Adobe Premiere Pro CC Tutorial

GETTING STARTED

Adobe Premiere Pro CC is a video layout software that can be used to create videos as well as manipulate video and audio files. Whether you plan to put a video together or alter video and audio with the use of effects, Premiere Pro offers all the tools needed to produce professional videos for even a beginner. This tutorial will take you through some of the basic uses of Premiere Pro CC.

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In this tutorial, you will learn the following:

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1. GETTING STARTED

Begin by opening Adobe Premiere Pro CC.

On a PC, click **Start** > **All Programs** > **Adobe** > **Adobe Premiere Pro CC**, or click on the **Premiere Pro** short cut on the desktop. (Figure 1)

On a Mac, click **Applications** > **Adobe Premiere Pro CC**, or click the Premiere Pro icon in the Dock. (Figure 2)
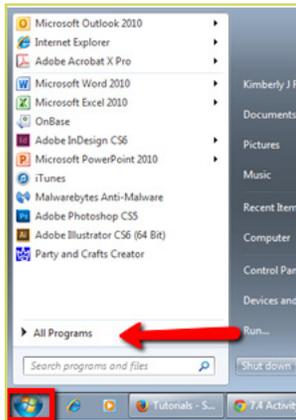
Figure 2
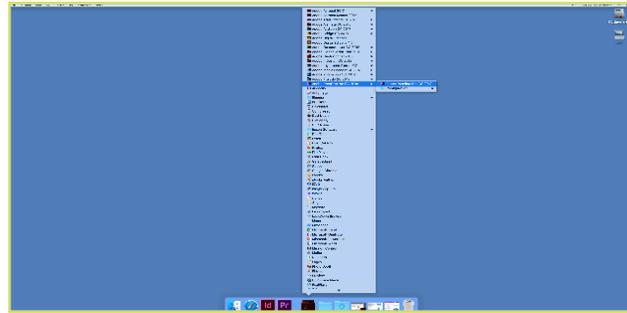
Figure 1

2. SETTING UP A NEW PROJECT

Setting up your project correctly from the start will make your job much easier as you work through your project. When starting your project, you are going to set up your general video settings and your scratch disks. This will tell premiere where exactly you want everything to be saved and the videos general settings.

Figure 3

1. When starting Premiere Pro CC, you will be prompted to start a new project. To create a new project within Premiere Pro CC, click *File* > *New* > *Project*. This will open the *Project Settings* dialog box. Here you will be able to set the duration and size of your composition. Options include, but are not limited to:

>*Name*: This is the name your project will be saved as.

>*Location*: By clicking browse, you can navigate to the place in which you choose to have your project file save to.

>*General*: This is where you set up the formats of each part of your project. You set the video display, audio display, and capture display settings.

NOTE: when you drag your video clips into your project sequence later, premiere sets all of these settings for you.

>*Scratch Disks*: This is where you set the destination for premiere to save the captured video, captured audio, video previews, audio previews, and project auto save files.

NOTE: Make a folder for your project and create a folder within that titled "cache". Save all your scratch disks to the "cache" folder that you created.

2. When you have entered all of your composition settings, click **OK**.

NOTE: If you enter incorrect information in the *Project Settings* dialog box, or if you need to adjust any of this information while you are working, you can make changes any time by clicking *File* > *Project Settings* > *General*.

3. WORK SPACE

The Work Space is the entire area of premiere. It is broken into different panels which all serve a different purpose for creating a video. When starting premiere, all the panels will be blank until you bring video and audio files into the program. See Figure 4 for an example of a new Work Space.
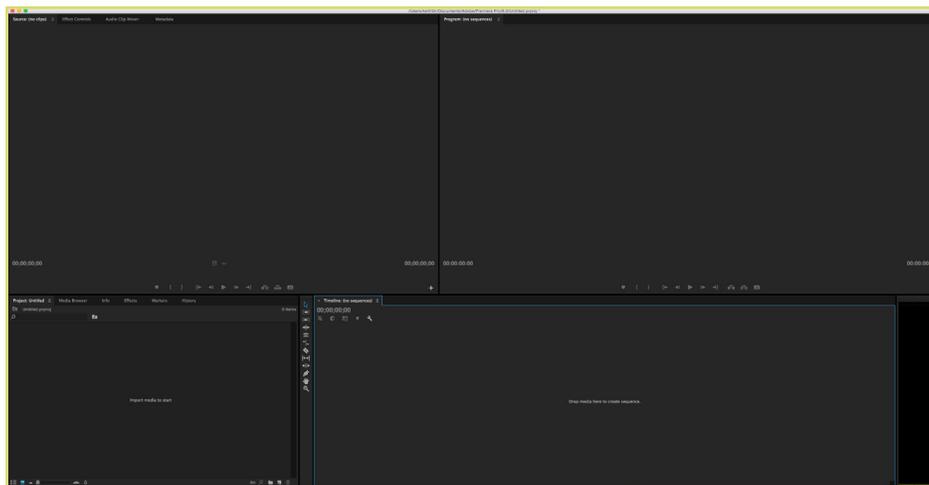
Figure 4

