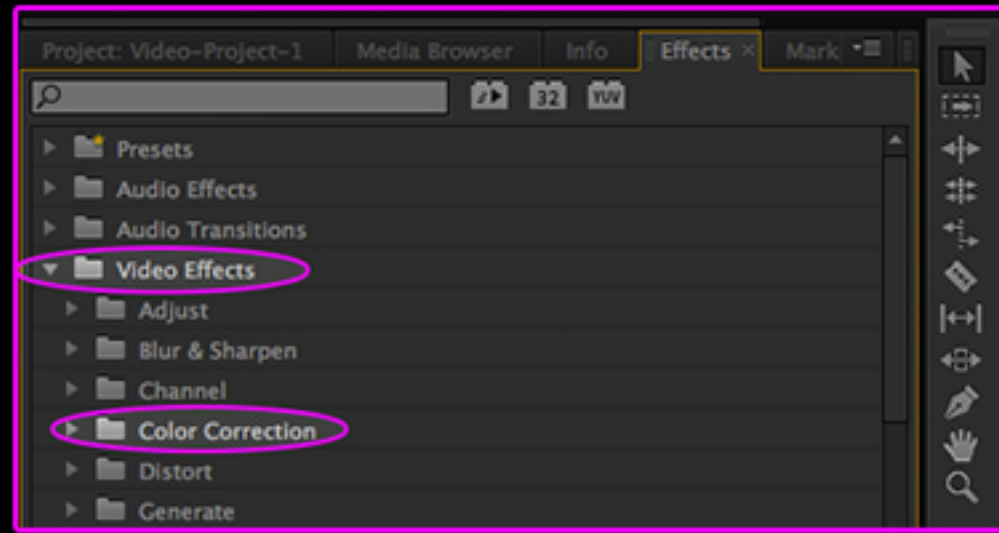
Applying effects to video or audio clips is easy!

First, identify the clip in the timeline to which you want to apply an effect.

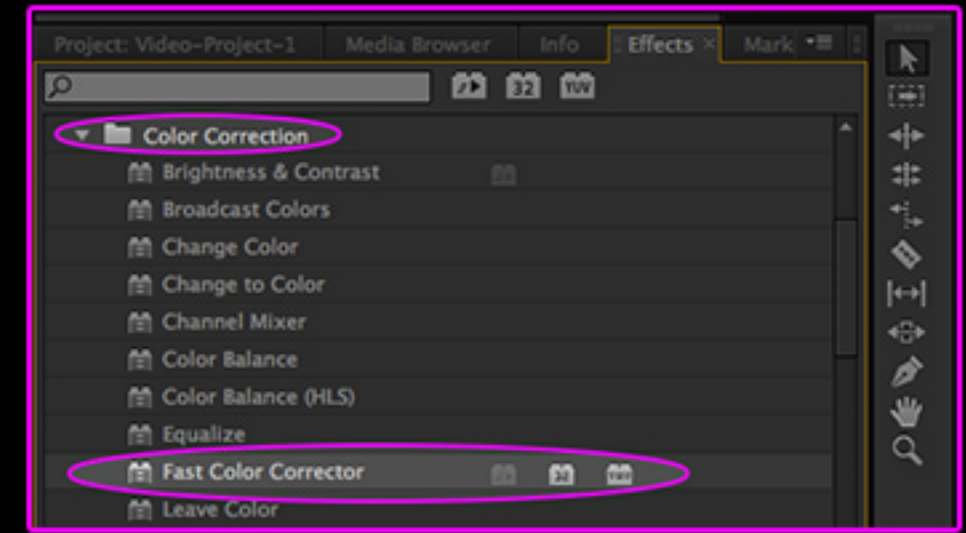


Then find the "Effects" tab  
(often in the lower left-hand panel)

If lost, go to "Window" > "Effects"



In this example, we'll apply a  
Color Correcting video effect.



