



Adobe Premiere Pro

Video Editing Basics

Course objectives:

- Understand the workspace
- Manage project content
- Add UQ branded Motion Graphics
- Editing techniques
- Export a completed project

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Adobe Premiere Pro

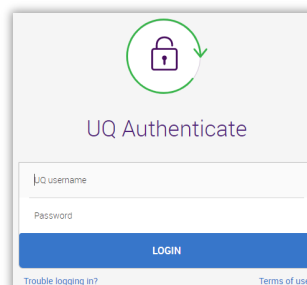
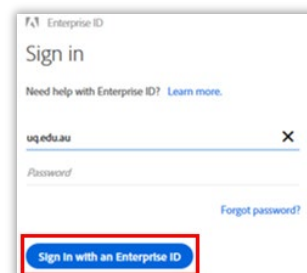
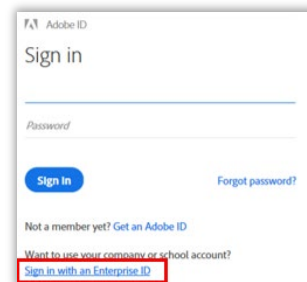
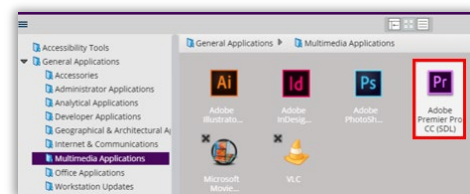
Prior to creating a project in Premiere Pro it is important to plan, storyboard and script your content to make to process much easier. Working with editing software can be difficult if you do not know what you want to achieve. Premiere Pro tends to be used for video editing and another Adobe product, After Effects is used for video compositing. There are 5 steps to create a successful media clip with Premiere Pro.

1. **Create** a new project
2. **Import** Content
3. **Sequence** sources
4. **Edit** and configure
5. **Export** to output

Exercise 1.

Access the application

1. Go to Zenworks on Library workstation
2. Go to **Multimedia Applications**
3. Double click Adobe Premiere Pro
4. Click link to **Sign in with an Enterprise ID**
5. Enter the domain **uq.edu.au**
6. Click the button: **Sign in with an Enterprise ID**
7. Complete the UQ Authentication



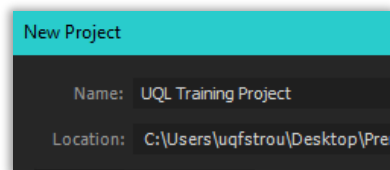
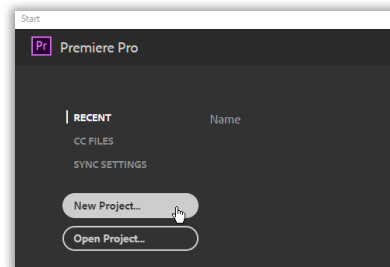
NOTES

Getting Started

Exercise 2.