The workspace is filled up with many different panels. Each one has its own purpose that helps create a video. Figure 5 shows you the different panels of the premiere workspace:

Exploring the Work Space:

A. Project Video Display
B. Selected Clip Display
C. Project Panel
D. Project Timeline
E. Toolbar
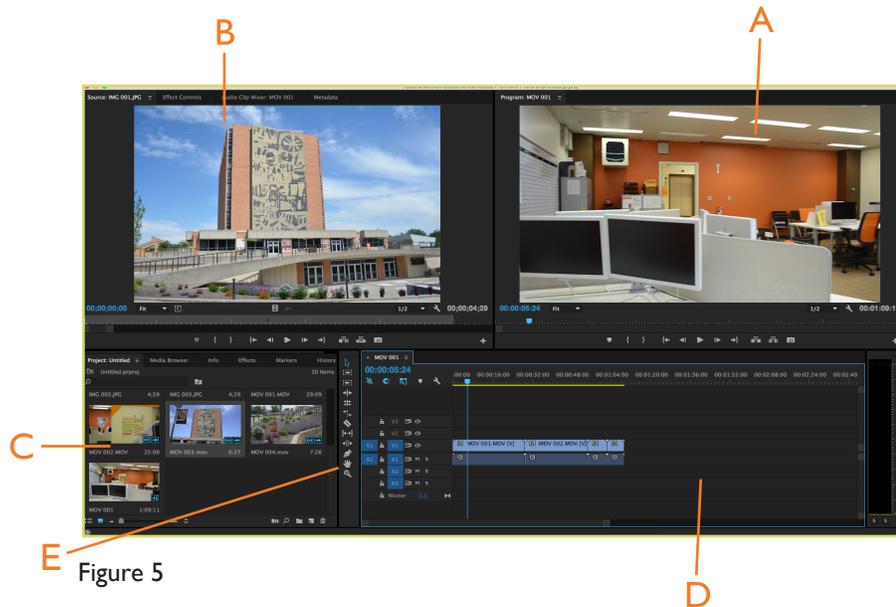
Figure 5

Project Video Display: This area is where you see your project timeline displayed. The point your marker is placed on the timeline is what will show up in this window. If you play your project, this is the window where you will see it played in real time.

Selected Clip Display: This is the area where a selected clip will be displayed. You can select a clip from your project timeline or your project panel and it will show up in this window. Along with the clip view, you can select the **effect controls** tab in this panel to display video and audio effects you can control such as video sizing, video blending modes, and volume controls.

Project Panel: The project panel is where you import all your files. You can import video files, audio files, and pictures. You can group your files together using a folder system called bins. Your sequences also show up as files in this panel.

Project Timeline: This is where the timeline of your project is displayed. Your project timeline is referred to as a sequence. You can have multiple sequences in a project and they can be selected from the project panel. Within the project timeline, you can layout your project files. You can get files into your project timeline by dragging and dropping files from the project panel to the project timeline.

Toolbar: This is where all the different tools you can use are located. They all have various useful purposes that are covered in the next section.

4. TOOLBAR

When working in Premiere Pro, you will utilize the toolbar often. (Figure 6) Each different tool within the tool bar has a distinct different purpose. Utilizing all of the toolbar's capabilities will help save on time and efficiency when creating your video.

Figure 6

5. TOOLBOX DESCRIPTION

Selection Tool (V)
This is the most used tool. It can select a clip by clicking on a clip in the timeline. You can also resize the clip length by hovering over either end of the clip and then click and drag left or right.

Track Select Forward Tool (A)
This allows you to click on a clip and it selects everything from that point forward in your timeline.