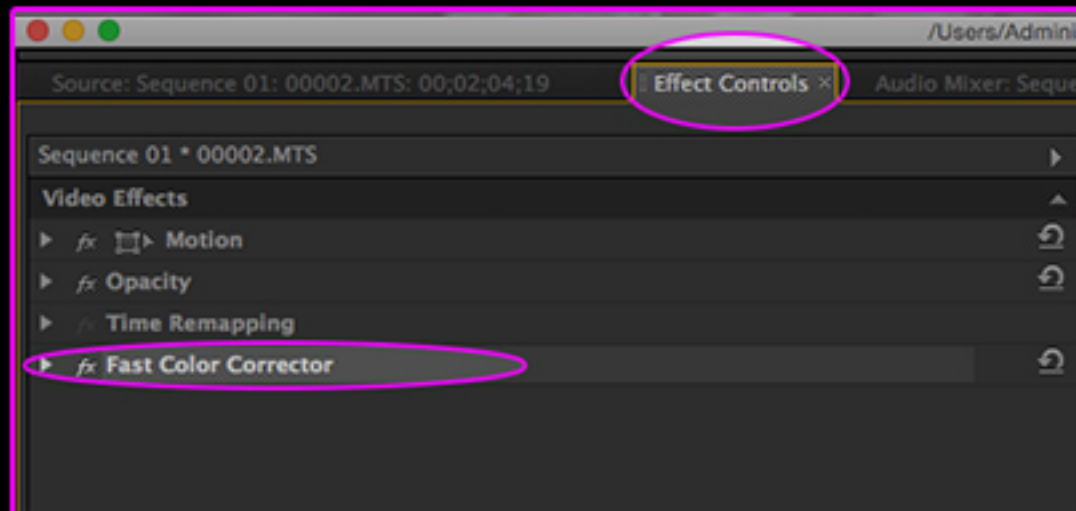
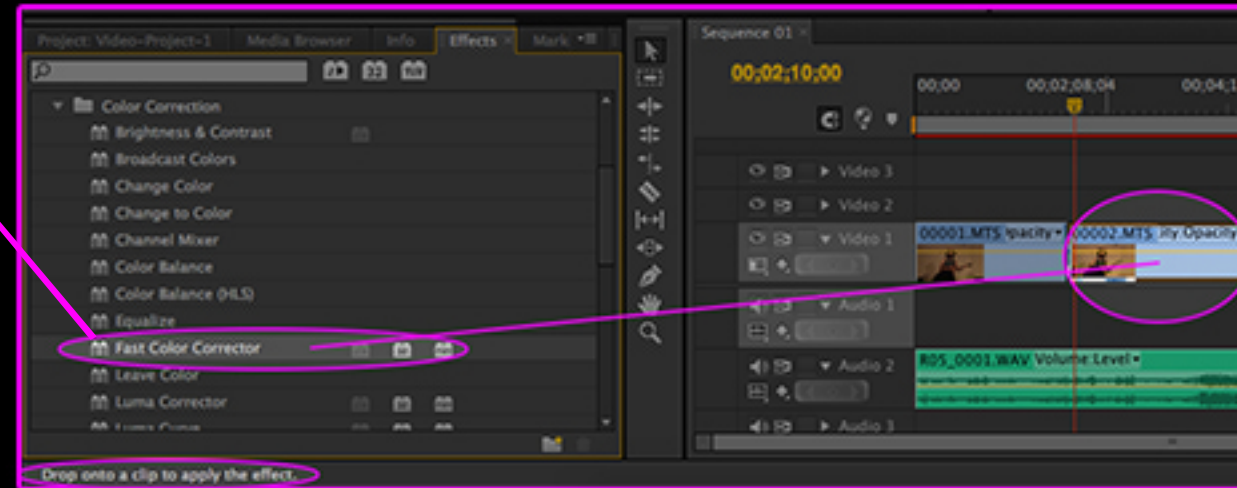
Find "Fast Color Corrector" effect  
inside the "Color Correction" folder  
(within "Video Effects" folder)



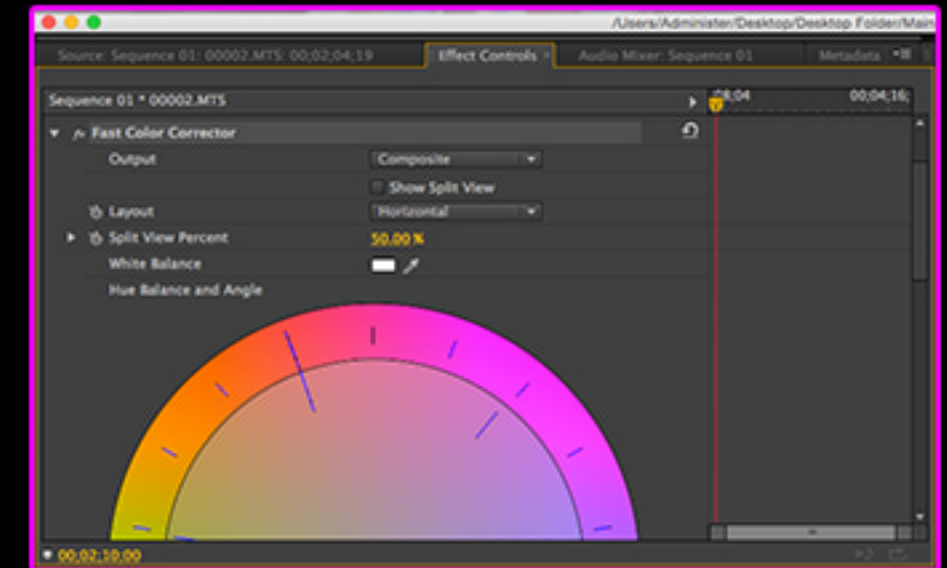
# Applying Effects to Video/Audio Clips (part 2)

When you've located the effect you want to use, click on small icon next to the name of effect (in this case: "Fast Color Corrector")

Click icon once and drag/drop effect onto clip



Then find clip's "Effect Controls" panel  
(clip must be selected in timeline)  
Notice effect listed under "Video Effects"  
(or "Audio Effects" in case of audio)



Time to alter effect's parameters!  
Doing so will allow you to see  
changes to the clip (so long as you  
are viewing the clip in the timeline)

# Tool Menu (part 1)



## 1. Selection Tool (keyboard shortcut = V)

This is the default tool and is used for common tasks in the timeline. To select the tool, either click the select button in the toolbox or press the V on the keyboard. To select a single clip or transition, click the clip or transition in the timeline. To select only the video or audio portion of a clip, hold down the Alt key while clicking the clip. To select multiple clips, hold down the Shift key while clicking each required clip. To select multiple adjacent clips, you can drag a selection rectangle (marquee) around all the desired clips.

