



Adobe®

Premiere® Pro CC





CLASSROOM IN A BOOK®



Take a look back at Adobe video editing firsts and other milestones in the evolution of the film and video industry.

1991

December

Adobe Premiere 1.0 is one of the first nonlinear video editing software products released to the general market.



1992

Version 2

Premiere 2.0 introduces features like title creation and the ability to add slow and fast motion effects.

1993



Video CD (VCD) is introduced as one of the first formats to digitally encode films.



Lost in Yonkers is the first theatrically released feature film cut nonlinearly.



1994

Premiere 4.0 allows full-screen broadcast video at 60 fields per second, enabling playback of broadcast-quality video on a computer. The box debuts a galloping horse as a nod to Eadweard Muybridge's "Sallie Gardner at a Gallop," the first ever moving image.



1995

Digital video (DV) is first released as a format, and DVD optical discs are introduced.

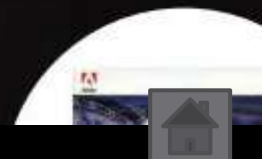


1997

DVD hits the retail market, increasing video quality for at-home viewing.



Netflix is founded.



1998

Premiere 5.0 reaches feature parity across Mac and Windows systems and introduces the Source/Program Monitor editing model.



Early 2000s

Multicore CPUs are introduced, giving ordinary personal computers the ability to edit digital video at progressively higher resolutions.



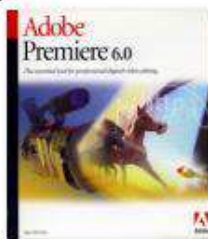
2000

The 2000 Sundance Film Festival embraces the trend of streaming video with the digital projection of over 18 films and the popularity of Miguel Arteta's digital feature *Chuck & Buck*.



2001

Premiere 6.0 introduces the Audio Mixer.



2002

Broadcast television begins using digital editing technologies to edit longer programs.



2003

Source code for the entire platform is rewritten, and Premiere expands its name to include "Pro."



2005

Adobe introduces Creative Suite Production Studio — bundling Premiere Pro, After Effects, Bridge, and Photoshop.



Me at the Zoo becomes the first video uploaded to YouTube.

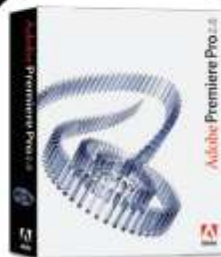


2006

HDV

Premiere Pro 1.5.1 supports HDV format — the beginning of affordable HD production and workflows.

Premiere Pro 2.0 introduces Adobe Dynamic Link integration with After Effects.



Premiere Pro is used to bring Madonna's Confessions Tour to life.



2007

Premiere Pro CS3 introduces BluRay support.



Netflix introduces the revolutionary video on demand streaming service.



The BBC adds Premiere Pro for broadcast post-production.

BBC

2008

Premiere Pro CS4 introduces the Media Browser as well as AVCHD support and native support for P2 and RED.



2009

FRED channel reaches over one million subscribers on YouTube.



2010

The science fiction feature film *Monsters*, directed by Gareth Edwards, is cut with Premiere Pro.



Palmer Luckey designs the first prototype of the Oculus Rift.

2011

Premiere Pro CS 5.5 goes 64 bit and introduces the Adobe Mercury Playback Engine, significantly accelerating the speed of editing.



2012

Premiere Pro CS6 introduces Adjustment Layers and Warp Stabilizer, as well as over 50 new editing enhancements.



2013

Adobe launches Creative Cloud and Premiere Pro CC.



The Wolf of Wall Street is the first blockbuster film distributed entirely digitally in the U.S. Paramount becomes the first major studio to distribute movies to theaters in digital format, eliminating 35mm film entirely.

2014

Premiere Pro CC 2014 brings even deeper integration with After Effects with the introduction of Live Text Templates and Masking & Tracking inside Premiere Pro.



Gone Girl premieres as the first blockbuster cut entirely with Premiere Pro CC.



2015

Premiere Pro releases Morph Cut to seamlessly hide jump cuts, and a new Color workspace featuring the Lumetri Color panel.



2016

Deadpool, edited with Premiere Pro, grosses over US\$783 million worldwide, becoming the ninth highest grossing film of 2016 and the highest grossing R-rated film of all time.



The world's first broadcast using 8K TV technology begins for the Rio Olympics on Japan's public channel NHK.