Ripple Edit Tool (B)
Click and drag the edge of a clip to change length and it moves the rest of the files in your timeline.

Type Tool (T)
Allows you to add text wherever you click on the composition.

Razor tool (C)
Use to cut a clip by hovering over a clip and clicking. It cuts the clip into two different pieces.

Slip tool (Y)
Select a clip and simultaniously change the in and out points of the clip without changing its length.

Pen Tool (P)
Use this to set or select keyframes. Also used to adjust connector lines in a timeline.

Hand Tool (H)

This is used to move the viewing area of your timeline by clicking and dragging right or left.

# 6. IMPORTING FILES INTO PREMIERE

1. To import files into Premiere Pro, click **File** > **Import** or **double click the project panel**. This will open the **Import File** dialog box. Here you will be able to navigate to and select the file(s) that you would like to bring into your project.

> Common File Types:
> > AVI - Video file type
> > MP4 - Video file type
> > MOV - Quicktime video format
> > JPG- Image/Photo file
> > MP3- Music/audio track

2. After you have chosen the file(s) that you would like to import, click **Import**.

7. SEQUENCE

1. When working in Premiere Pro, your project time line is refered to as a Sequence. To start a new sequence, click **File** > **New** > **Sequence**. Figure 7 shows the new sequence dialog box that lets you pick your sequence settings and name your sequence.
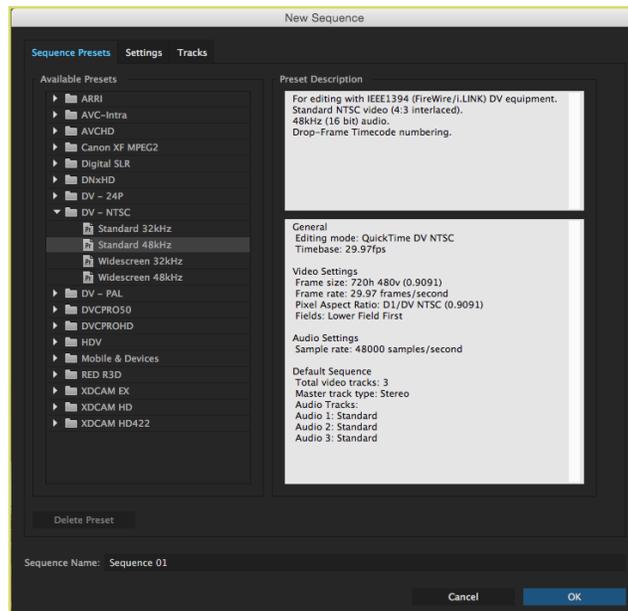
Figure 7

2. After starting a sequence, you can drag and drop video files, audio files, and photos into the sequence. Figure 8 shows a sequence with files in it. The top half of the sequence timeline is video file layers labeled as V1, V2, etc. The bottom half is audio file layers labeled as A1, A2, etc.
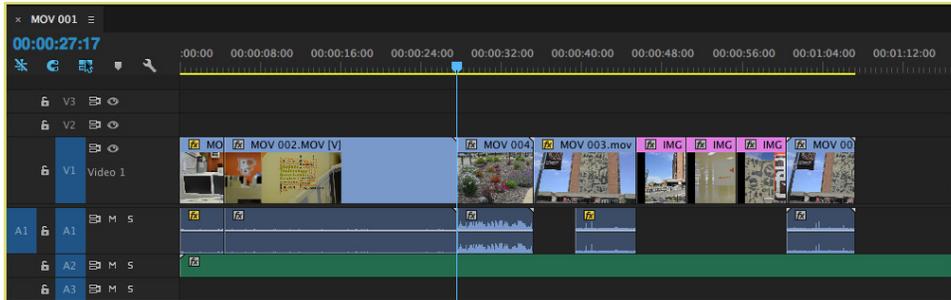

Figure 8

3. There are some helpful buttons to use in a sequence's layer sidebar. The most used are:

 Track Output: turns the visibility of the layer on and off in the project display window.

 Lock: locks a layer from being editable.

 Mute: mutes an audio layer from being heard during playback.