## 2. Track Selection Tool (keyboard shortcut = A)

Select all clips from a given point on a particular track in the timeline. Position the pointer where you would like to start the selection and click. To select an entire track, position the mouse right at the beginning of a track. If you want to select multiple tracks, hold down the Shift key while clicking.

## 3. Ripple Edit Tool (keyboard shortcut = B)

Move an edit point and the rest of timeline moves the same amount to compensate.

## 4. Rolling Edit Tool (keyboard shortcut = N)

Move an edit point without affecting the rest of the timeline. The first (outgoing) clip is made shorter while the second (incoming) clip is made longer by the same amount, or vice versa.

## 5. Rate Stretch Tool (keyboard shortcut = X)

Change the duration of a clip while simultaneously adjusting the speed to compensate.

Using rate stretch tool, reduction in length = increase in speed, increase in length = reduction in speed.

# Tool Menu (part 2)

## 1. Razor Tool (keyboard shortcut = C)

Cut a clip into two separate clips. Click on the clip at the point where you want the cut to be made.

## 2. Slip Edit Tool (keyboard shortcut = Y)

Adjust the in and out points of a clip at the same time by the same amount in the same direction (clip duration doesn't change).

## 3. Slide Tool (keyboard shortcut = U)

Moving a clip left or right in the timeline while simultaneously adjusting other clips to compensate.

Duration of clip you're sliding stays the same. Durations of clips on either side will be automatically reduced or increased as required.

## 4. Pen Tool (keyboard shortcut = P)

The pen tool is used for creating control points (a.k.a. anchor points or keyframes).

## 5. Hand Tool (keyboard shortcut = H)

The hand tool is used to drag the area of the timeline visible in the sequence pane left and right.

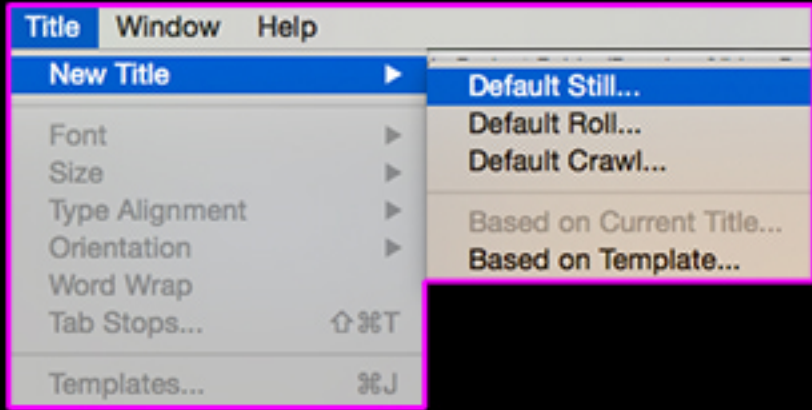
## 6. Zoom Tool (keyboard shortcut = Z)

The zoom tool is used to zoom into portions of the timeline.

