Introduction to Adobe Premiere Pro

Duration: 2 Days

OBJECTIVES

To give students an overview of the key concepts involved in creating digital video for multimedia or video productions using Adobe Premiere.

PRE-REQUISITES

A working knowledge of the Windows or Macintosh operating system. In addition, some idea of the type of project to be developed in Premiere is advantageous.

COURSE OUTLINE

Key Concepts

- A brief history of video
- The working environment
- Adobe Bridge
- Preferences

Starting the Project and Setting up

- Importing footage
- Aspect ratio
- Timecode
- Importing stills and sound (Photoshop)
- Capturing: capture settings
- Storyboarding
- Using QuickSearch to find elements
- Using Adobe Stock assets

Editing Overview

- Preparing clips for timeline
- In points and out points
- Clip markers
- Instances of clips
- Editing Tools
- Ripple editing
- Roll editing
- Trimming
- Making subclips
- Viewing and editing metadata
- The Morph Cut

The Timeline

- Understanding the timeline
- Inserting vs. overlaying
- Manipulating clip speed

Sequences

• Creating a new sequence

- Importing one sequence into another
- Nesting sequences

Transitions

- Video Transitions; Selecting transitions
- Effect controls for selecting transitions
- Lengthening the transition
- Audio transition: the cross fade
- L-cuts

Audio

- The audio mixer
- Recording voice overs
- Audio Effects and Audio transitions
- Normalising audio
- Roundtrip workflow with Adobe Audition

Title

- The Title window
- Integrated tiling tool
- Importing titles from other products

Transparency

- Track hierarchy
- The opacity slider
- Keying: an introduction (green/blue screen keying)

Effects

- Overview of Effects
- Basic effects (topic covered in depth on the advanced course)
- Using the FAST Colour corrector
- Warp Stabliser
- Adjustment layers
- Rolling shutter Repair
- Lumetri Colour

Exporting

- Exporting to tape
- Export to the Web
- Exporting to DVD
- Output for smartphones, tablets and TV with Adobe Media Encoder
- Burning DVD and Blu-ray