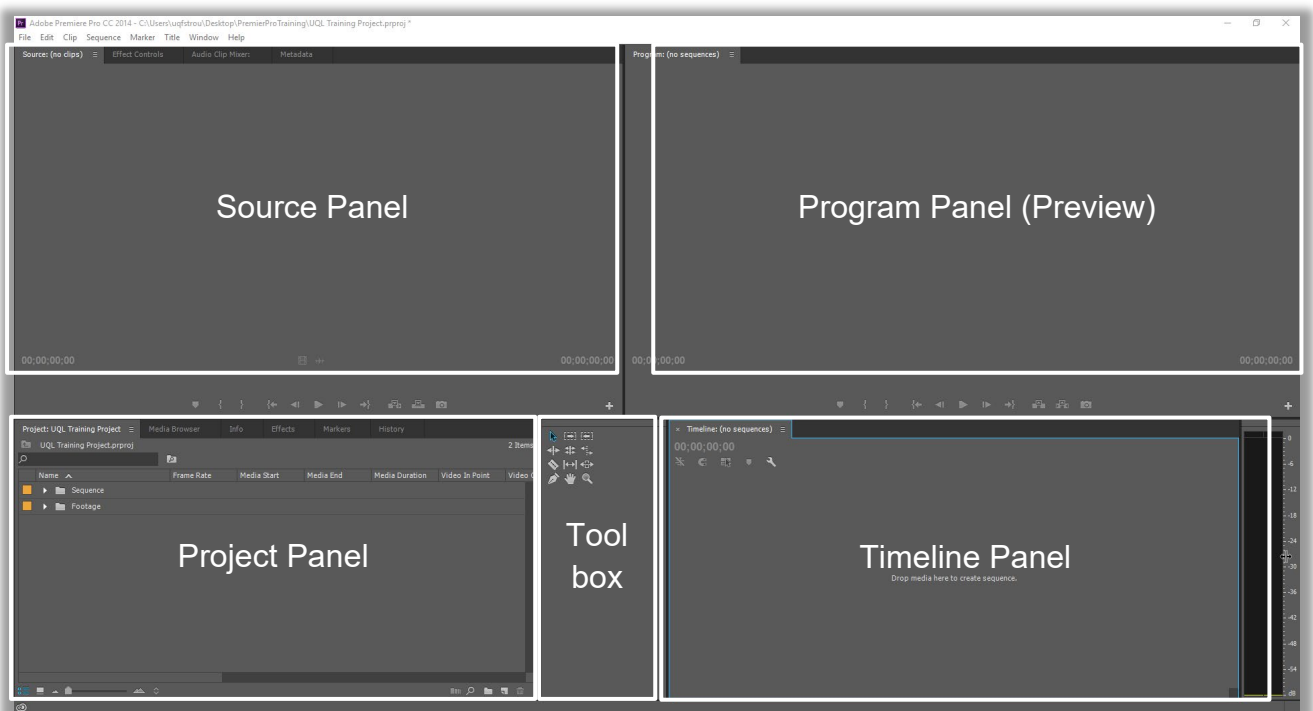
Create a new project

1. Open Premiere Pro
2. Click **New Project...**
3. Add new project name – **UQL Training Project**
4. Enter a location
5. Click on **OK**



The Premier Pro interface

The Premiere Pro screen comprises of several panels, which perform separate functions, and can be resized on screen to simplify working.



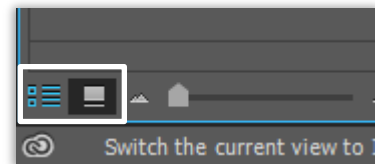
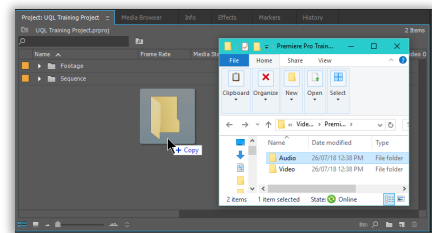
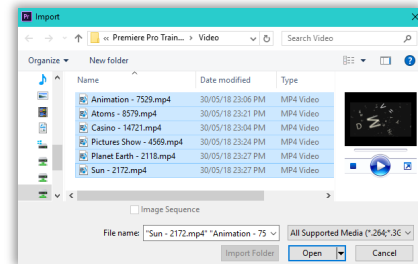
NOTES

Manage project content

Exercise 3.

Import Content

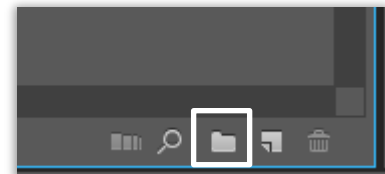
1. Double click inside the project panel
2. Select the **video files (mp4)** to import
3. Click on **Open**
4. **Open File explorer**
5. Click and drag an **Audio file (mp3)** into the project panel
6. Change the display of content footage by selecting either **list view** or **Icon view**



Exercise 4.

Create project structure

1. Click new bin icon in project panel
A bin in Premiere Pro is a folder
2. Enter a folder name – **Original Footage**



Exercise 5.

Create a Sequence

a. Add a sequence

1. Go to the project panel
2. Click and drag a source file (*Planet Earth*) on to the **New Item** icon at the bottom of the project panel.