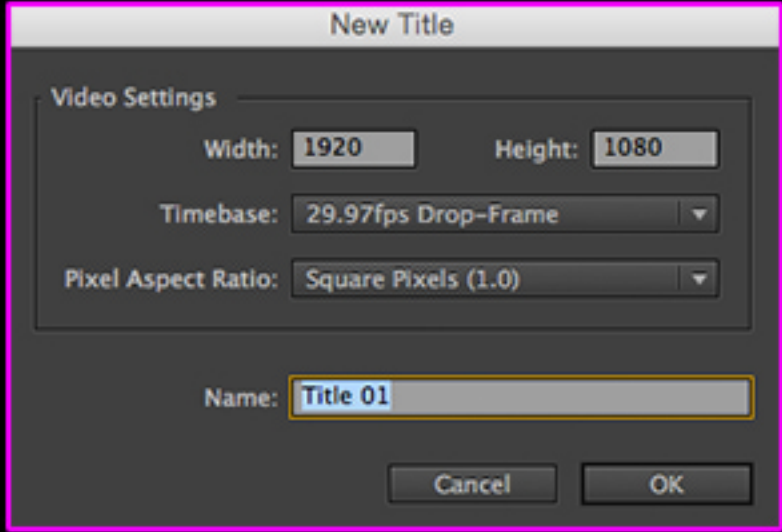


# Creating Titles (Text)

1) Title > New Title > Default Still

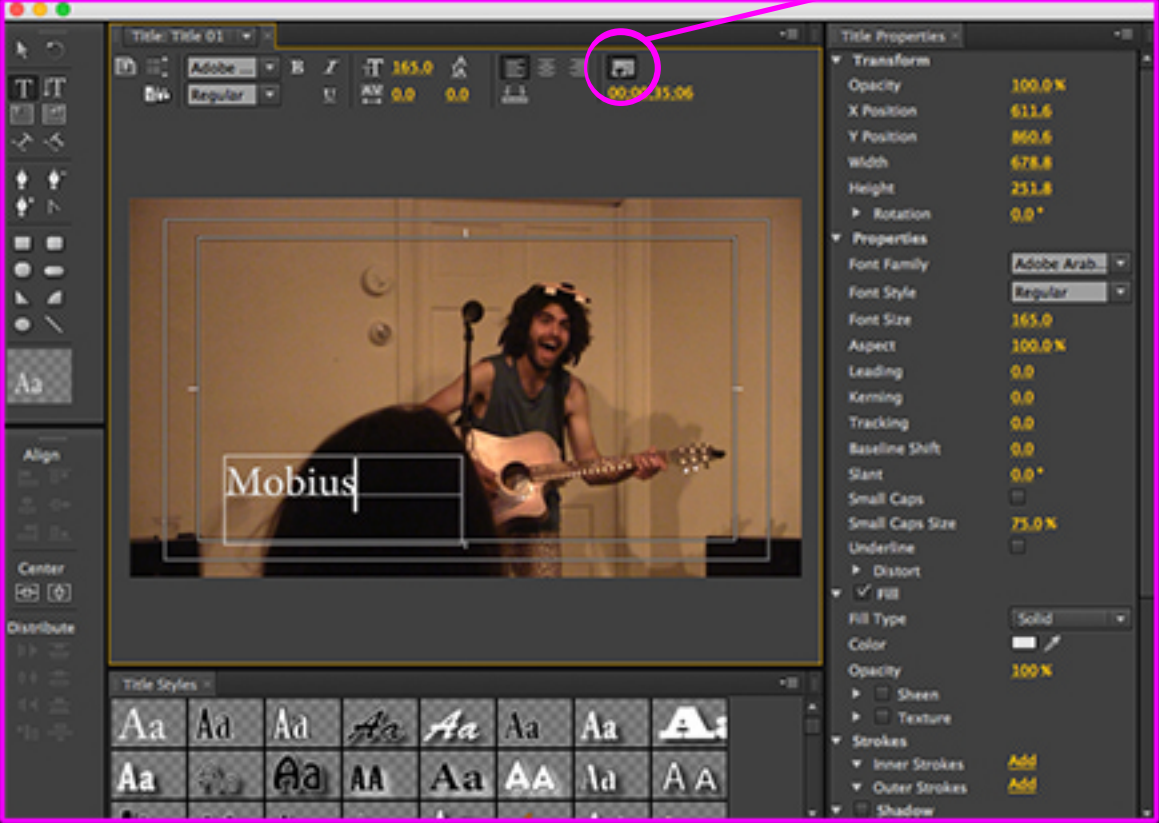


2) "New Title" dialog box appears



Here you can name the title  
In most cases, you can press "OK"

3) Title editing window appears

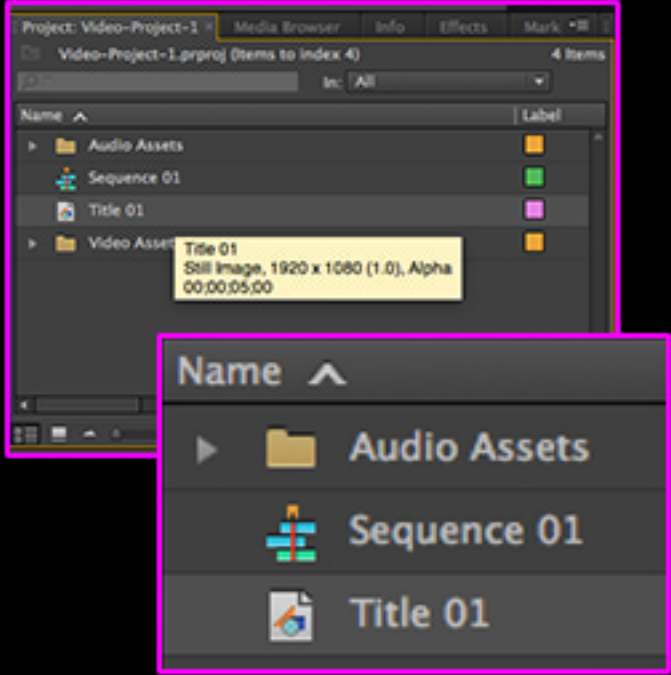


Creating titles in Premiere is similar to working with type tools in other Adobe design programs.

