



# Premiere Pro

**Course #:** PP-100      **Duration:** 5 days

## Prerequisites

None.

## Details

This course is designed for people new to editing video and Premiere Pro! You start at the beginning and learn the skills to start video editing, including:

- Starting a project
- Editing videos
- Adding video and audio transitions
- Adding professional and modern titles
- Improving audio and finding great free music for your projects
- Correcting and grading the color of your video
- Adding visual effects to your projects
- Editing green screen (chroma key) footage
- Exporting your video for high-quality playback on any device
- Advanced editing skills
- Advanced efficiency tips

## Software Needed

Adobe Premiere Pro

## Outline

- **Touring Adobe Premiere Pro**
  - Nonlinear editing in Adobe Premiere Pro
  - Expanding the workflow
  - Touring the Adobe Premiere Pro workspace
- **Setting Up a Project**
  - Setting up a project
  - Setting up a sequence
- **Importing Media**
  - Importing assets
  - Working with the Media Browser
  - Importing images
  - Customizing the media cache
  - Recording a scratch narration track

- **Organizing Media**
  - The Project panel
  - Working with bins
  - Monitoring footage
  - Modifying clips
- **Essentials of Video Editing**
  - Using the Source Monitor
  - Navigating the Timeline
  - Essential editing commands
- **Working with Clips and Markers**
  - Using Program Monitor controls
  - Playback resolution
  - Using markers
  - Using Sync Lock and Track Lock
  - Finding gaps in the Timeline
  - Selecting clips
  - Moving clips
  - Extracting and deleting segments
- **Adding Transitions**
  - What are transitions?
  - Using edit points and handles
  - Adding video transitions
  - Using A/B mode to fine-tune a transition
  - Adding audio transitions
- **Advanced Editing Techniques**
  - Performing four-point editing
  - Changing playback speed
  - Replacing clips and footage
  - Nesting sequences
  - Performing regular trimming
  - Performing advanced trimming
  - Trimming in the Program Monitor panel
- **Putting Clips in Motion**
  - Adjusting the Motion effect
  - Changing clip position, size, and rotation
  - Working with keyframe interpolation
  - Using other motion-related effects
- **Multicamera Editing**
  - Following the multicamera process
  - Creating a multicamera sequence
  - Switching multiple cameras
  - Finalizing multicamera editing
- **Editing and Mixing Audio**
  - Setting up the interface to work with audio
  - Examining audio characteristics
  - Creating a voice-over “scratch track”
  - Adjusting audio volume
  - Creating a split edit
  - Adjusting audio levels in a sequence
- **Sweetening Sound**
  - Sweetening sound with audio effects
  - Adjusting EQ
  - Cleaning up noisy audio
- **Adding Video Effects**
  - Working with effects
  - Master clip effects
  - Masking and tracking visual effects
  - Keyframing effects
  - Effects presets
  - Frequently used effects

- **Color Correction and Grading**
  - Following a color-oriented workflow
  - An overview of color-oriented effects
  - Fixing exposure problems
  - Fixing color balance
  - Using special color effects
  - Creating a look
- **Exploring Compositing Techniques**
  - What is an alpha channel?
  - Making compositing part of your projects
  - Working with the Opacity effect
  - Working with alpha-channel transparencies
  - Color keying a greenscreen shot
  - Masking clips
- **Creating Titles**
  - An overview of the Titler window
  - Mastering video typography essentials
  - Creating titles
  - Stylizing text
  - Working with shapes and logos
  - Making text roll and crawl
- **Managing Your Projects**
  - Using the File menu
  - Using the Project Manager
  - Performing the final project management steps
  - Importing projects or sequences
  - Managing collaboration
  - Using the Libraries panel
  - Managing your hard drives
- **Exporting Frames, Clips, and Sequences**
  - Overview of export options
  - Exporting single frames
  - Exporting a master copy
  - Working with Adobe Media Encoder
  - Exchanging with other editing applications
  - Recording to tape
- **Getting to Know After Effect's Workflow**
  - Creating a project and importing footage
  - Creating a composition and arranging layers
  - Adding effects and modifying layer properties
  - Animating the composition
  - Previewing your work
  - Optimizing performance in After Effects
  - Rendering and exporting your composition
  - Customizing workspaces
  - Controlling the brightness of the user interface
  - Finding resources for using After Effects
- **Creating a Basic Animation Using After Effects and Presets**
  - Importing footage using Adobe Bridge
  - Creating a new composition
  - Working with imported Illustrator layers
  - Applying effects to a layer
  - Applying an animation preset
  - Previewing the effects
  - Adding transparency
  - Rendering the composition
- **Animating Text**
  - About text layers
  - Creating and formatting point text
  - Using a text animation preset
  - Animating with scale keyframes