This automatically create a new sequence with settings to match the original source

- Click on the **Link** icon, if required

If both layers are selected they need to be separated using the link button. It is active if it is blue. It needs to be white to be inactive and separate the layers

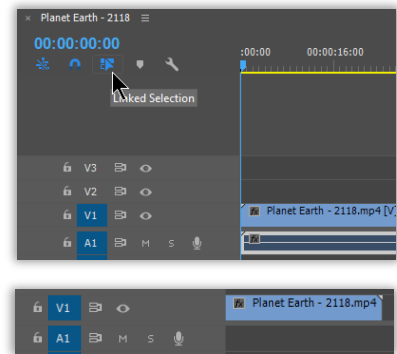


NOTES

Your sequence may have more than one layer available. One is the video footage (V1) and the other is the audio (A1)


3. Select the **Audio** track only
4. Press **delete**

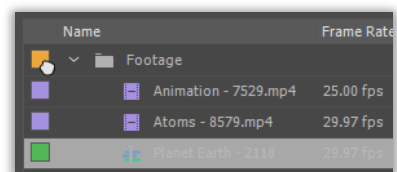
This will remove the sound file but not the video.



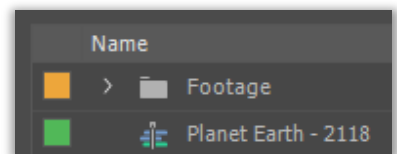
b. Move Sequence

This is only necessary if the sequence is in the Footage folder

1. Click the **sequence** icon 
2. Drag and drop over a parent folder

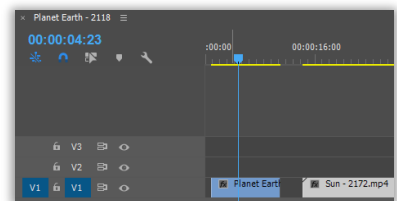


The sequence is now separate from the original footage



3. Click and drag another footage file to the sequence V1 layer. (**Sun**)

This is appropriate if the clips do not overlap in any way. Drag to another layer to allow overlapping.



c. Preview Sequence

1. Click on a sequence clip
2. Go to the Program panel to preview
3. Click on the play button.

Alternatively

4. Press use the space bar to play and stop



NOTES

Editing Techniques

Exercise 6.

Perform Basic Editing

a. Cut video clips in a sequence

1. Click and drag the **timeline marker** to the point in the clip you want to cut (*Planet Earth*, at approx. 16 secs)

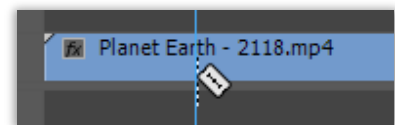
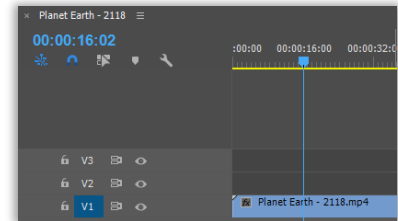
This technique is known as scrubbing

2. Go to the **razor tool** in the toolbox



If your original source has sound this will be linked to the video clip and will be edited simultaneously

3. Click on the video layer at the point you want to cut the video
4. Play video or move timeline marker to the point you want to keep the clip
5. Select the **razor tool**, if necessary
6. Click on the sequence layer (at approx.. 21 secs)
7. Click the **selection tool** from the toolbox
8. Click the first cut section
9. Press **delete**
10. Click the last cut section
11. Press **delete**



b. Additional cuts

1. Hover at the end of a clip (*Sun*)

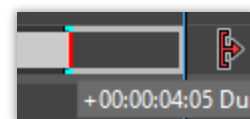
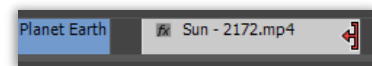


An edit icon will appear

2. Click and drag to reduce the clip length



There are two cut tools available. One will reduce the clip and the other will extend the clip. A clip cannot be extended beyond its original length.