The image in the background is not part of the title. Change the image by moving the playhead (on timeline). Toggle on/off the image via "Show Background Video" button at the top of title editing window (see pink circle).



4) Title appears in project panel



You can treat a title just as would a video clip. Drag it onto the timeline (preferably on a different layer than your video clips) Try it yourself



# Rendering

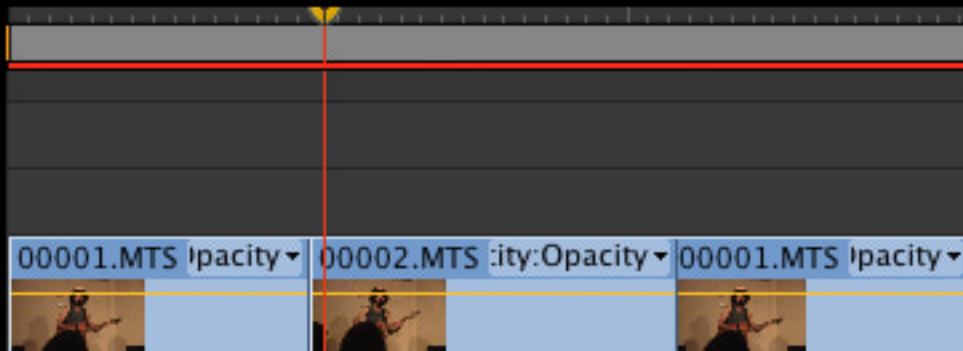
Rendering is the process of pre-computing any transitions or effects that are needed for full-quality, real-time playback (in Premiere).

Premiere will do its best to play back footage while you're editing, but it may be doing so at 25% or 50% of the original resolution and only showing you the full resolution image when the video is paused (this depends on the Source Monitor preferences).

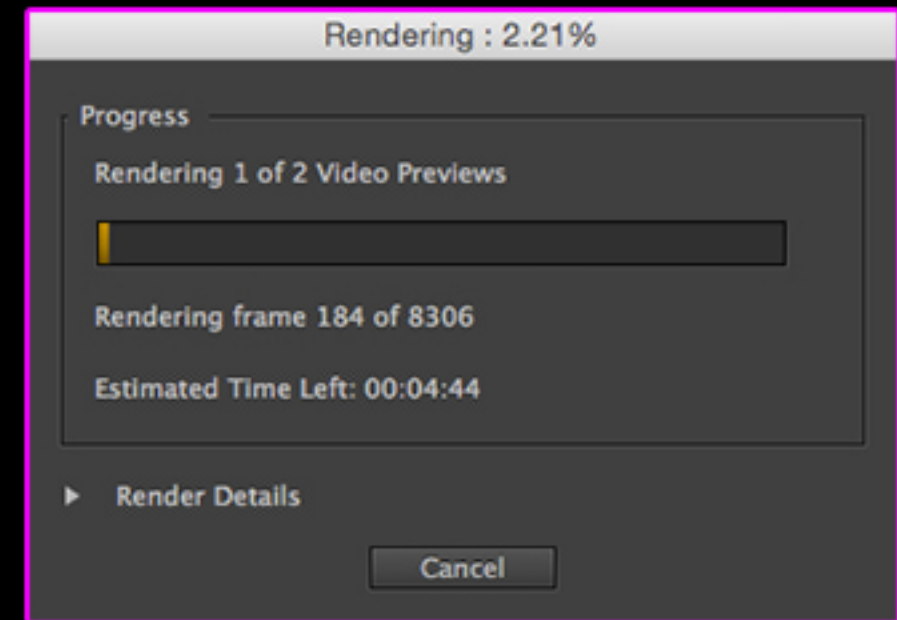
This speeds up the editing process, but when you're done editing, it's good practice to review your video in full resolution before exporting.

You need to render your sequence to see it in full resolution (in Premiere), with all of the effects and transitions looking like they will in the final video,

Sections of your video that require rendering are indicated by a red line above the video track area in the timeline.



To render the currently active sequence, choose "Sequence > Render Entire Work Area" from the menu bar.



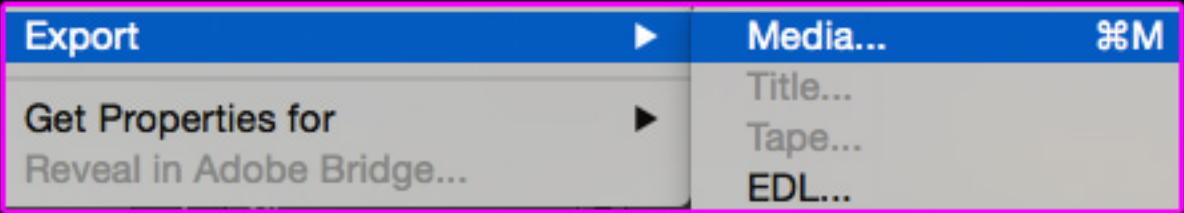
Premiere will display a progress indicator with an estimated rendering time.