8. TITLES

1. Create a new Title by going to **File** > **New** > **Legacy Title**

2. This will bring up the New Title window. Figure 10 shows the New Title window. Here is where you can set the size of your title screen and name it.
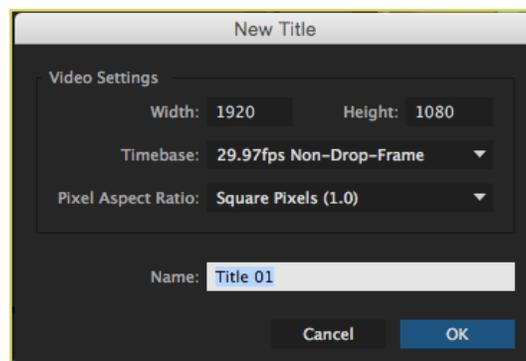

Figure 9

3. After choosing your settings, a Title Editing window will come up. Figure 11 shows the window and all the different areas within it.

A - Title editing area
B - Tool Bar
C - Title Properties
D - Title Styles

Title Editing Area: this is the area that you make your title screen. You can make shapes, put down text, and many other things.

Tool Bar: this is where all the tools are located to use for your title. The most commonly used are the *Type Tool* and the *Shapes Tools*.

Figure 10. Title editing window

Title Properties: this window shows the properties of a selected item in your editing window. Common things you can adjust in this window:
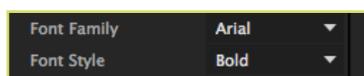
Figure 11. Font style editing box

Font Styles: here you can chose the font family and font style of your text
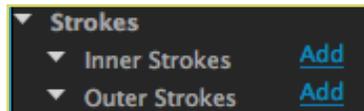
Figure 12. Stroke editing box

Stroke: you can use this to outline your text. *Inner Stroke* will outline the inside of your text and *Outer Stroke* will outline the outside of your text.
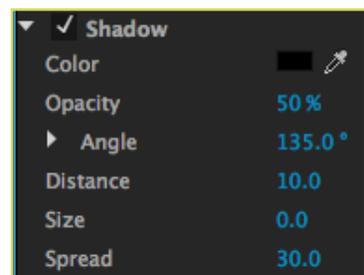
Figure 13. Shadow editing box

Drop Shadows: here you can add a shadow behind your text.
    Color: changes the color of the shadow
    Opacity: changes the transparency of the shadow
    Angle: changes to angle in which the shadow is cast
    Distance: changes how far the shadow is from the text
    Size: changes the size of the shadow
    Spread: changes how far the shadow spreads out

Title Styles: this window has presets for typography styles. By selecting a style in this window and clicking in the editable area, you can use the font presets.

1. The ***Video Motion*** panel allows you to adjust very basic elements of your video. To find it, select the video that you want to adjust on your timeline. Then look at the window at the top left of your screen. Select the ***Effect Controls*** tab. Then click the ***Motion*** drop down arrow.
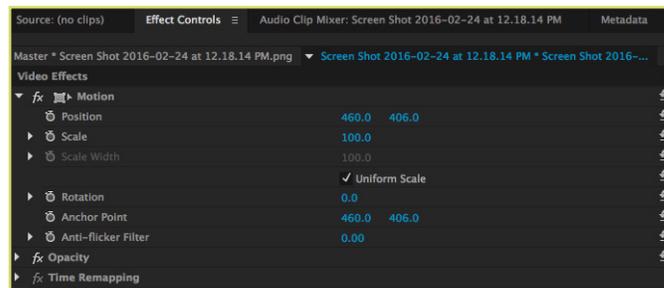
Figure 14

Position: moves your video left/right or up/down.

Scale: increases or decreases the size. If you wanted your video to scale only horizontally or vertically, you can uncheck ***Uniform Scale*** and have access to those adjustments.

Rotation: adjusts your 2d-rotation of the video left or right, depending on the direction you drag the number.

Anchor Point: adjust the point from which your video scales, moves, or rotates.

Anti-flicker Filter: allows you to eliminate flicker that tends to occur when putting images in your timeline that have sharp lines.