2016

December

Adobe Premiere Pro turns 25

25

PREMIERE PRO



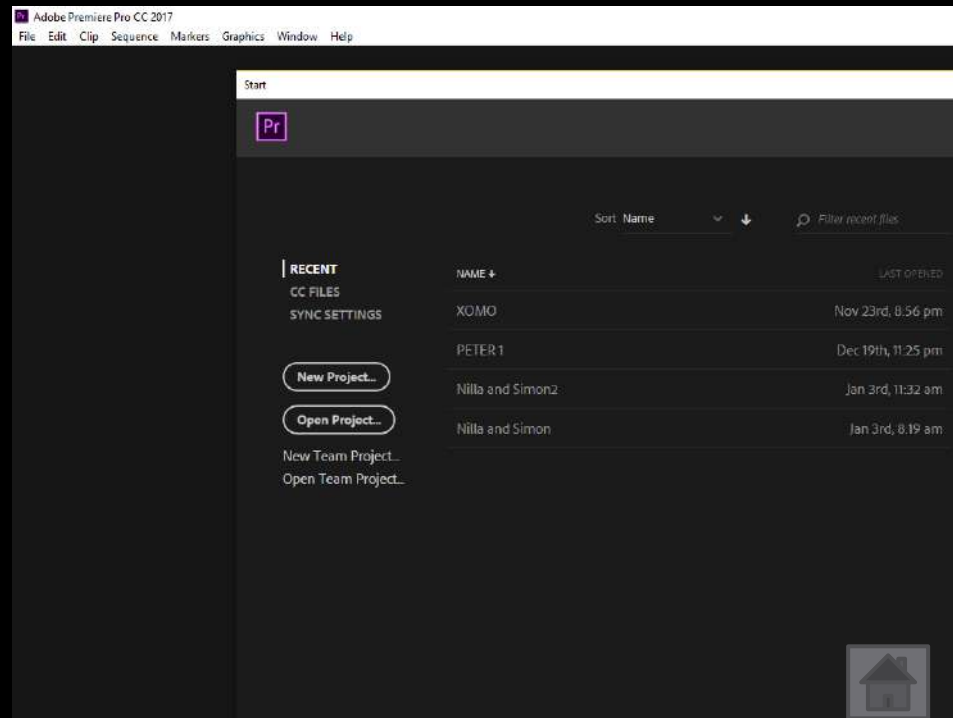
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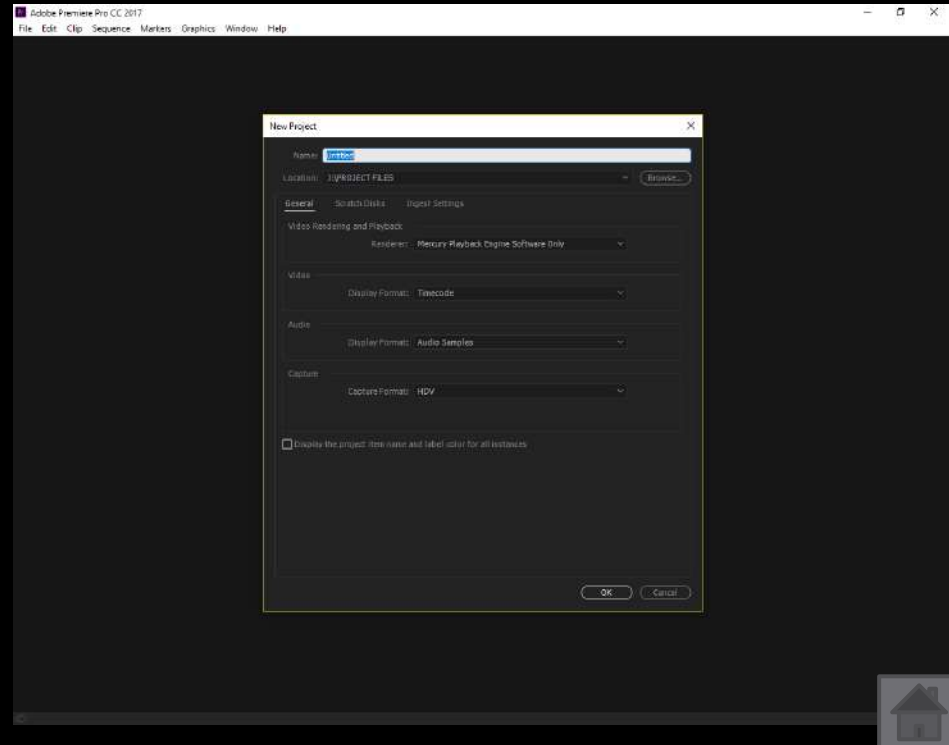
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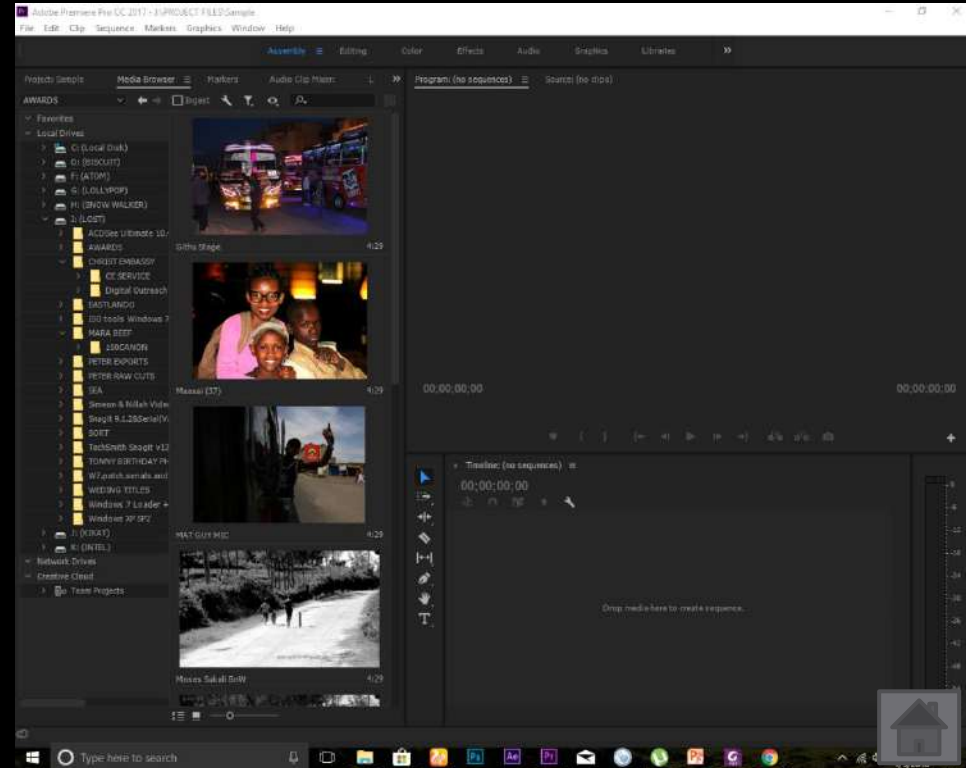
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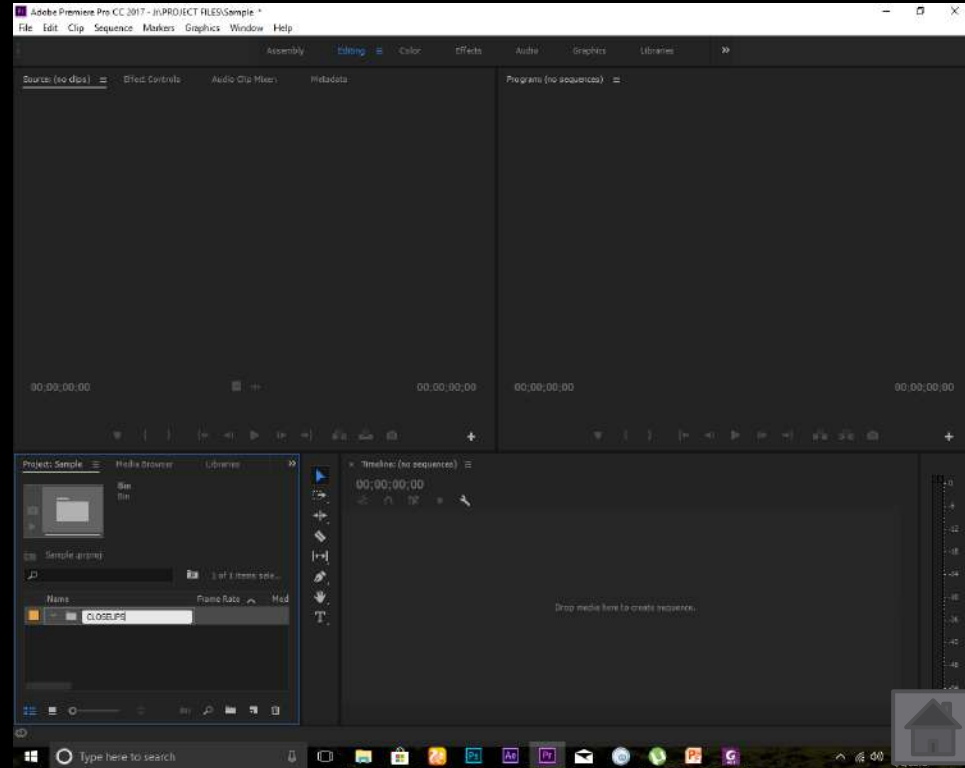
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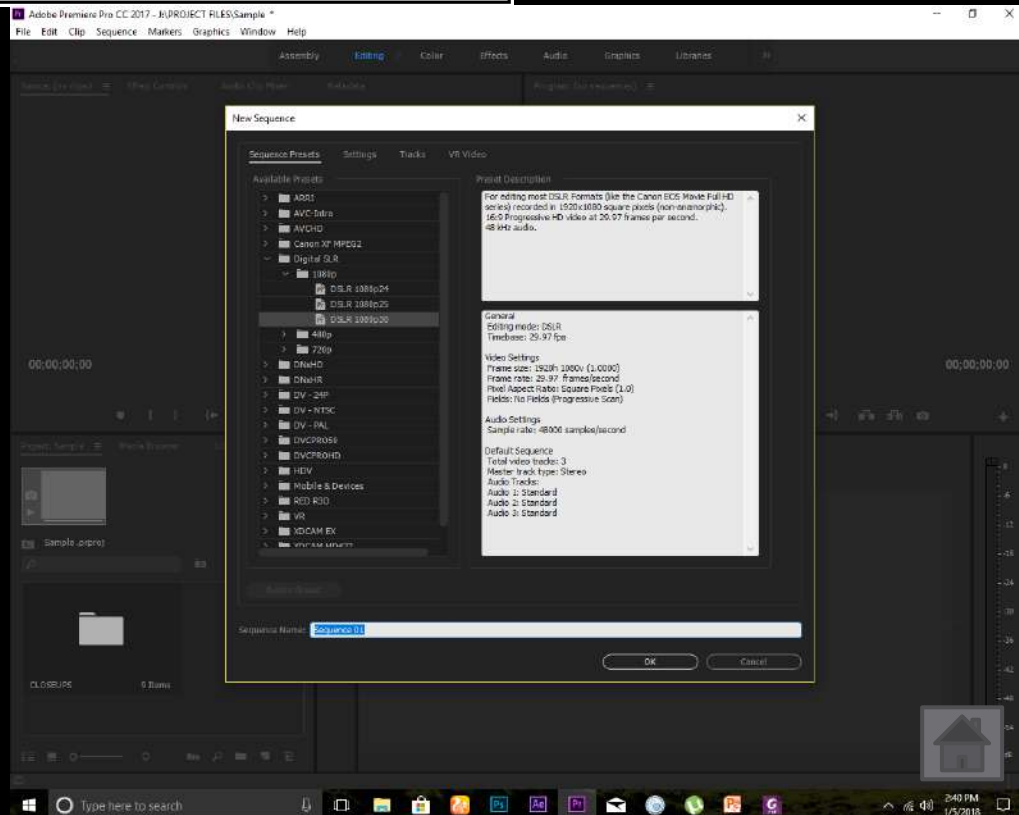
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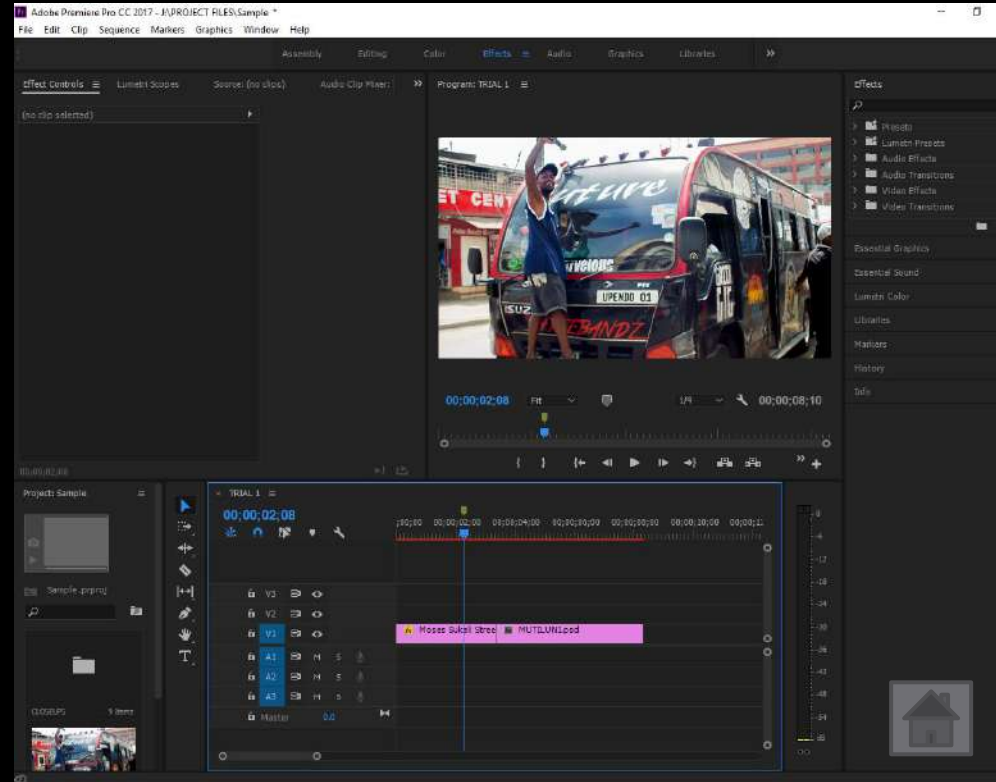
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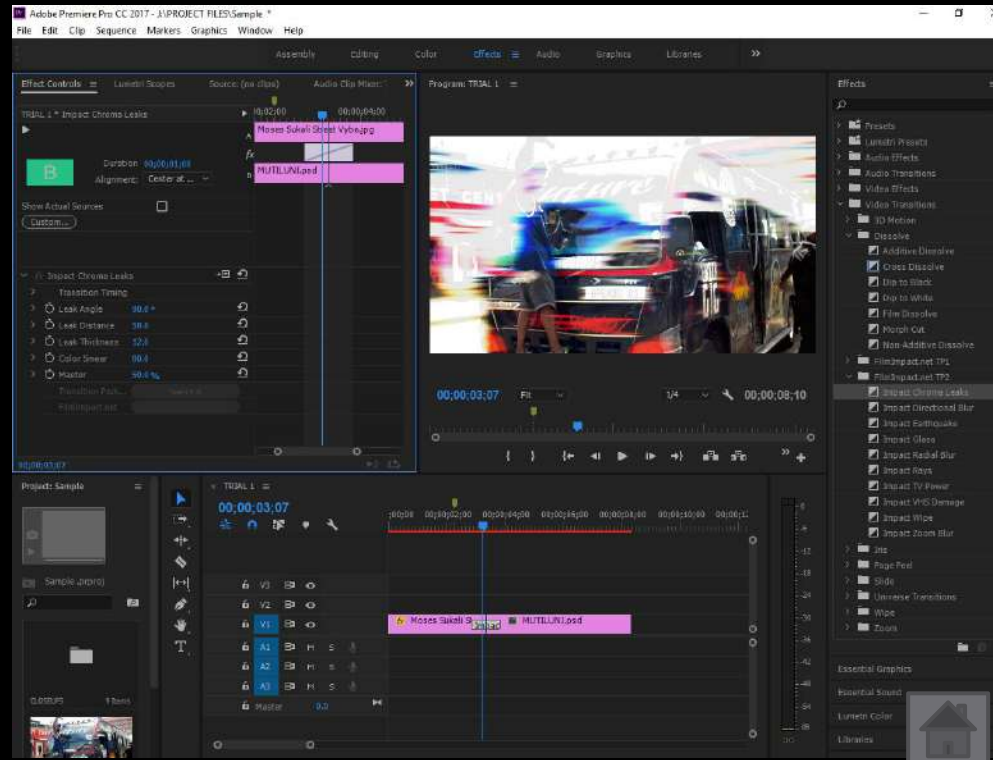
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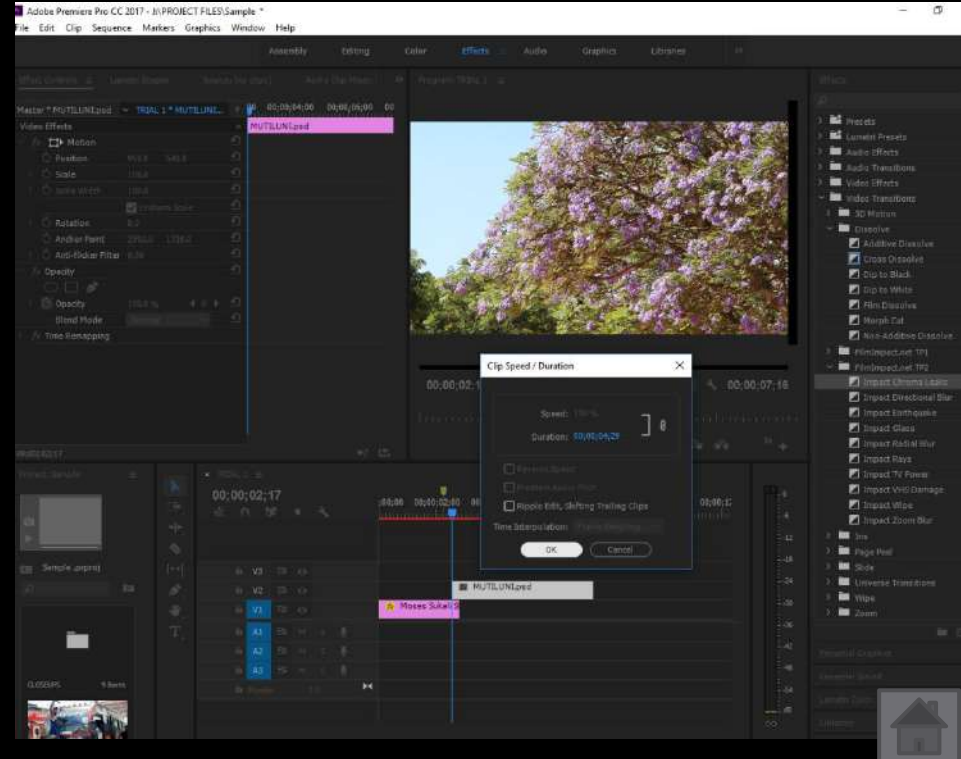
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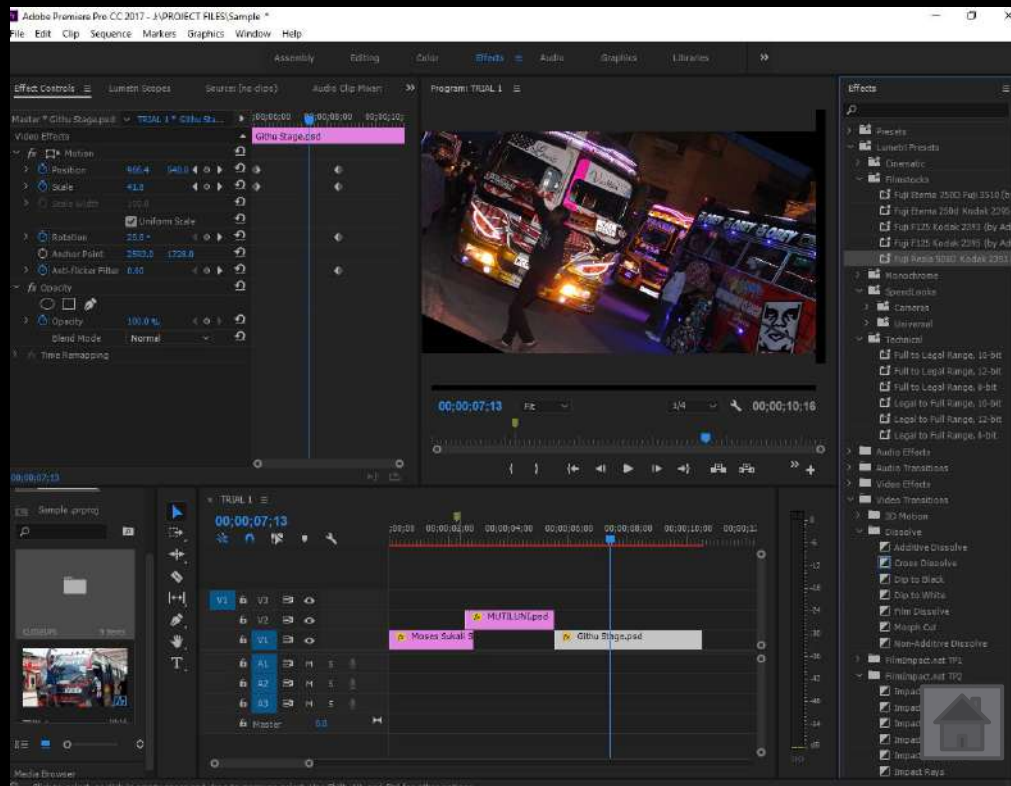
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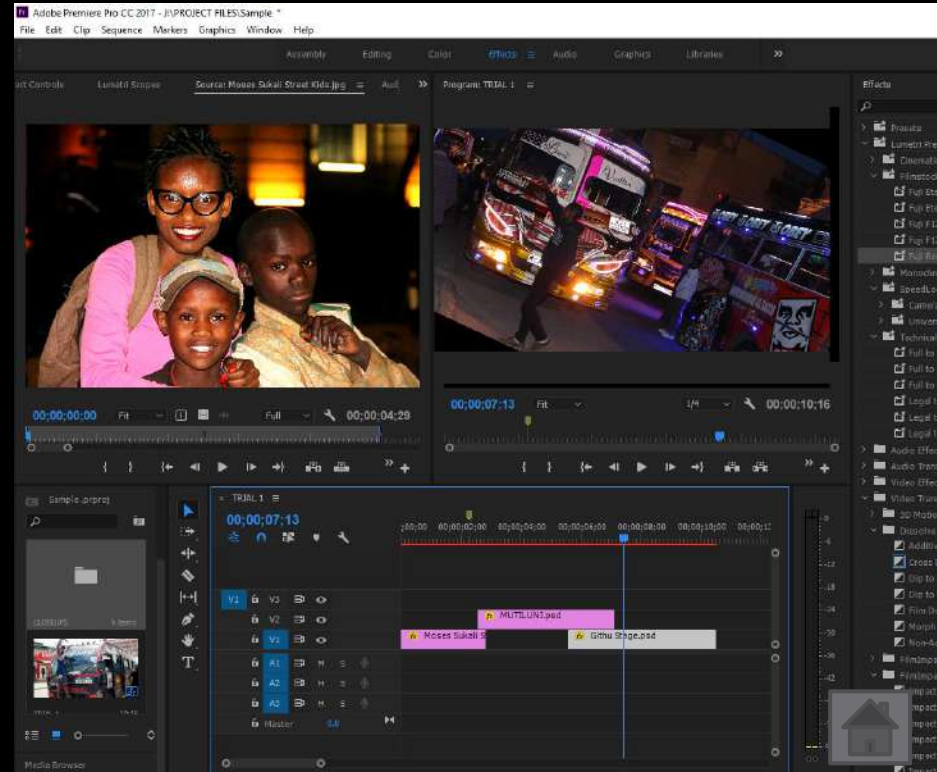