Rendering could take awhile, depending on the length of your sequence and how many transitions and effects the sequence contains.

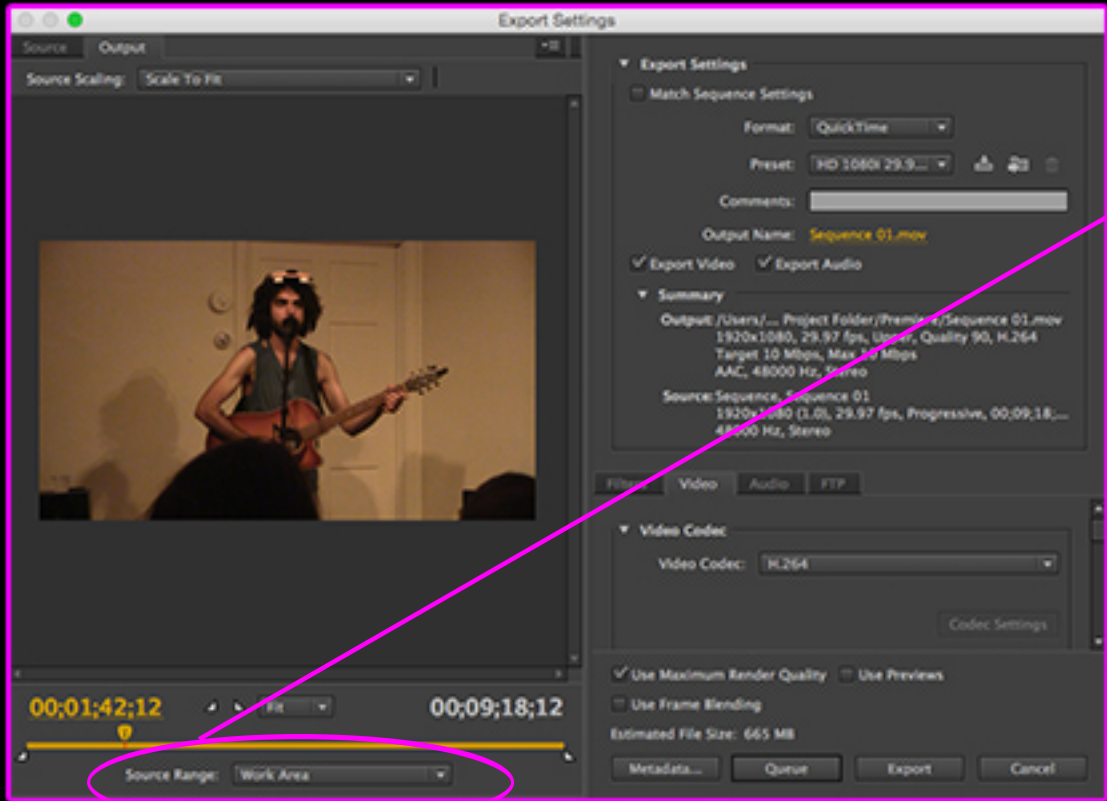
# Exporting Your Sequence (part 1)

- 1) Select the sequence you wish to export.
- 2) Make sure Sequence window is selected.

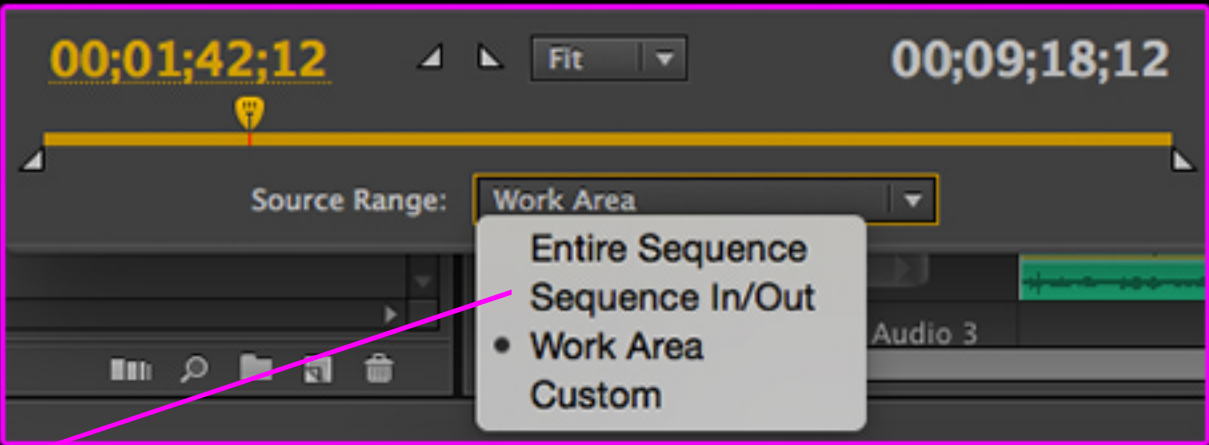
3) File > Export > Media...