- Animating using parenting
- Animating imported Photoshop text
- Animating text using a path animation preset
- Animating type tracking
- Animating text opacity
- Using a text animator group
- Cleaning up the path animation
- Animating a nontext layer along a motion path
- Adding motion blur
- **Working with Shape Layers**
  - Adding a shape layer
  - Creating custom shapes
  - Creating stars
  - Positioning layers with snapping
  - Incorporating video and audio layers
  - Applying a Cartoon effect
  - Adding a title bar
  - Using Brainstorm to experiment
- **Animating a Multimedia Presentation**
  - Animating the scenery using parenting
  - Adjusting an anchor point
  - Masking video using vector shapes
  - Keyframing a motion path
  - Animating additional elements
  - Applying an effect
  - Creating an animated slide show
  - Adding an audio track
  - Zooming in for a final close-up
- **Animating Layers**
  - Simulating lighting changes
  - Duplicating an animation using the pick whip
  - Animating movement in the scenery
  - Adjusting the layers and creating a track matte
  - Animating the shadows
  - Adding a lens flare effect
  - Animating the clock
  - Retiming the composition
- **Working with Masks**
  - About masks
  - Creating a mask with the Pen tool
  - Editing a mask
  - Feathering the edges of a mask
  - Replacing the content of the mask
  - Adding a reflection
  - Creating a vignette
  - Adjusting the color
- **Distorting Objects with the Puppet Tools**
  - About the Puppet tools
  - Adding Deform pins
  - Defining areas of overlap
  - Stiffening an area
  - Animating pin positions
  - Recording animation
- **Using the Roto Brush Tool**
  - About rotoscoping
  - Creating a segmentation boundary
  - Fine-tuning the matte
  - Freezing your Roto Brush tool results
  - Changing the background
  - Adding animated text
  - Outputting your project

- **Performing Color Correction**
  - Adjusting color balance
  - Replacing the background
  - Removing unwanted elements
  - Correcting a range of colors
  - Warming colors with the Photo Filter effect
- **Using 3D Features**
  - Creating 3D Text
  - Using 3D Views
  - Importing a background
  - Adding 3D Lights
  - Adding a camera
  - Repositioning layers
  - Adding a text layer
  - Working with Cinema 4D Lite
- **Working with 3D Camera Tracking**
  - About the 3D Camera Tracker effect
  - Tracking the footage
  - Creating a ground plane, a camera, and the initial text
  - Creating realistic shadows
  - Adding ambient light
  - Creating additional text elements
  - Locking a layer to a plane with a null object
  - Animating the text
  - Adjusting the camera's depth of field
  - Rendering the composition
- **Advanced Editing Techniques**
  - Using Warp Stabilizer VFX
  - Using single-point motion tracking
  - Using multipoint tracking
  - Creating a particle simulation
  - Retiming playback using the Timewarp effect
- **Rendering and Outputting**
  - Creating templates for the Render Queue
  - Exporting using the Render Queue
  - Rendering movies with Adobe Media Encoder