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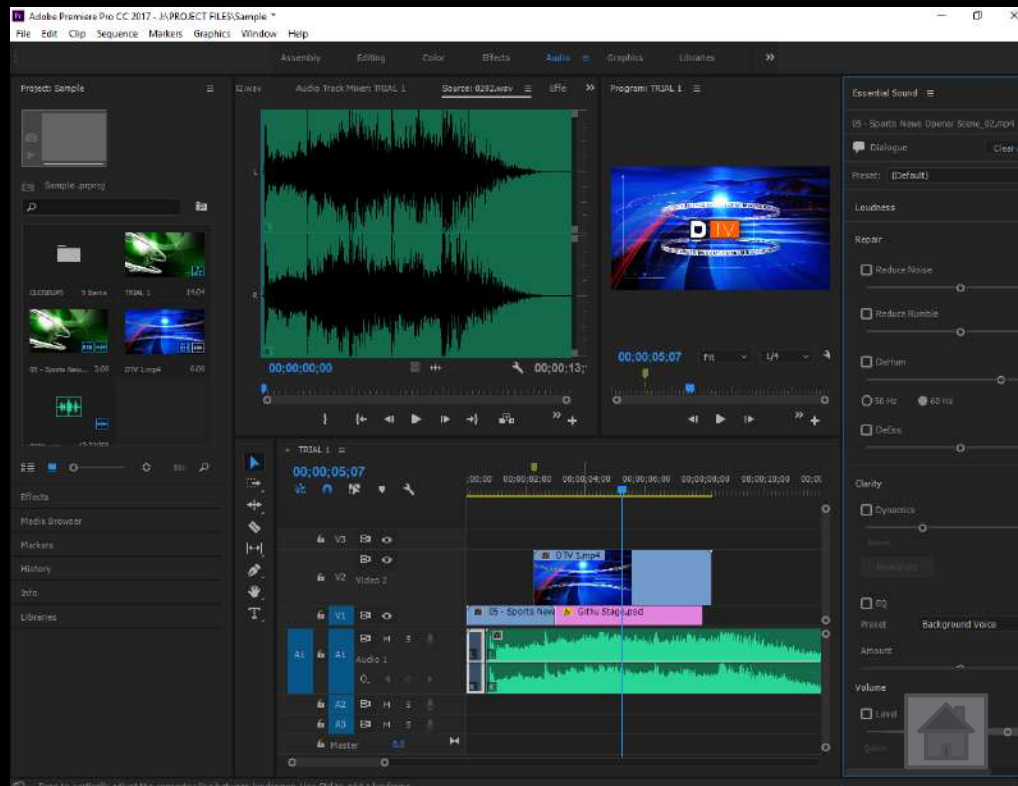
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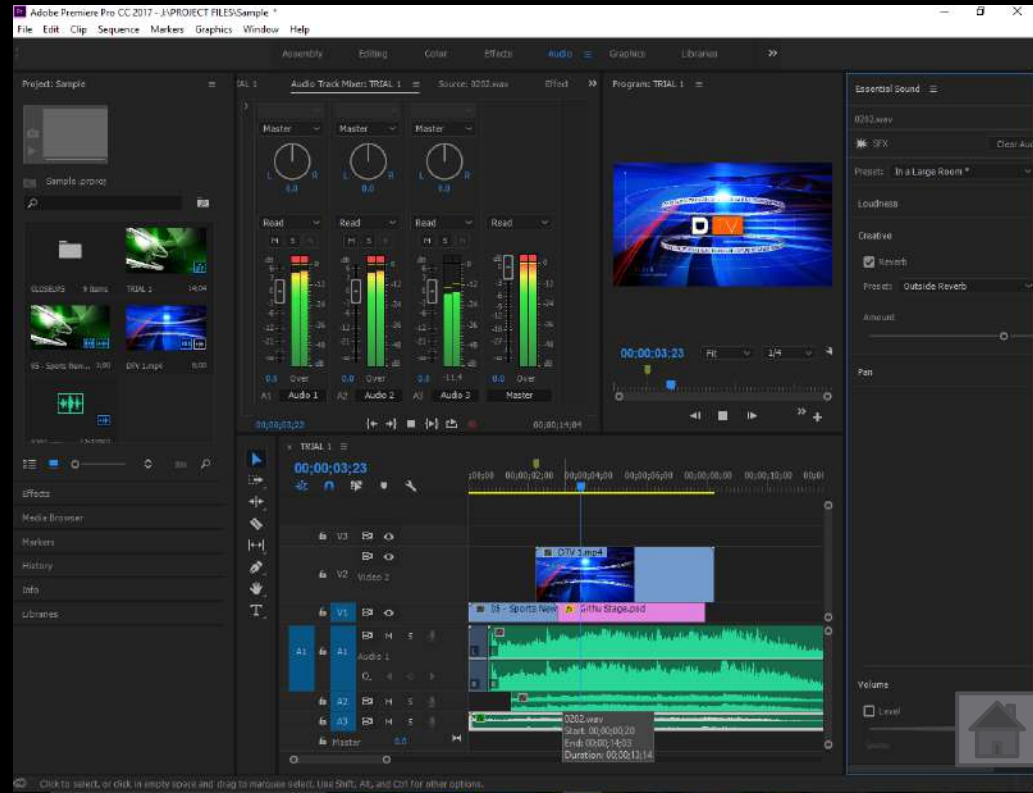
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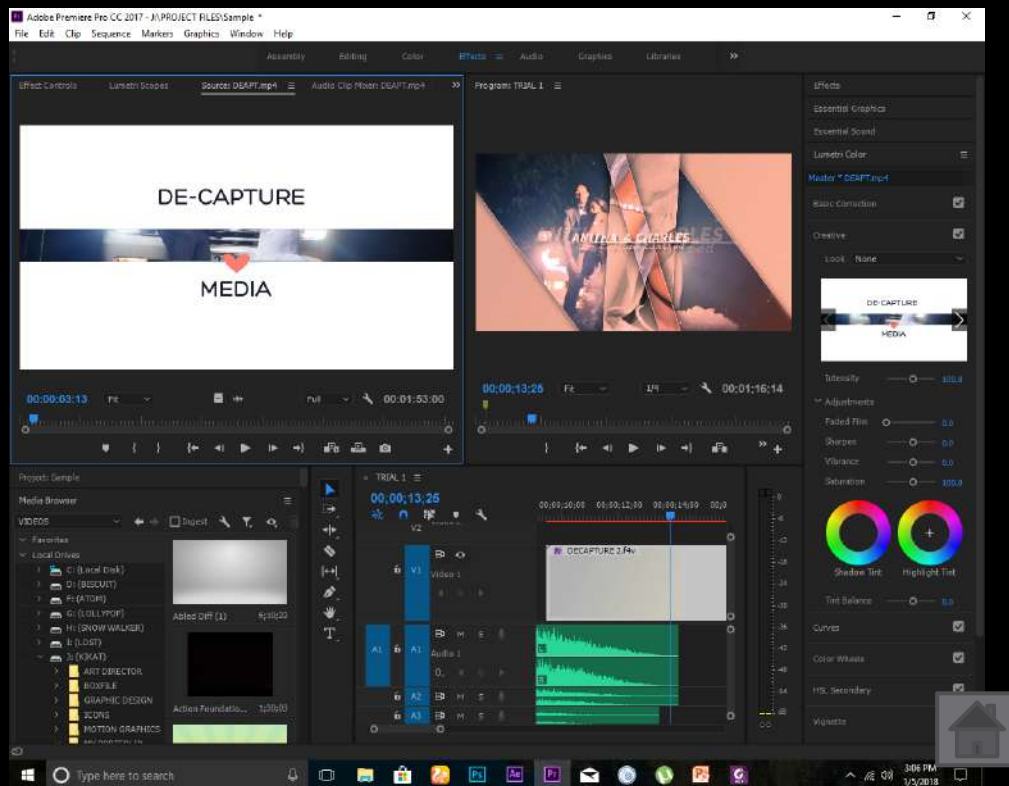
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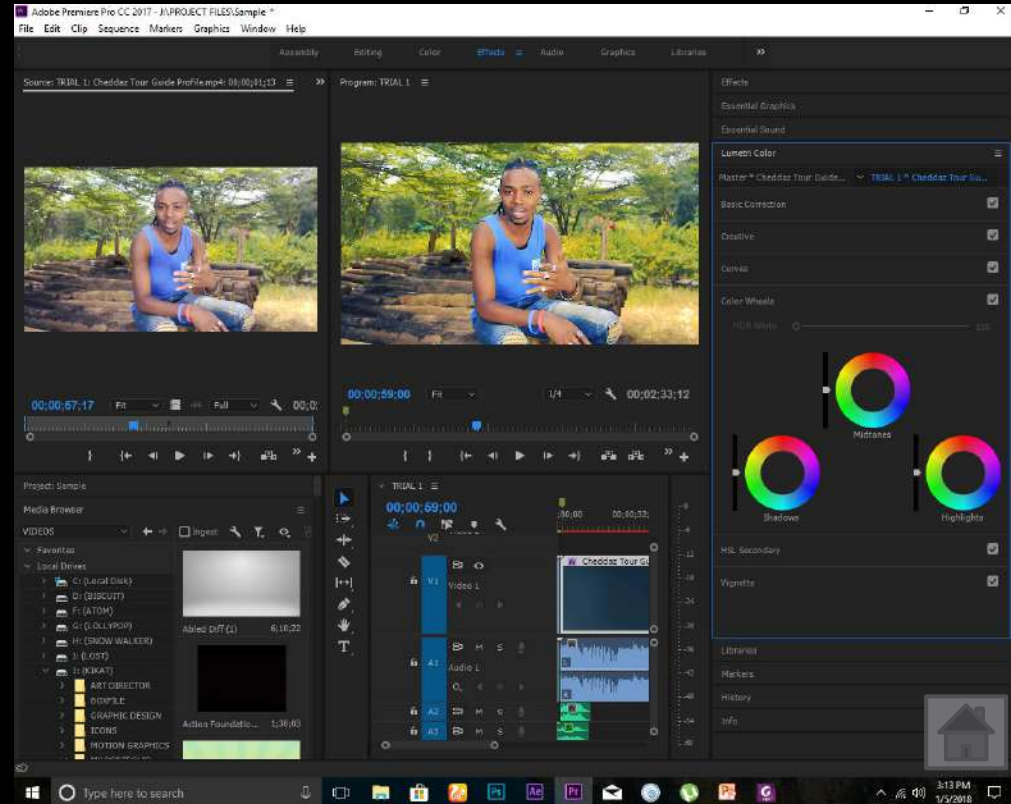
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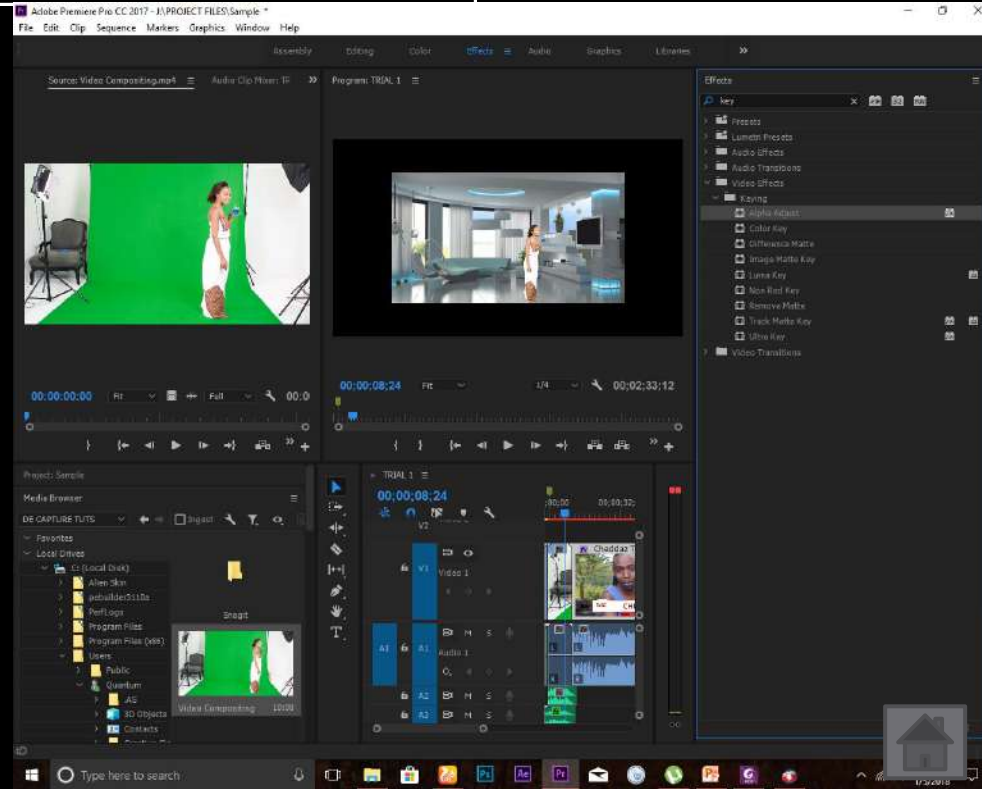
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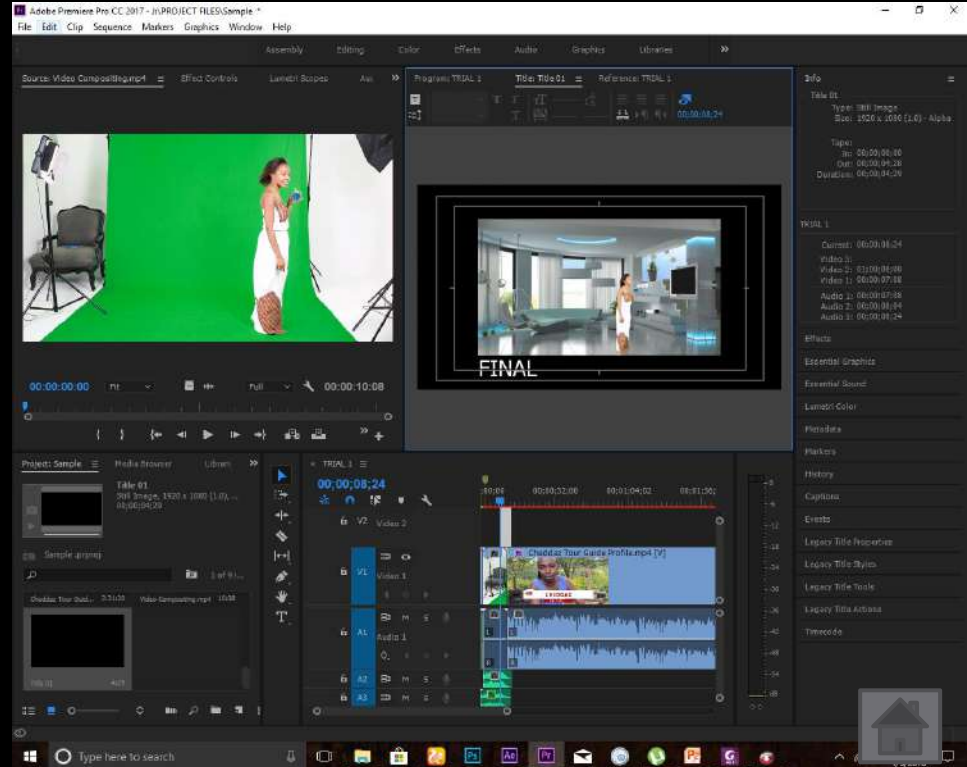
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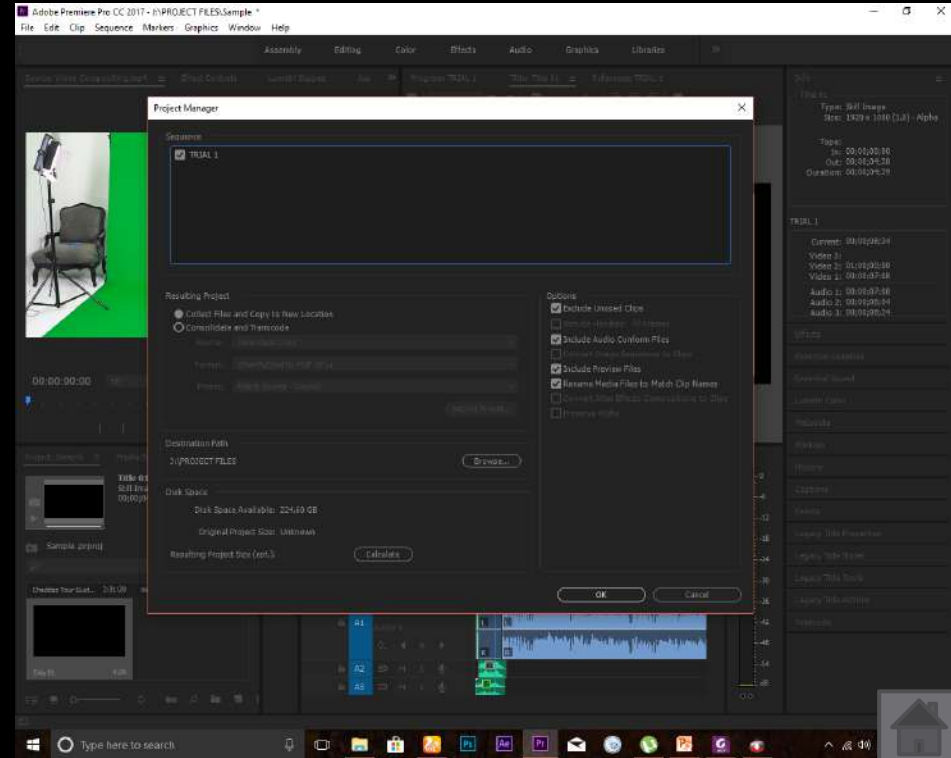
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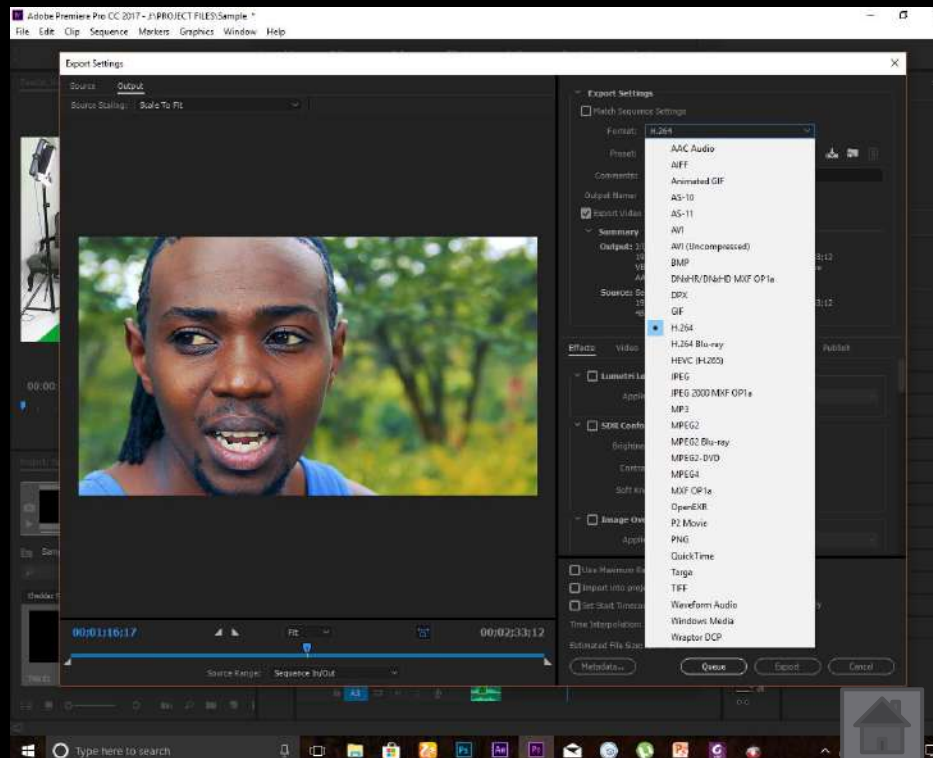
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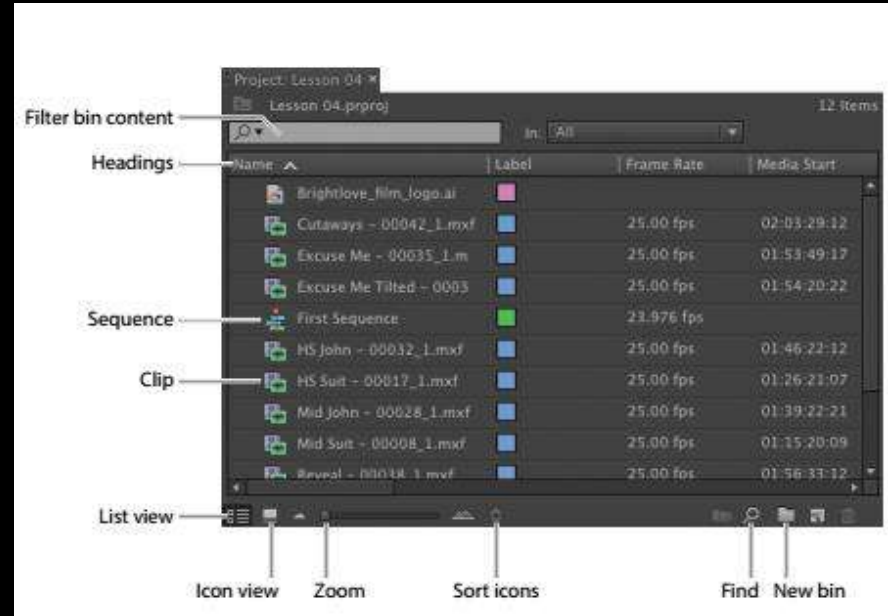
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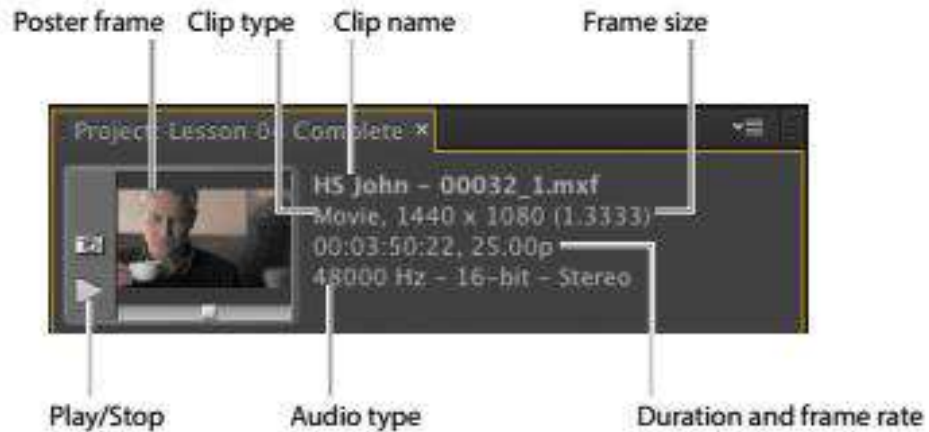
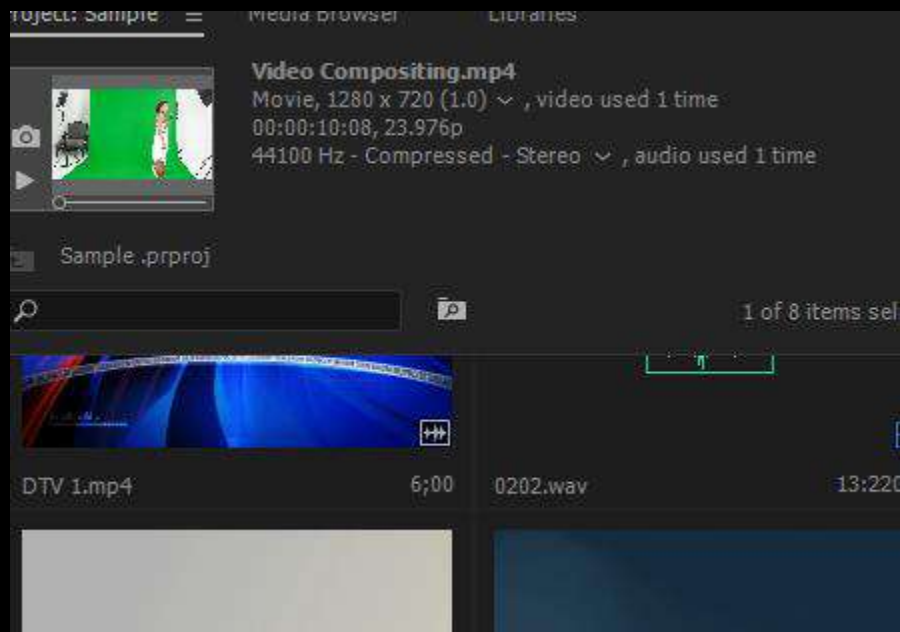