4) Export Settings window appears



5) Select a "Source Range"



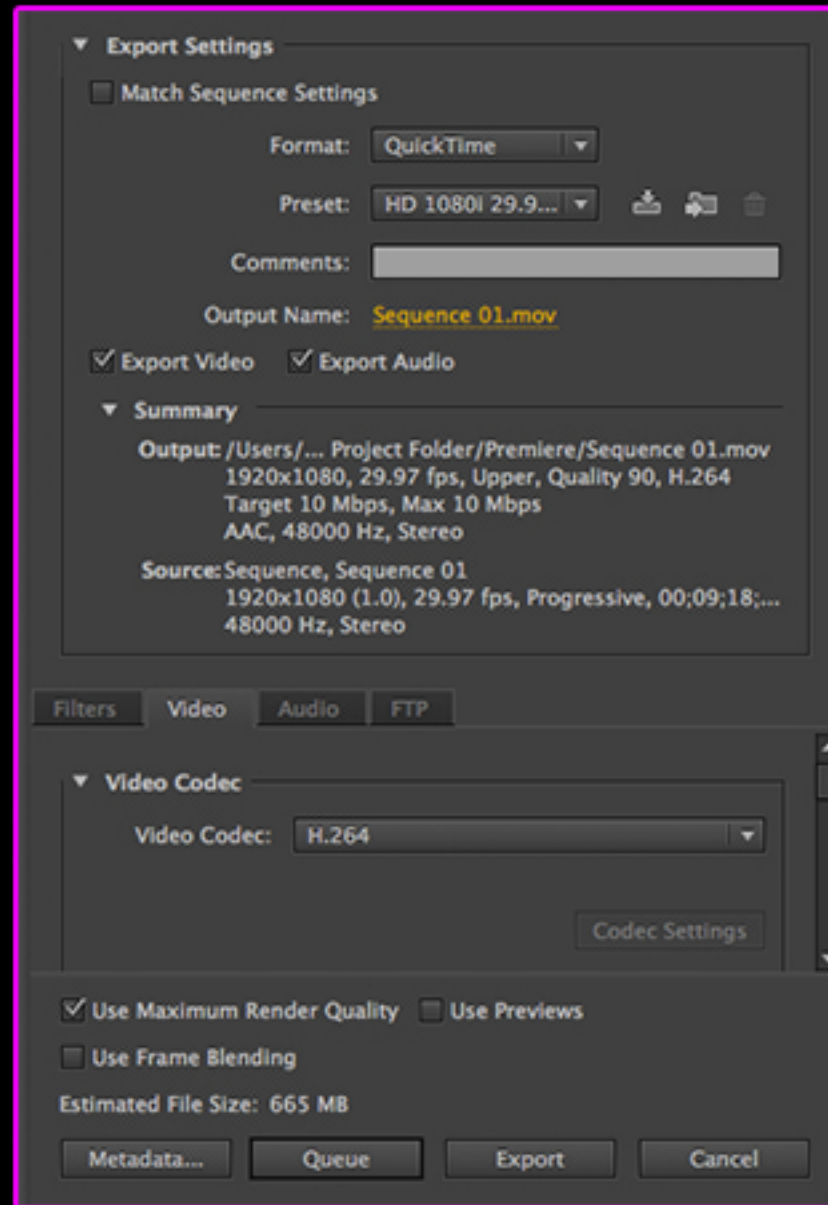
**"Entire Sequence"**  
To export all media in sequence, regardless of designated work area or IN/OUT points on timeline

**"Sequence In/Out"**  
To export ONLY content between IN and OUT marks on timeline (if any)

**"Work Area"** -  
To ONLY export media within bounds of designated work area on timeline

**"Custom"**  
On timeline in Export Settings window, you can manually set IN/OUT points by click+dragging markers at beginning/end of timeline