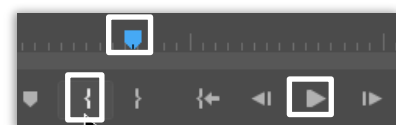
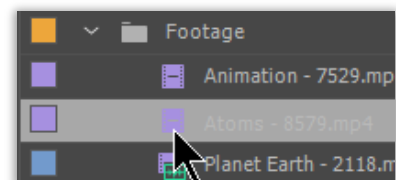


c. Edit before adding to Sequence

1. Double click the **footage** icon alongside a clip in the project panel (*Atoms*)

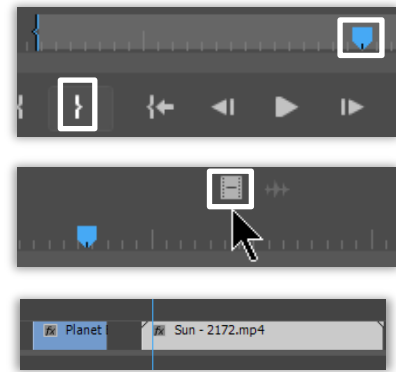
This will add it to the source panel for editing before adding into the sequence.

2. Click the **play** icon to start the clip
3. Drag the **timeline arrow** to a starting point
4. Click the **mark in** icon to define a new starting point



NOTES

5. Drag the **timeline arrow** to an end point
 6. Click the **mark out** icon to define a new ending point
 7. Click and drag the **video icon** into the source panel
 8. Drop into the **V1 layer** in the sequence panel
- Notice only the marked in edit is carried across



d. Remove Gaps

1. Right click on the gap between clips
2. Click on **Ripple Delete**

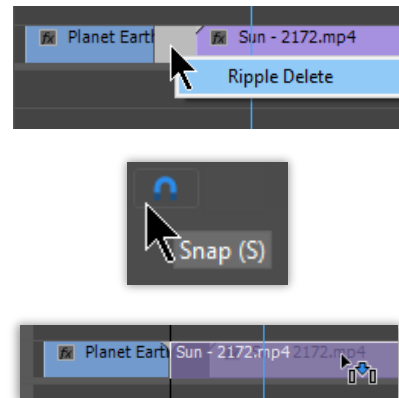
Alternatively

3. Make the **snap tool** active

The active snap icon should display as a blue magnet. If it is white it is inactive. Simply click on it to toggle.

4. Click and drag a clip to snap to its predecessor

Be careful not to overlay another clip as it can be overwritten and will be removed.

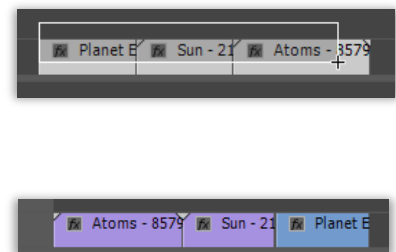


e. Re-order clips

1. Click on an empty layer and drag across all clips to select.

This will temporarily group the selected items for editing

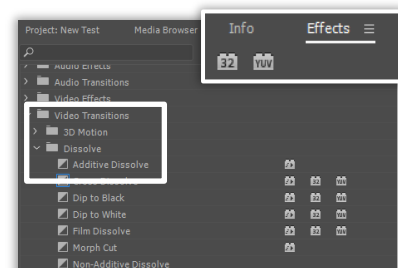
2. Drag right to add space at the beginning of the sequence
3. Click and drag to change the order of clips to:
Atoms, Sun then Planet Earth
4. Re-position to snap clips in timeline



Exercise 7.

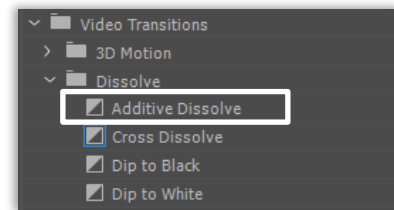
Transitions

1. Go to the **Effects** tab in the Project Panel
2. Expand the **Video Transitions** section



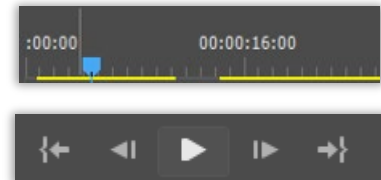
NOTES

3. Click and drag the **additive dissolve** transition between the clips Atoms and Sun
4. Click and drag the **morph cut** transition between the clips Sun and Planet Earth



f. Preview

1. Drag the timeline marker to the starting point
2. Click on the **play** button or press the **spacebar** key to play and pause