ORGANIZING MEDIA

- In this lesson, you'll learn about the follow
 - Using the Project panel
 - Staying organized with bins
 - Adding metadata to your clips
 - Using essential playback controls
 - Interpreting footage
 - Making changes to your clips

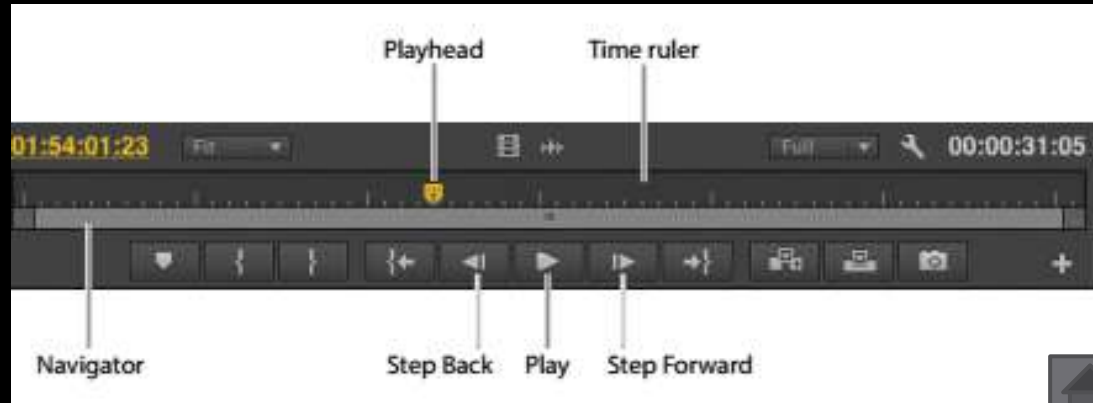


THE PROJECT PANEL



ESSENTIAL PLAYBACK CONTROLS

- At the bottom of the source monitor, there's a yellow playhead marker. Drag it along the bottom of the panel to view different parts of the clip.
- You can also click wherever you want the playhead to go, and it will jump to wherever you click.
- Below the clip navigation bar and the playhead, there is a scrollbar that doubles as a zoom control. Drag one end of the scrollbar to zoom in on the clip navigator.