1. The ***Video Opacity*** panel allows you to adjust other very basic elements of your video. It is located under the same ***Effect Controls*** panel that "Motion" was under. Click the "Opacity" drop down arrow.
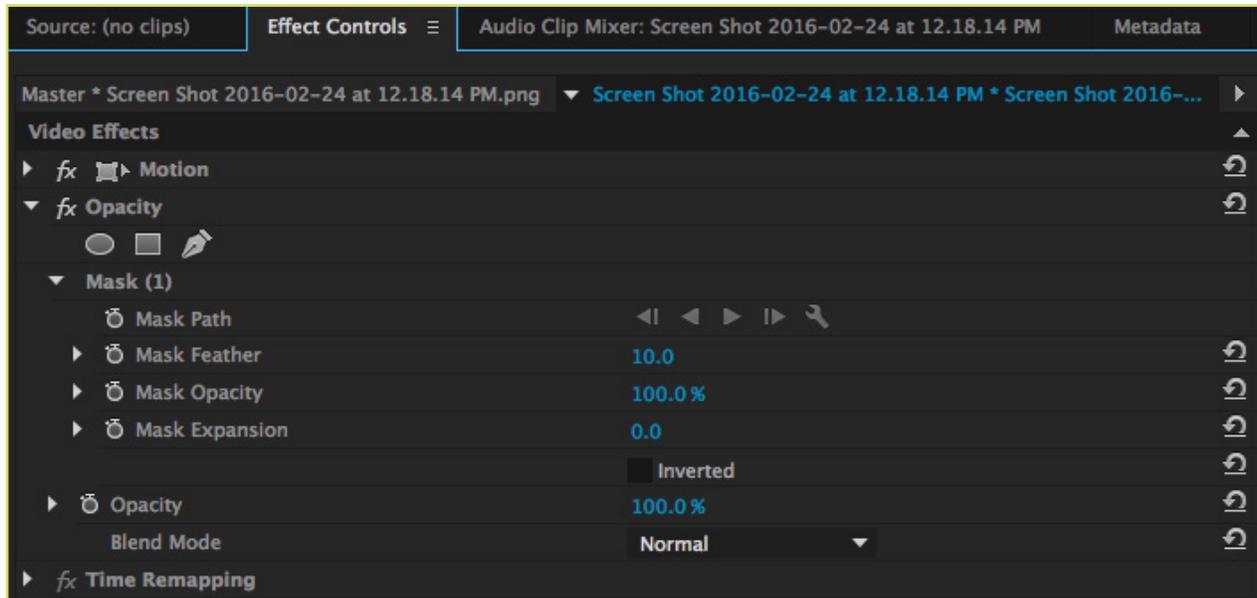
Figure 15

2. ***Mask:*** a system allows you to draw shapes that hide or reveal footage relative to that shape. The Circle and Rectangle buttons draw those respective shapes in your footage. The pen tool allows you to draw your own shape. By default, the mask you drew will reveal footage only within that mask. If you would like it to hide footage inside of it, the ***Inverted*** checkbox will make that happen.

> ***Mask Path:*** allows you to drag the mask elsewhere on the footage.
> ***Feather:*** option softens the edge of your mask.
> ***Opacity:*** adjusts the visibility of the footage inside of your mask.
> ***Expansion:*** allows you to detract or add space inside or outside of the shape you drew.

3. ***Opacity:*** allows you to adjusts the overall visibility of your footage.

> ***Blend Mode*** allows you to change how pixels in the image are affected by other layers below it.

11. TRANSITIONS PANEL

1. Transitions allow you to make seamless crossovers from one clip to another, be it audio or video. To find the transitions, look to the bottom left of your workspace and click the ***Effects*** tab. Within this tab there are two different types of transition folders. One labeled ***Video Transitions*** and the other labeled ***Audio Transitions***.

Video Transitions
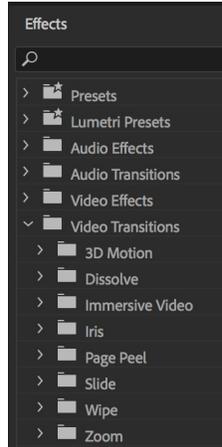
Audio Transitions
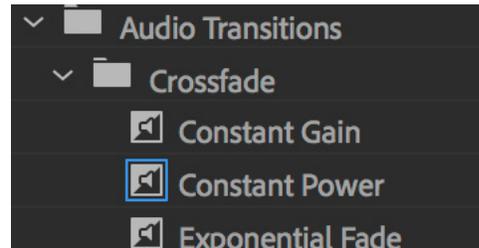
2. To apply the transitions, open one of the folders, grab the transition you want and drag it onto the edges of the two clips you want a transition between. The dissolve folder would contain transitions that most people are used to seeing for videos.