Add Titles and Graphics

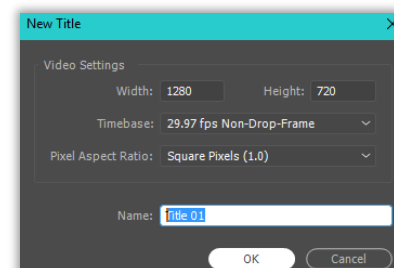
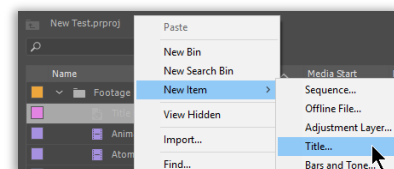
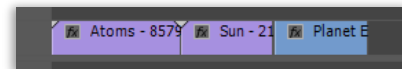
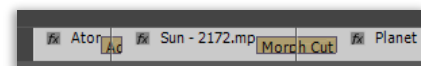
Exercise 8.

Add a Title

a. Create a title

1. Click on a layer and drag across all clips to select.
2. Drag right to make space at beginning of sequence
3. Right click in the project panel
4. Hover over **New Item**
5. Select **Title**
6. Add a Title name, if required
7. Click on **OK**

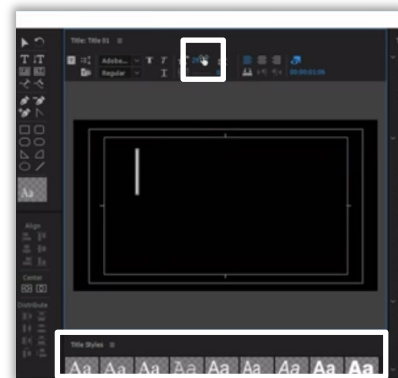
A new window will open to create a new title for the clip.



NOTES

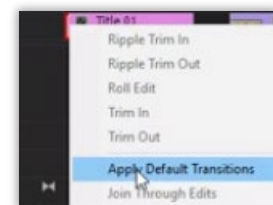
8. Click anywhere in the title window
9. Enter title text – *Big Bang Theory in Action*
10. Select the text
11. Change the **Font** from styles below sample
12. Use **VA** button to adjust character spacing
- Click and drag left and right to adjust kerning spacing
13. Click the **Selection** tool to re-position the title.
14. Click the cross icon to close window

This will automatically add the title to the source panel only



b. Add to sequence

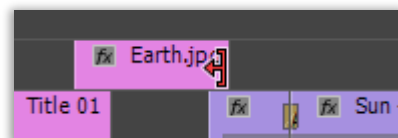
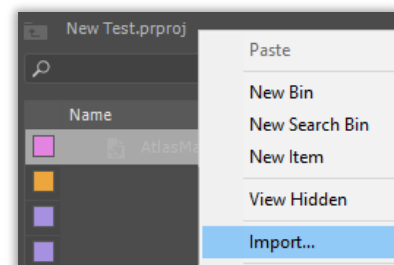
1. Drag the **Title** to the timeline to the **same** layer as the other clips – V1
 2. Right click on the title clip
 3. Select **Apply Default Transition**
- This will add a transition to the title clip – usually **cross dissolve**
4. Drag the timeline marker to the start of the project
 5. Press spacebar to preview



Exercise 9.

Add a Graphic

1. Right click on the Footage bin in the project panel
 2. Select **Import...**
 3. Choose an image from your files (*Earth.jpg*)
 4. Click on **Open**
 5. Drag the image to a new sequence layer - V2
 6. Extend in layer to overlap the title and first clip
- As an image is static, it can be extended to appear for any duration



Exercise 10.

Animation Effects

We want this image to zoom in whilst it is displayed on screen.

a. Use Key frames to add animation effects- magnify

We need to set the image to appear larger and magnify.