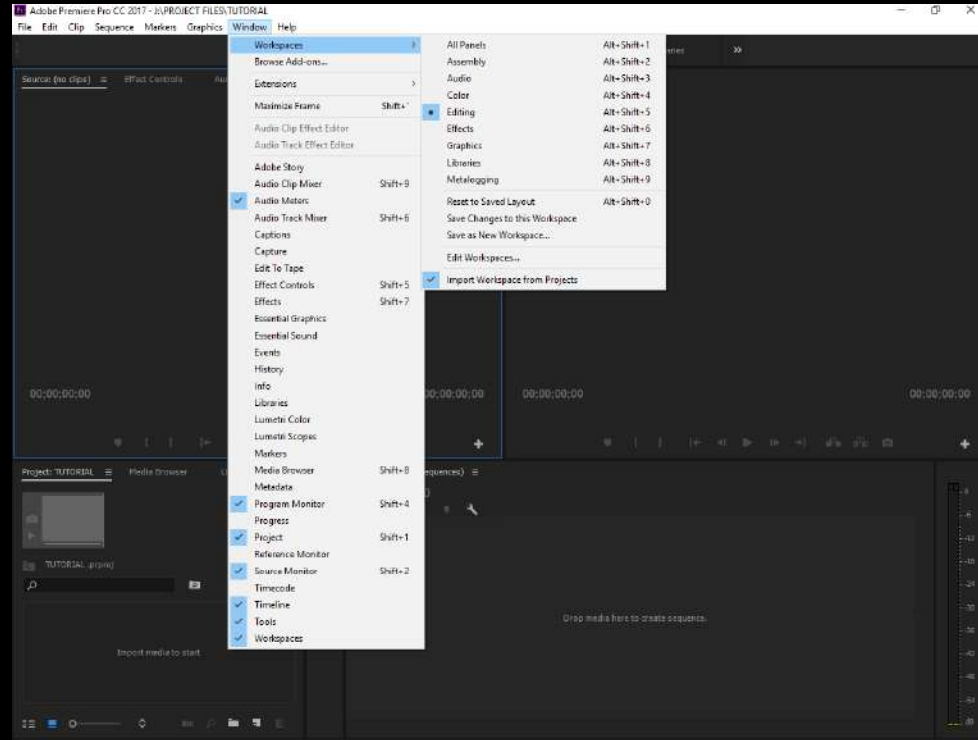


CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

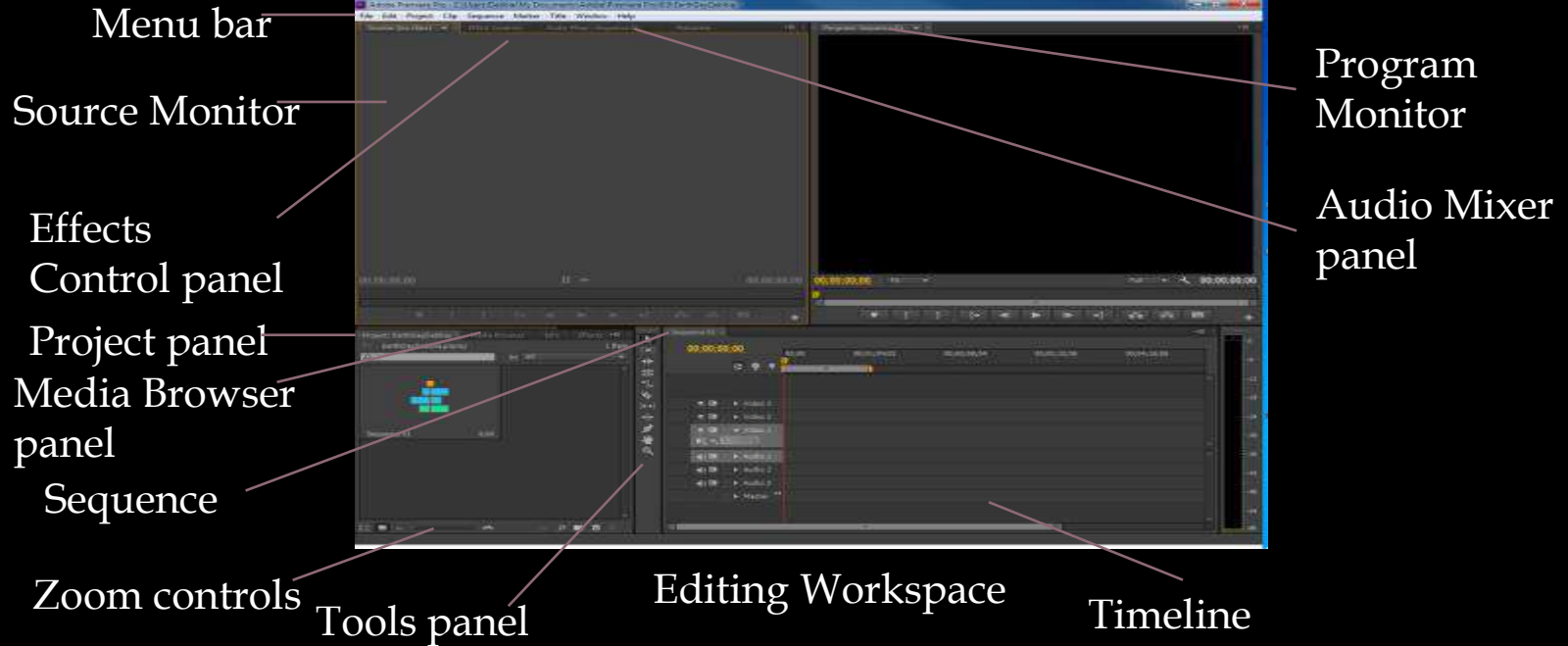
The **application window** is the main window comprised of various panels.

The arrangement of panels in the application window is known as the **workspace**.

The default workspace is called **Editing**.



CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

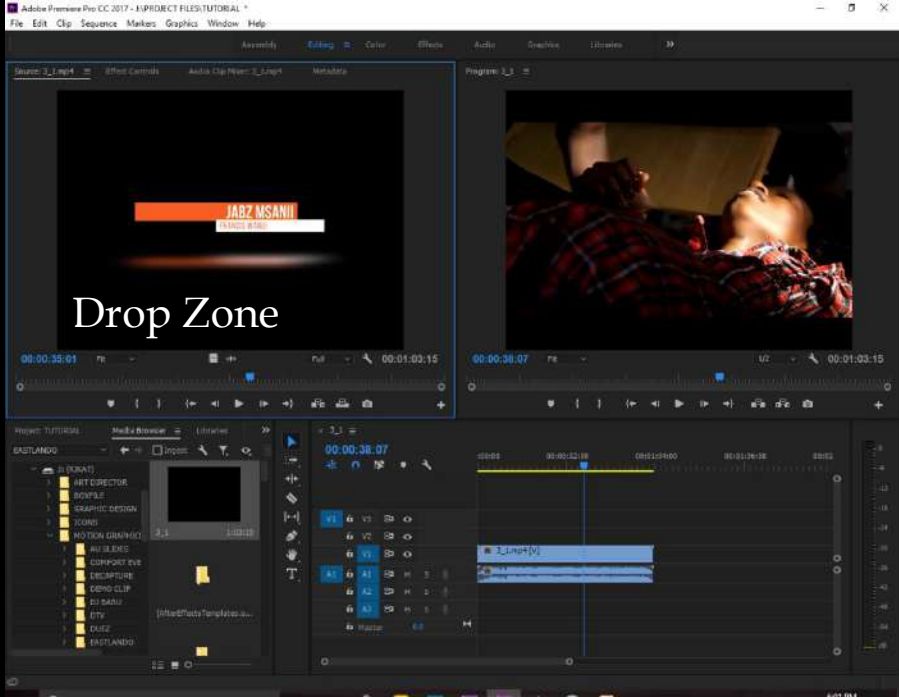


CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

Panels can be moved by clicking and dragging the **panel tabs**.

As you drag a panel, an area becomes highlighted; this is called the **drop zone**.

A **custom workspace** is one that has been created by the user and is saved with a unique name.

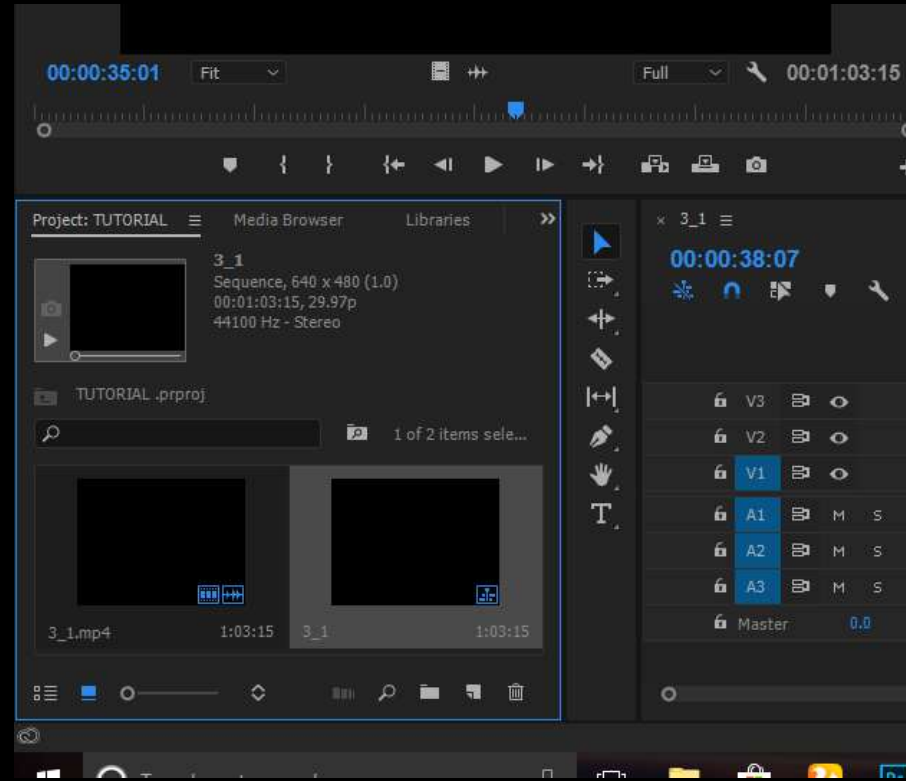


CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

The **Project panel** organizes all the assets for your project.

Digital assets can include video clips, digital images, and audio clips.

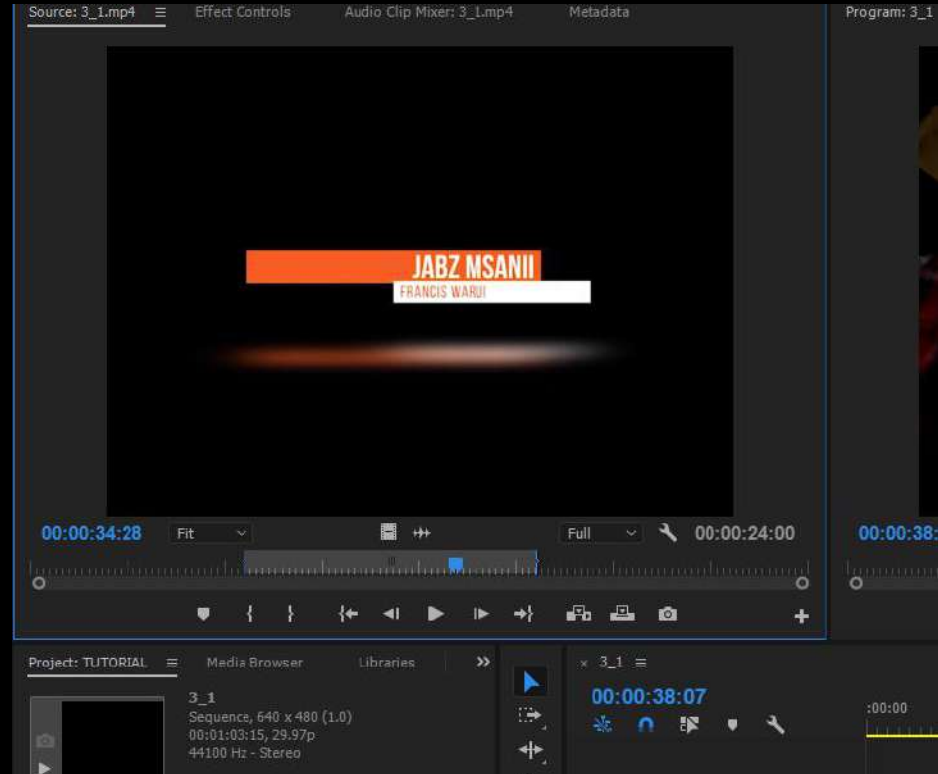
The **Timeline panel** is where you assemble assets and edit them.



CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

The **Source Monitor** is used to preview assets from the Project panel or the Media Browser before you place them in a sequence.

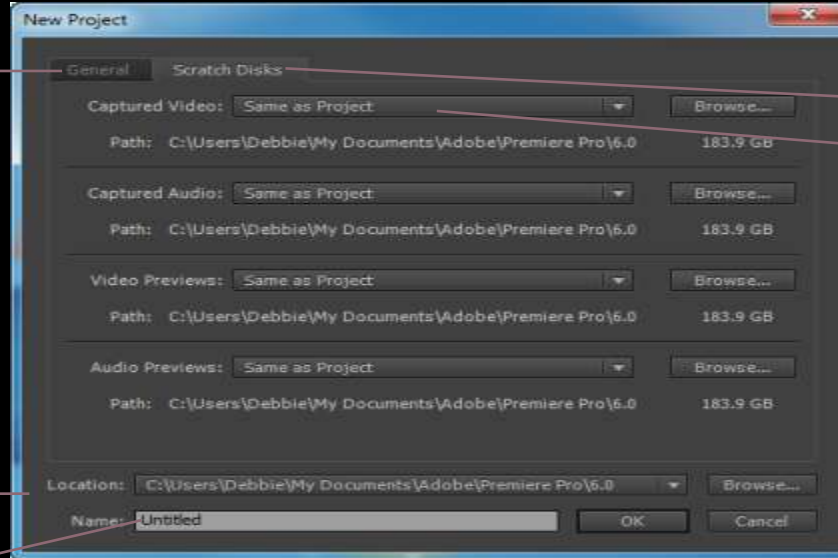
The **Program Monitor** displays the contents of the Timeline — your project in progress.



CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

General tab

Scratch Disks
tab
Same as Project



File location

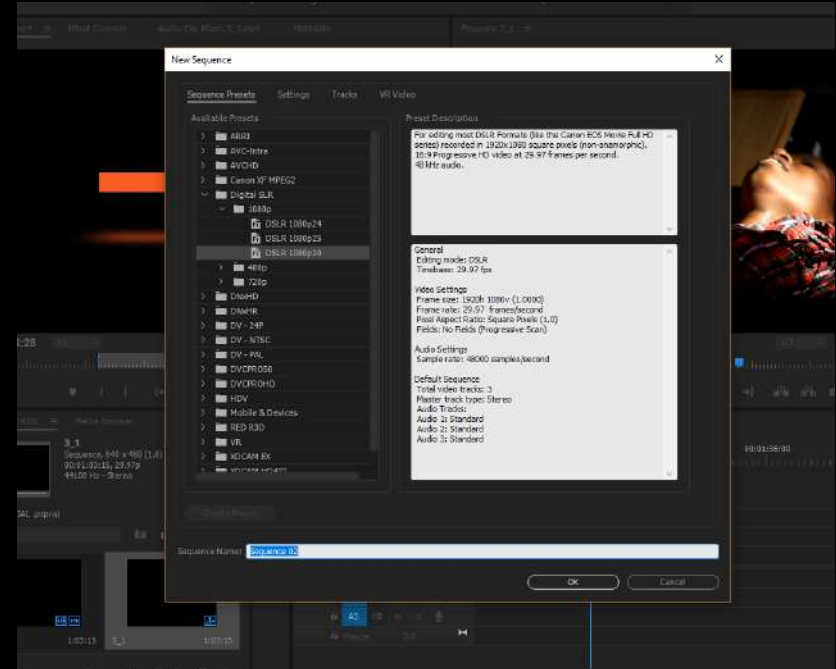
Project file
name

Scratch Disks tab in the New Project dialog box

CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

A **sequence** is where the digital assets are placed and edited. At least one sequence is required in a Premiere Pro project, which is why you are prompted to create one when beginning a project.

The New Project dialog box opens up when you create a new project.



CREATING A NEW PROJECT AND EXPLORING THE WORKSPACE

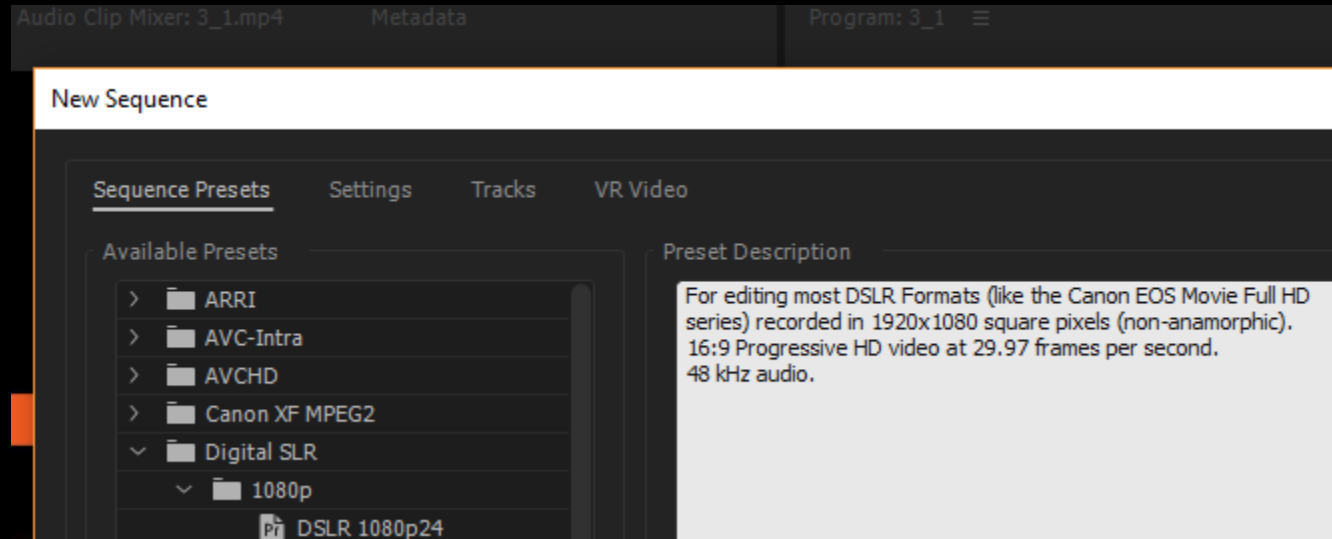
The New Sequence dialog box has four tabs:

Sequence Presets

Settings

Tracks

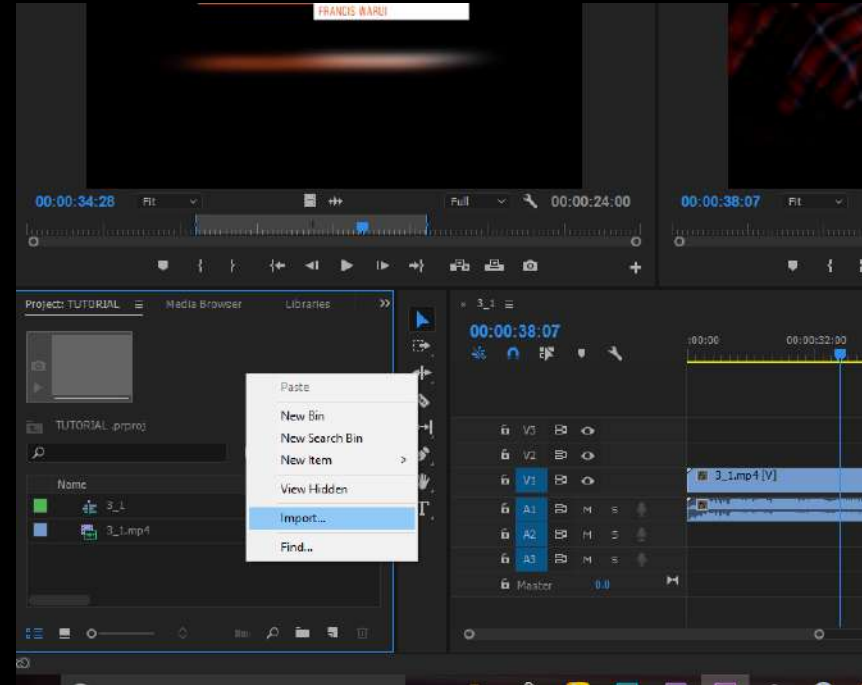
VR



IMPORTING ASSETS

A Premiere Pro CS6 project is a single file that stores all references to digital assets used in the project.

Digital assets may include video, audio, still images, and Photoshop and Illustrator files.



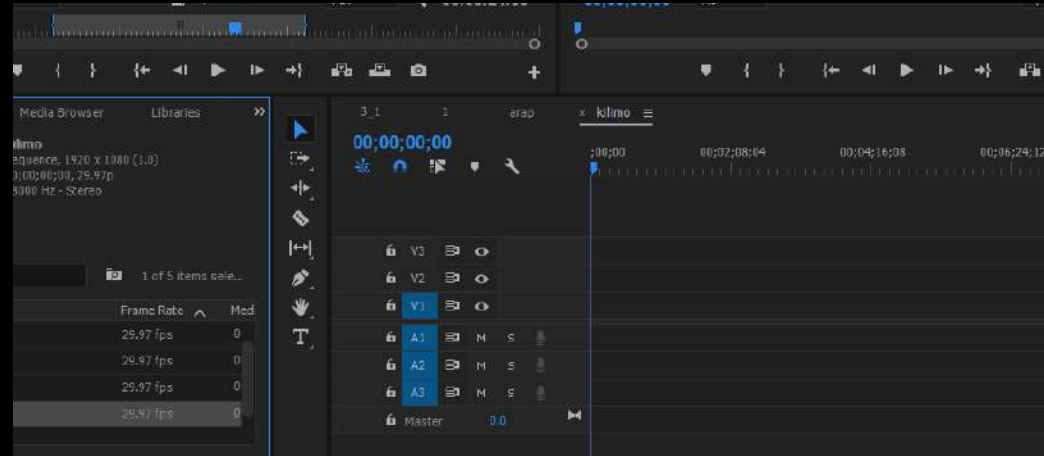
IMPORTING ASSETS



WORKING WITH THE TIMELINE PANEL AND SEQUENCES

A **sequence** is located in the Timeline panel and is where most editing takes place.

Adobe Premiere Pro can have multiple sequences and you can place sequences inside other sequences to break your project up into manageable pieces.



WORKING WITH THE TIMELINE PANEL AND SEQUENCES

The Timeline panel includes the following features:

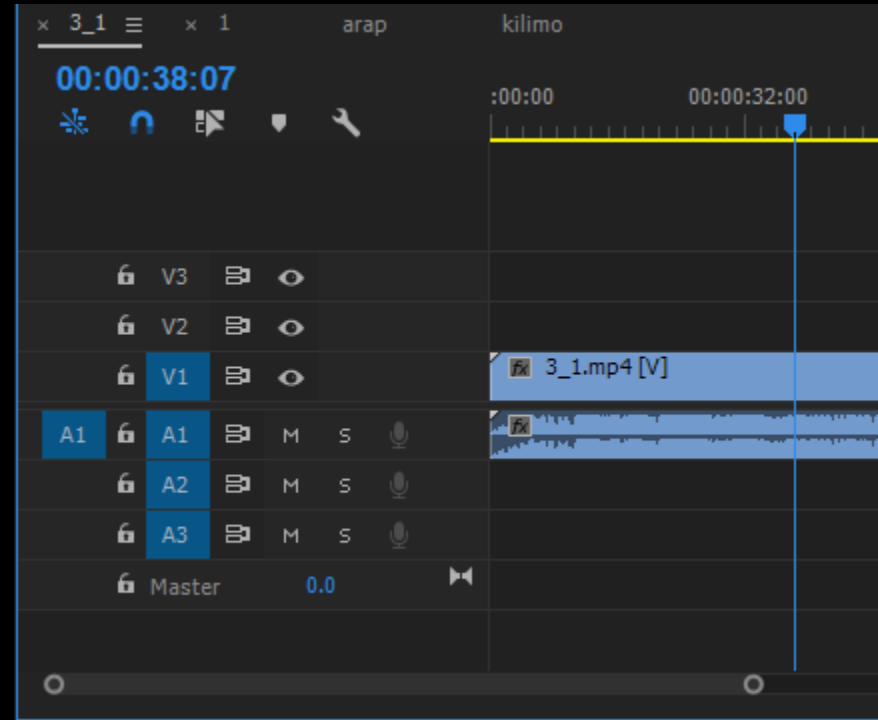
Time Ruler

Current-time display

Play head and Current-time Indicator (CTI)