12. EFFECTS PANEL

1. Effects allow you to make adjustments to your clips that range from distorting your clips, to reducing hums in the background of your audio, to adding a drop shadow to your video. To access these effects, look to the bottom left of your workspace and select the ***Effects*** tab. Within this tab, there are two folders that involve effects:

Video Effects
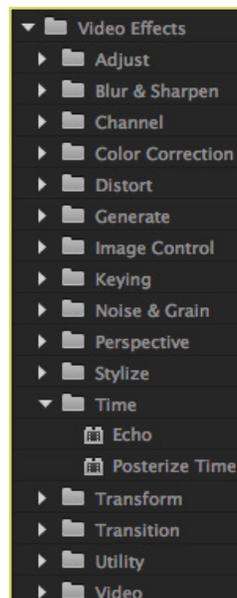
Audio Effects
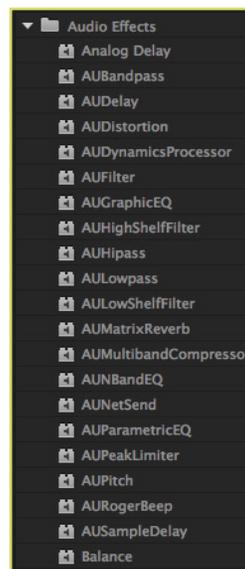
2. To apply the effects, open one of the folders, grab the effect you want and drag it onto the clip that you want. You can change how the effect changes your video under the **Effect Controls** panel at the top left of your workspace.
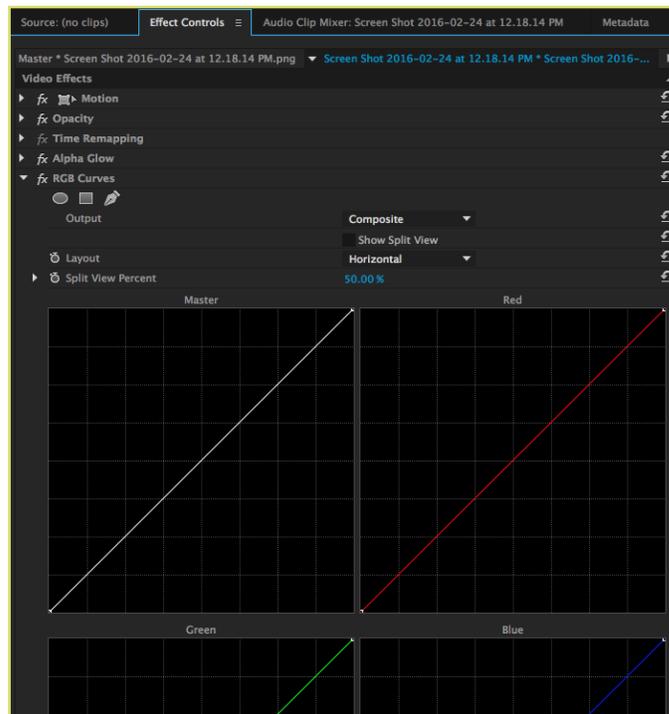

Figure 16. Effect Controls Panel

13. COLOR CORRECTION

1. There are multiple ways to color correct your video. Among the most popular effects for this task are the **RGB curves**, and **Tint**. To access these effects, look to the bottom left portion of your workspace and Click on **Effects** > **Video Effects** > **Color Correction**. A drop down list will contain the above-stated effects.
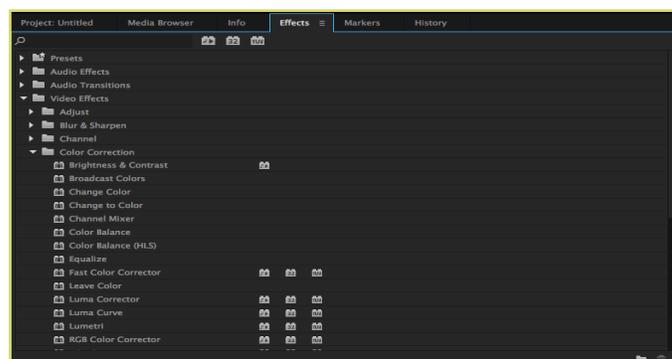
Figure 17. Color Correction Dropdown