150

200

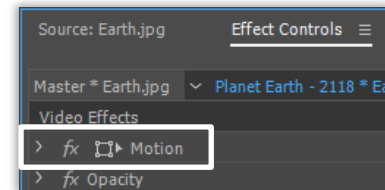


NOTES

1. Click on the image to apply effects
2. Go to the **Effect Controls** tab in **Source** panel for Key frames

To open, click **Window > Effect Control** in the menu bar

3. Expand the **motion** section



4. Drag the **timeline** marker to the **beginning** of the effects control timeline

5. Change the **scale** value to 150 – starting view

6. Click the timer icon to set the first key frame

This will be added as a diamond in the source timeline. This should display blue to indicate key frames are active

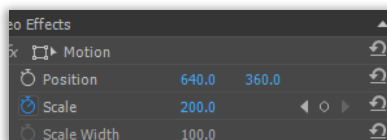
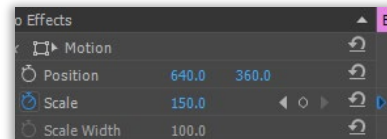
7. Drag **timeline** marker to **end** of the source timeline

8. Change **scale** value to 200 - to zoom in

9. Press enter

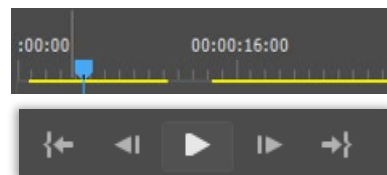
10. This will automatically set another key frame

The image will grow from 150% at the start to 200% by the end of the clip duration.



11. Move the **timeline marker** to the beginning

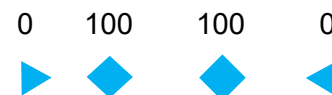
12. Click play icon to preview



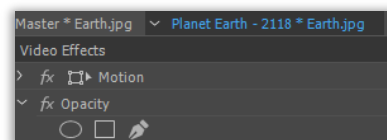
b. Add animation effect – fade in/out

We need to set the image to fade in, display full and then fade out.

1. Click on the image to apply effects
2. Drag the **timeline marker** over the selected image clip in the **timeline panel**



3. Go to **Effect Controls** tab in the **source** panel
4. Expand the **Opacity** section



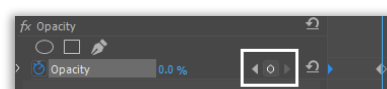
5. Set opacity to 0% for beginning of image (to fade in)

6. Click the timer to activate key frames

This will drop a key frame marker on the timeline in the source panel. Be aware – if you click the timer to de-activate key frames, all existing markers will be removed

7. Drag the key frame marker to the beginning of the source timeline

8. Click the key frame marker to add another 0%



NOTES

marker on the timeline

9. Drag this to the end of the image clip (to fade out)
10. Drag the **source** timeline marker to the end of the **Title** clip

This is where the image should be fully opaque

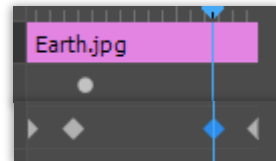
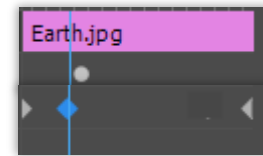
11. Change the opacity to 100 for the image at the desired timeline position

A key frame should automatically be added.

12. Drag the source timeline marker to the end of the opaque image clip

13. Click on the Add Key frame button 

14. Drag the timeline to the beginning and play the clip to view.



NOTES

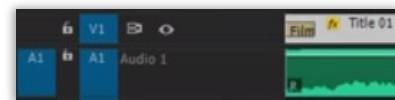
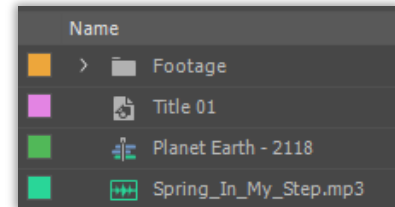
Work with Audio

Exercise 11.