Work area bar

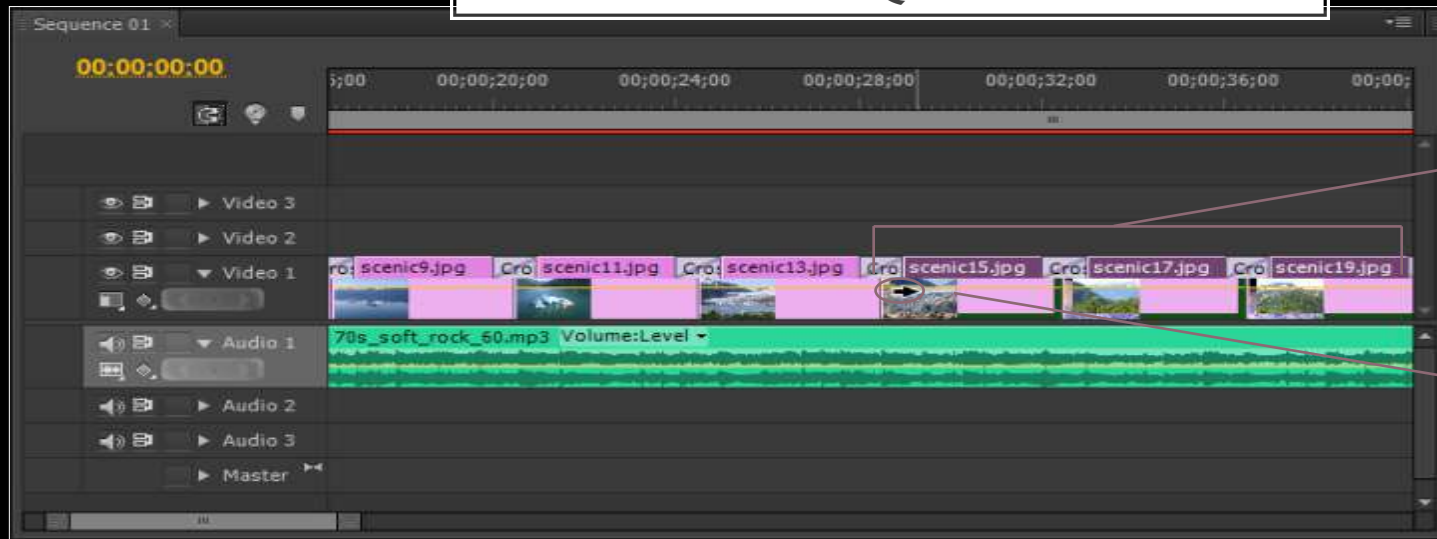
Horizontal Zoom bar



WORKING WITH THE TIMELINE PANEL AND SEQUENCES



WORKING WITH THE TIMELINE PANEL AND SEQUENCES



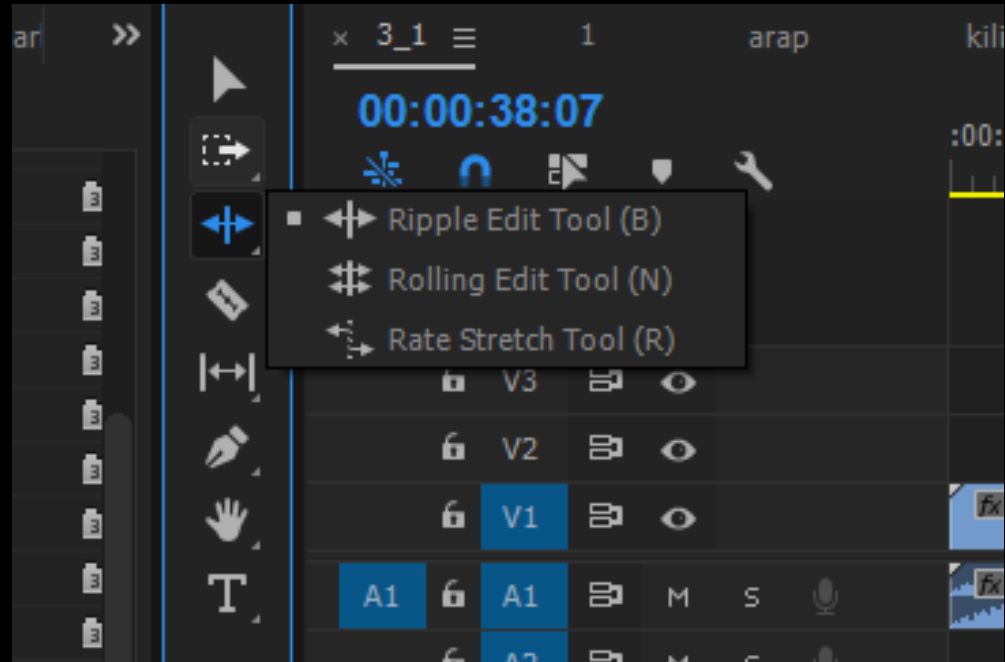
All tracks to
the right are
selected,
including
scenic15.jpg

Track
Select
tool

Automate To Sequence dialog box

WORKING WITH THE TIMELINE PANEL AND SEQUENCES

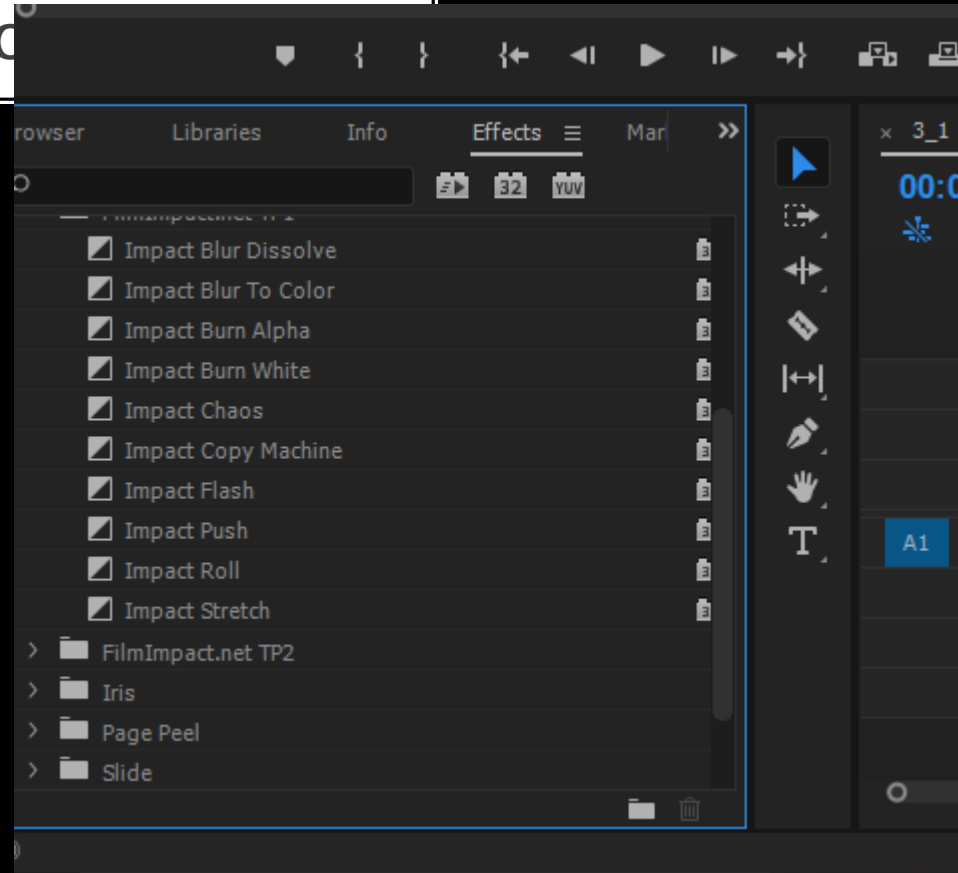
The **Ripple Delete** command removes a clip from the sequence without leaving any gaps if the clip being removed is located between two other clips.



APPLYING VIDEO

A transition is used to move from one clip to the next in your sequence.

Transitions can add additional interest to your video and can be as simple as phasing out one image and phasing in another.



APPLYING VIDEO TRANSITIONS

Three alignment options for placing a transition



Center at Cut icon

End at Cut icon

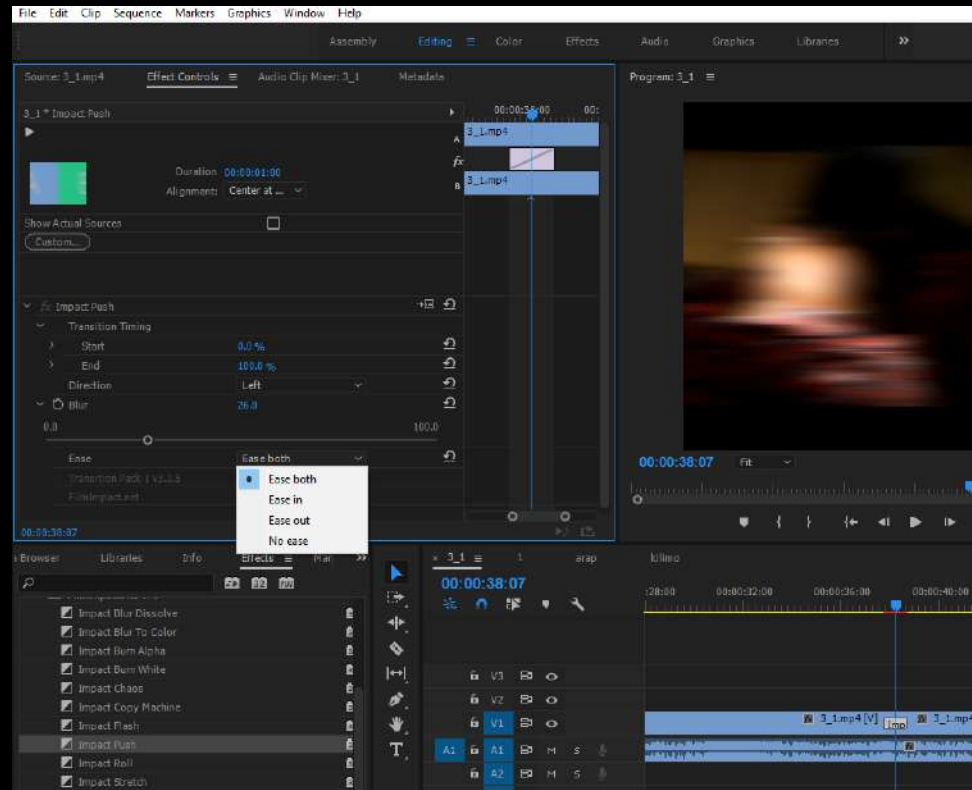
Start at Cut icon

APPLYING VIDEO TRANSITIONS

The **Anti-aliasing Quality** setting adjusts the smoothness of the transition's edges.

The **Custom** setting changes settings specific to the transition.

Most transitions do not have custom settings.

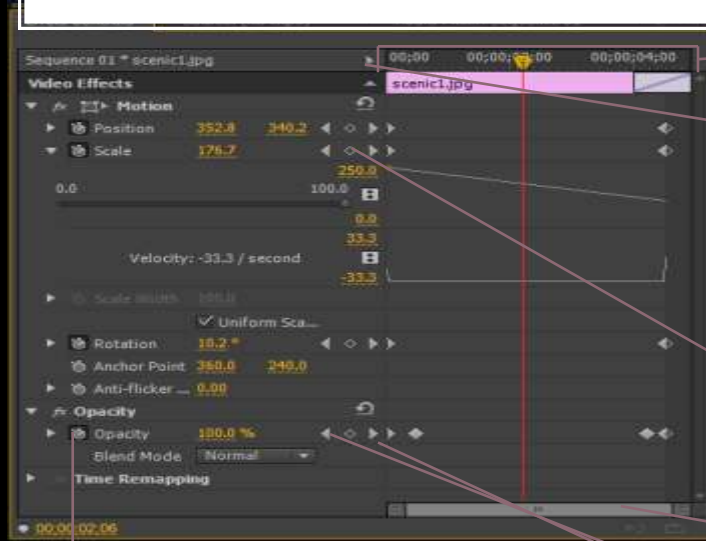


WORKING WITH MOTION EFFECTS

A keyframe is a snapshot of how you want a clip to look at a specified time, and is defined on the Effect Controls timeline.

When working with keyframes you always need to define at least two keyframes: a start point and an end point.

WORKING WITH MOTION EFFECTS



Timeline

Show/Hide Timeline View
button

Add/Remove
Keyframe
button

Horizontal Zoom bar

Keyframe navigators

Toggle animation icon

Working with
keyframes on the
Effect Controls panel

WORKING WITH MOTION EFFECTS

A basic effect that provides a lot of impact is to fade an image in and out.

Fading is created by applying the Opacity effect.

WORKING WITH MOTION EFFECTS

Opacity adjusts the level of transparency on a scale of 0% to 100%. If you set the Opacity at 0% your clip is completely transparent; at 100% it has no transparency.