3. Curves is a useful tool to make minor adjustments to your color. It contains a Red, Green, Blue, and Master adjustment. To raise the brightness of a color, you would simply click on the diagonal line of that color, and raise it up. To remove that color from the image, you would simply pull that line downwards. The Master channel changes the brightness of the image in the same way. Another useful feature of the curves effect is the ability to change the contrast. You can do this by making a slight "S" shape with the diagonal line.
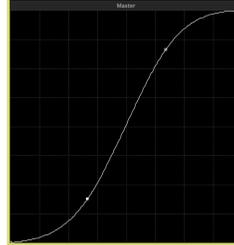

Figure 18. Contrast added with RGB Curves

4. The Tint effect allows you to change the overall color of your image, desaturate your image, or make it entirely black and white. By default, the Tint effect makes your image black and white. To change the color of your image, you would click once in the "Map White To" colored box. This allows you to change the color. If you left your "Map White To" color as white, any percantage above 0% will start to desaturate your original image.
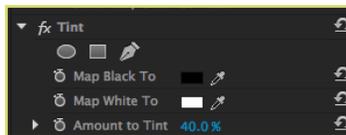
Figure 19. Tint Effect

14. ADJUSTING VIDEO SPEED

1. Select the clip in your timeline that you'd like to adjust and hit **Command + R,** or **Clip > Speed/ Duration...**.

2. The Clip Speed/Duration window should pop up allowing you to adjust the percentage of the speed relative to the original, as well as the option to reverse it, maintain the audio pitch, and ripple edit the trailing clips.
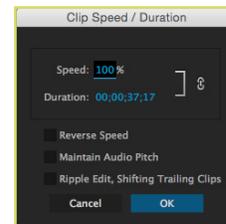
Figure 20. Clip Duration Pop-up Window

3. To slow down the footage, insert a "Speed" number lower than 100%. Conversely, speeding the footage up requires a number higher than 100%.

4. "Reverse Speed" flips your clip so it plays backwards. "Maintain Audio Pitch" keeps the same pitch of the clip as the original. "Ripple Edit" means that the clips following the one that you're changing will maintain the same distance that it held from that clip after the time conversion.

15. SAVING YOUR PROJECT

1. Remember to save your work often. Saving frequently reduces the risk of losing the work you have been doing. To save your Premiere Pro project, go to **File** > **Save as**. This will bring up the Save Project dialog box that you see in Figure 21.
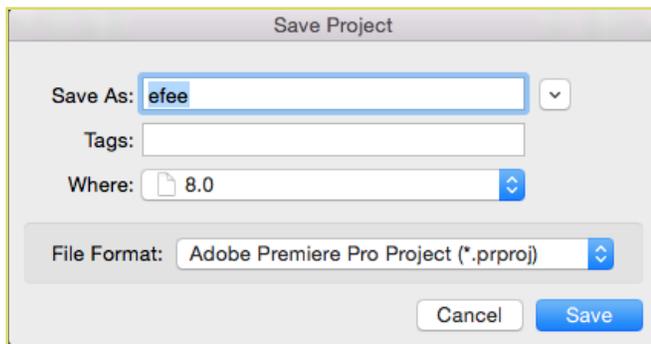
Figure 21. Save Project dialog box

2. Make sure to save your project under an "Adobe Premiere Pro Project" format. This allows you to go back and make changes to your project.

3. Once you have renamed your file and chose where you want to save it, click **Save.**

16. EXPORTING YOUR VIDEO

1. Once you have completed your project, you will want to export it. Simply press **File > Export > Media....** An "Export Settings" window will pop up that should look like Figure 22.


Figure 22. Render Queue

2. Here you have control over all the settings that you'd like your movie to export under. If you are satisfied with the settings, click the blue text next to "Output name". A window will pop up that will allow you to edit the file name, and where the exported file will appear once completed.

3. At the bottom of that window should be an "Estimated File Size" text that will give you a rough idea of how big your file will be. If this file size is too big, you have the ability to trim your project down, or export the file under a different preset that will compress the final product more.

4. Click **Export**.

5. A pop-up window will show you the estimated time left to completion, as well as a progress bar indicating how much of the project has exported.

6. Once completed, play your video to make sure that your video is working correctly.

17. CONCLUSION

After reading this tutorial, you should have a basic understanding of Adobe Premiere Pro. Please come to the Collab Lab if you have any questions about this tutorial or would like to learn more. The Collab Lab is located in room 122 of the Jerome Library.