Add a sound file

Add a file to a sequence

1. Right click in the project area
2. Select **Import**
3. Select an audio file (*Spring in my Step*)
4. Click on **Open**
5. Drag audio file to an audio layer in the timeline – A1
6. Move play marker and press spacebar to preview

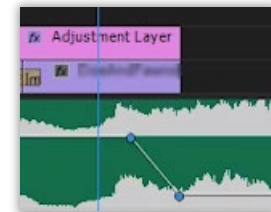


c. Edit duration and volume

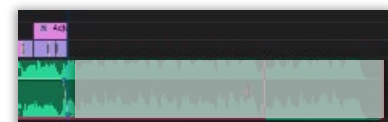
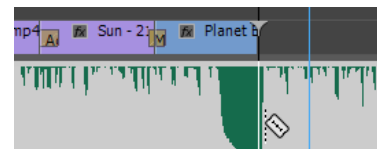
1. Click and drag between layer names A1 / A2
- This will expand the layer height
2. CTRL + click to create 2 key points to allow volume to fade out.

This should be on the white audio line separating the L and R soundtracks

3. Click and drag second marker down to reduce the volume



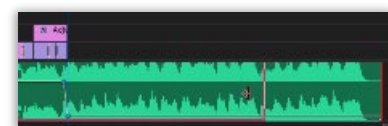
4. Use the **razor** in the toolbox to cut the end of the clip
5. Use the **selection tool** to select the extras audio
6. Press **delete** on the keyboard



Alternatively

7. Click and drag the end of the audio to the end of the video to reduce the sound length.

This may prove difficult if the audio file is much longer than the video clip

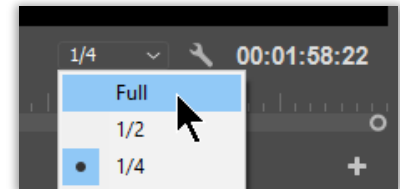
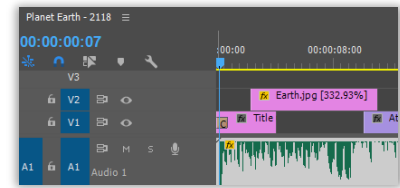


NOTES

Exercise 12.

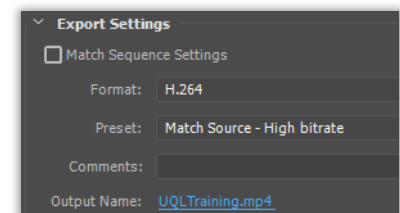
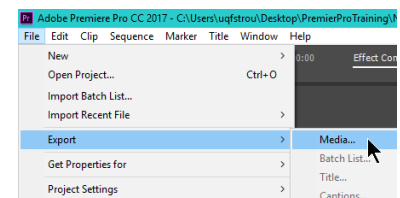
Final Preview

1. Move the timeline marker to the start
 2. Press the spacebar to play
 3. Change the quality of playback by selecting full from the playback resolution menu in the Program panel
- Any changes won't apply during play

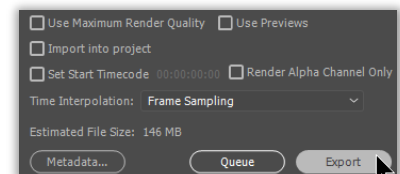


Export a completed project

1. Click **File** in the menu bar
 2. Select **Export**
 3. Select **Media**
- This opens a new window to set the format
4. Select the **Format: H.264**
 5. Select the Bitrate **Preset: Match Source – High bitrate**
 6. Click on the **output** name
 7. Change if necessary



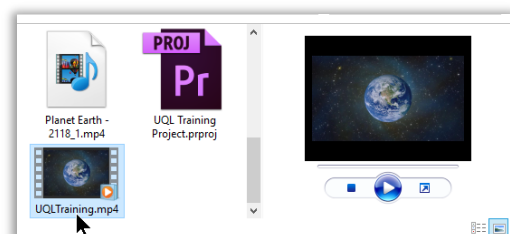
8. Click on Export
- The project will be downloaded and encoded



Exercise 13.

Final Version

1. Locate final version and play



NOTES