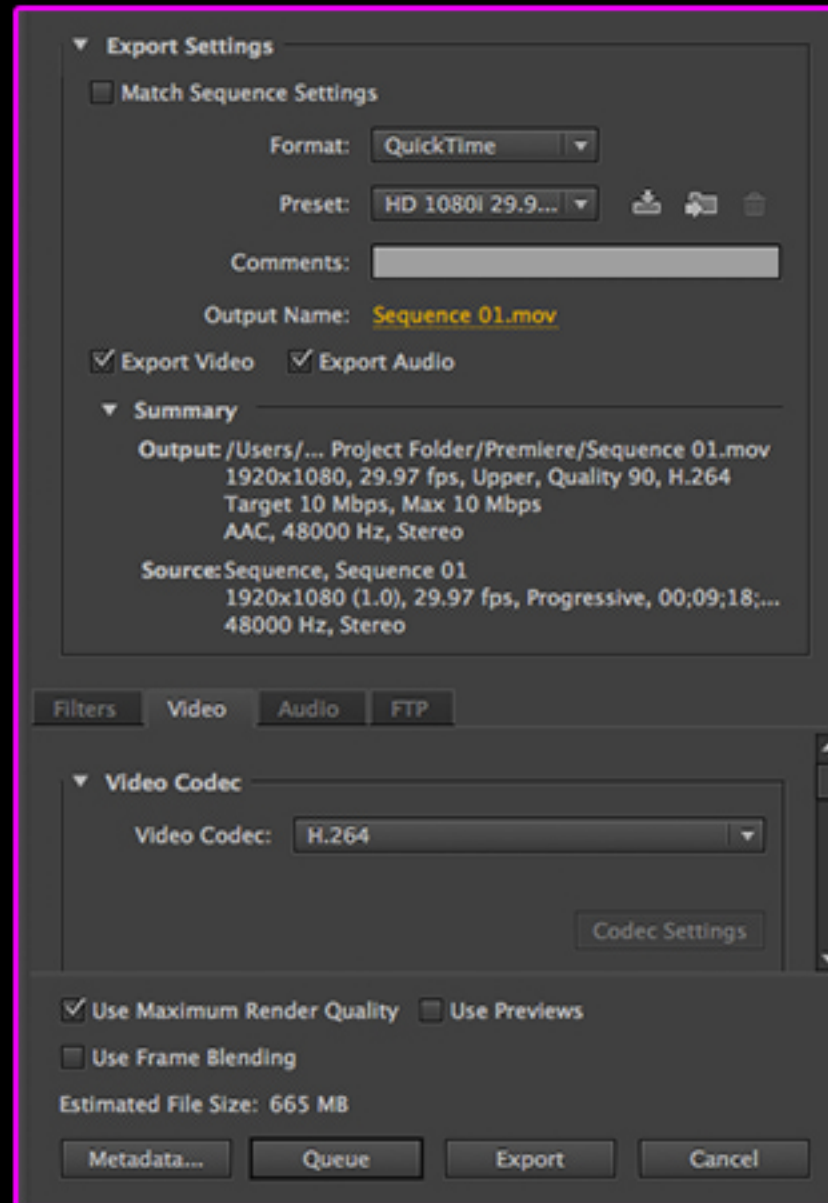
# Exporting Your Sequence (part 2: exporting a master quality file)



Instructions on how to export a master file (the highest quality copy):

- 1) Under "Format", choose "Quicktime"
- 2) Skip "Preset" and "Comments"
- 3) Next to "Output Name", click on yellow text (to rename and save file to your drive)
- 4) Make sure that "Export Video" and "Export Audio" are selected (if applicable).
- 5) Under "Summary", take note of the "Source" information, i.e. the size (ie, 1920x1080), the frame rate (frames per second), and whether the video is progressive or interlaced.
- 6) With the "Video" tab selected, under "Video Codec", choose "Apple ProRes 422 (HQ)"
- 7) Under "Basic Settings", set Quality to 100. Make sure your width, height, and frame rate match those in the "Summary" (under "Source").
- 8) If interlaced video, "Field Type" should be "Lower". If Progressive video, "Progressive".
- 9) Set "Aspect Ratio" to "Square Pixel (1.0)"
- 10) Select "Render at Maximum Depth". Longer exporting time, better image (optional).
- 11) You will generally want to select "Use Maximum Render Quality"

# Exporting Your Sequence (part 3: exporting for the web)



For uploading to the web (ex: YouTube, Vimeo)

- 1) Under "Format", choose "H.264"
- 2) Under "Preset", choose the best option (ex: "YouTube HD 1080p 29.97")
- 3) Click yellow text next to "Output Name" (to rename and save file to your drive)
- 4) Make sure that "Export Video" and "Export Audio" are selected (if applicable)
- 5) Under "Summary", compare the "Source" and "Output" information
- 6) Under the "Video" tab, "Video Codec" should be "H.264"

*You probably don't need to change many settings since you've selected a preset*

- 7) Select "Render at Maximum Depth" (longer exporting time, better image)
- 8) You will generally want to select "Use Maximum Render Quality"

**When exporting, consider how you plan to use the video.  
Do you need to make a relatively small file for use on the web?  
Is this a video made for dvd, tablet, or bluray distribution?  
Knowing this will determine the optimal export settings.**

# Resources for Further Study

Lynda.com Tutorials

(sign in with your MassArt username/password)

Adobe Premiere Pro CC Help

[https://helpx.adobe.com/pdf/premiere\\_pro\\_reference.pdf](https://helpx.adobe.com/pdf/premiere_pro_reference.pdf)

Adobe Premiere Discussion Forum

<https://forums.adobe.com/community/premiere>

Media College - Free Resources for Film and Digital Media Production

<http://www.mediacollege.com/>

Vimeo's Video School

<https://vimeo.com/blog/category/video-school>

Larry Jordan's Free Video Tutorials

<https://larryjordan.com/free-tutorials/>

Kino-Eye.com - documentary, new media, video arts and more

<http://kino-eye.com/>

FilmSound - learning space dedicated to the art of film sound design

<http://www.filmsound.org/>