WORKING WITH MOTION EFFECTS

Examples of Opacity



100% opacity

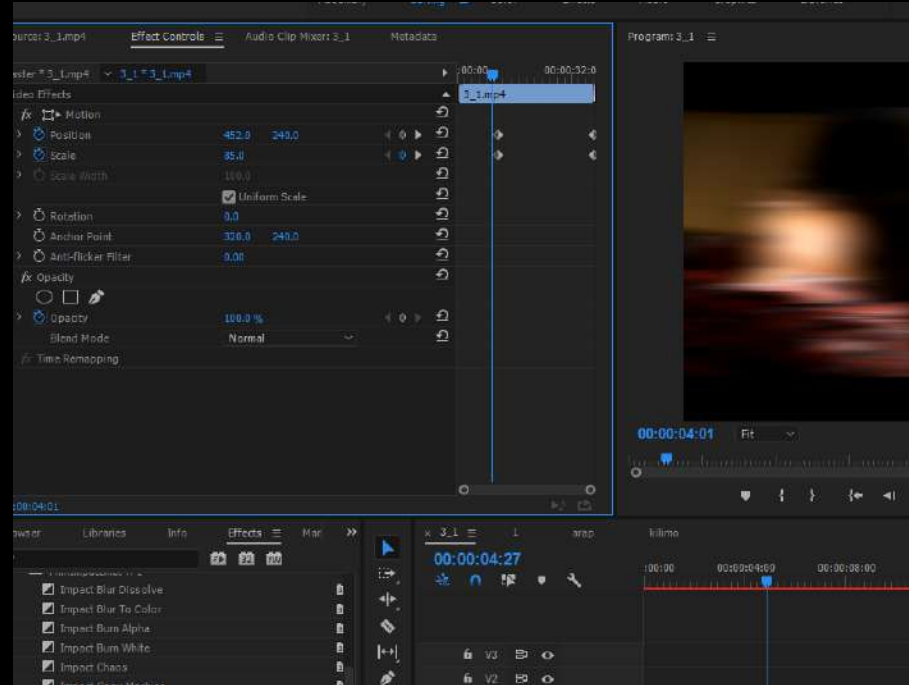
Images layered, with picture from
upper-right set at 50% opacity

100% opacity

WORKING WITH MOTION EFFECTS

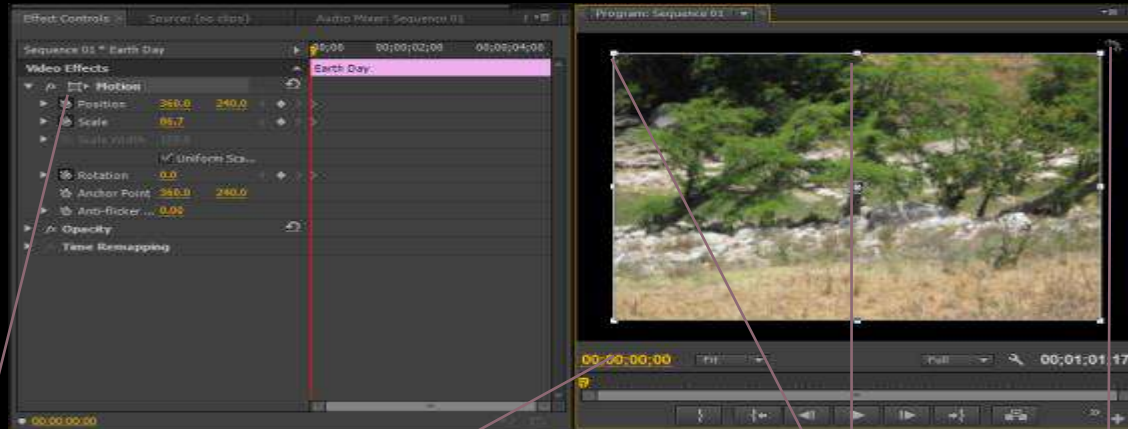
When working with Motion Effects controls you need to create only one keyframe.

Additional keyframes are created automatically at the location of the CTI.



WORKING WITH MOTION EFFECTS

Applying motion effects on the Program Monitor



Transform button

Horizontal
Zoom control

Handles

Rotate cursor

DESIGNING AND INSERTING TITLES

Titler window

Title Tools
panel
Title panel

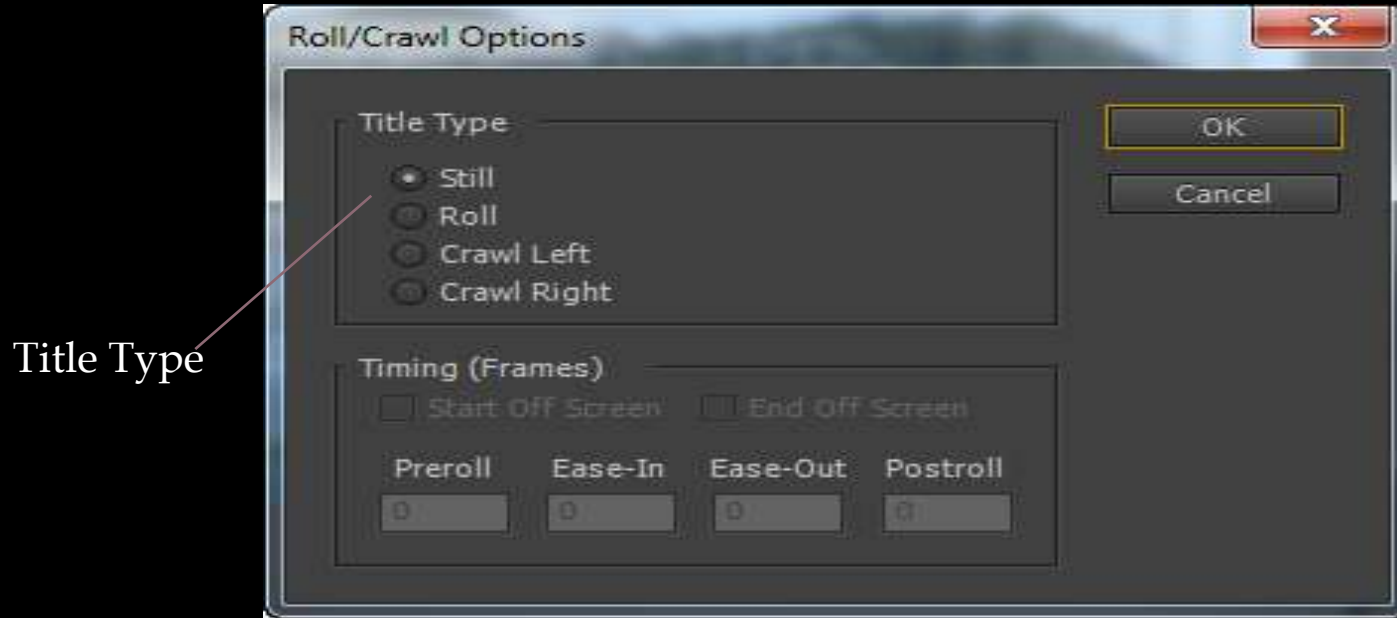
Title Actions
panel



Title Properties
panel

Title Styles panel

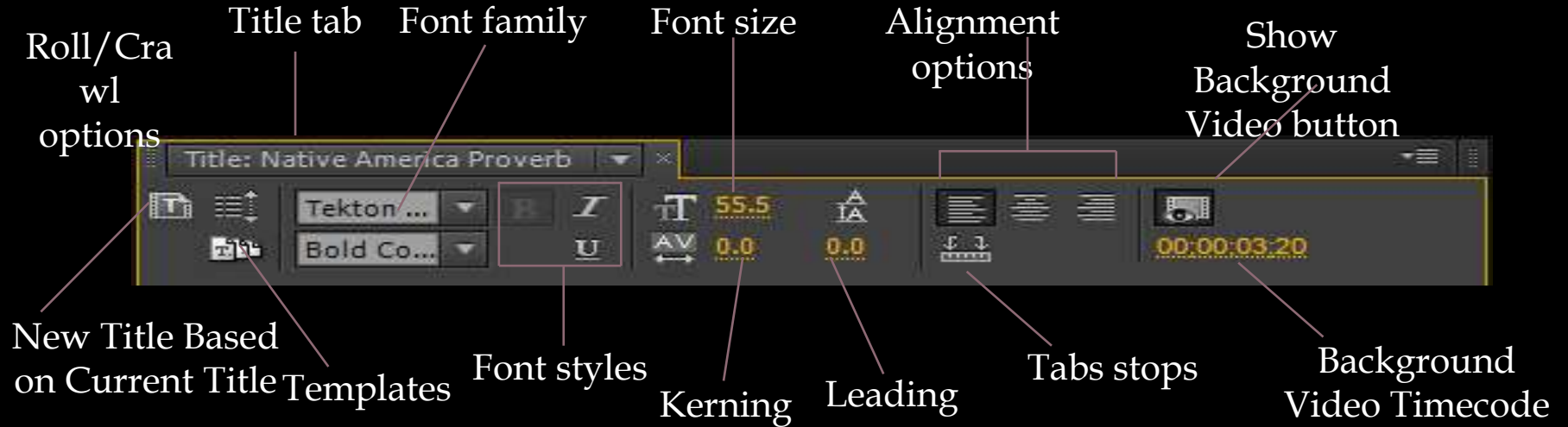
DESIGNING AND INSERTING TITLES



Roll/Crawl Options dialog box

DESIGNING AND INSERTING TITLES

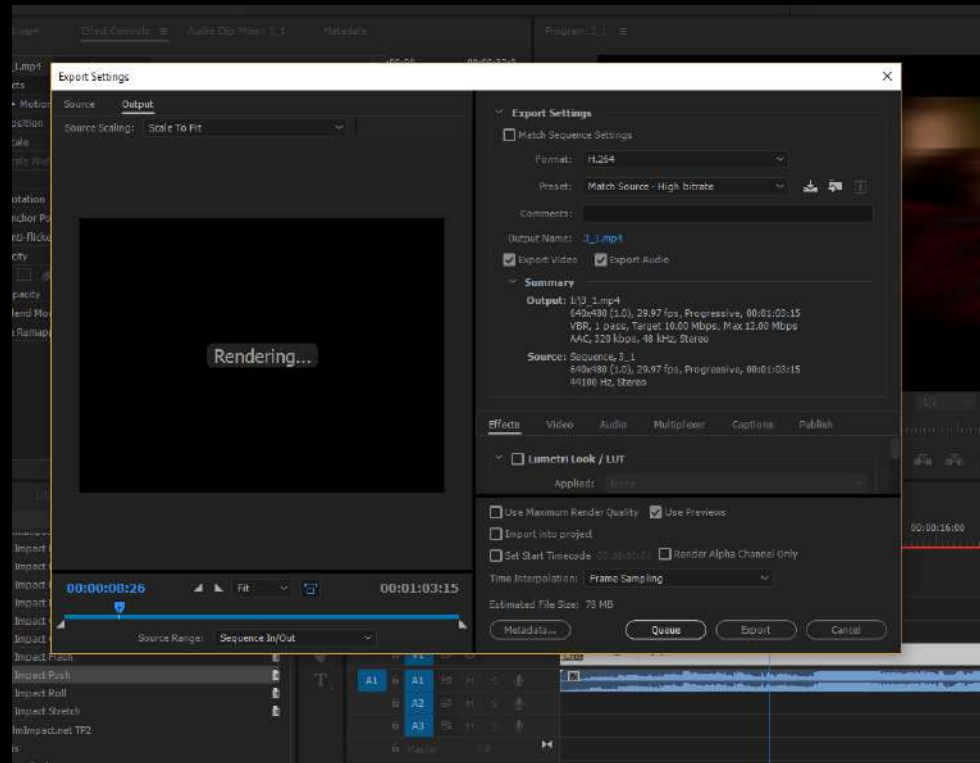
Title panel



EXPORTING A MOVIE

Export or encode your movie so that other people will be able to view it.

You can export to create a file for viewing on a computer or the Internet, or put your project on a DVD or Blu-ray disc with or without menus and other features.

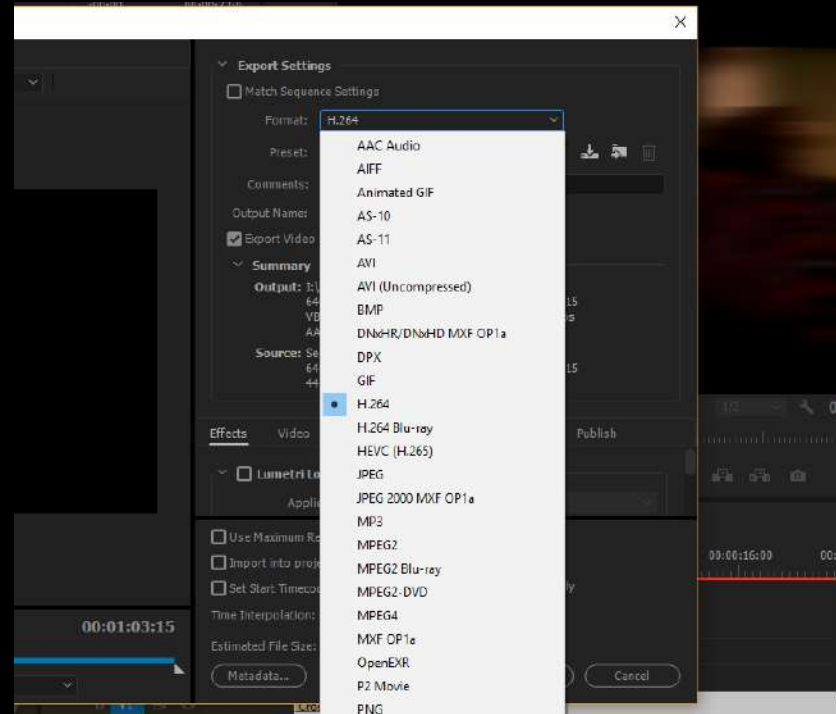


EXPORTING A MOVIE

Codecs (compressor/ decompressors, also known as encoder/decoders) make video Web-friendly.

A **streaming video** is also referred to as **live streaming video**.

Streaming video occurs when a video is played much like a traditional live broadcast on television, accept that it is affected by the bandwidth that is available.



ADOBE PREMIERE

CS6 MAC CHEAT SHEET



Playback & Navigation keys

J	Shuttle Left (ten twice for faster FWD)
K	Stop
L	Shuttle Right (ten twice for faster FWT)
Left/Right Arrows	Move one frame +/-
Space	Play / Stop
Enter	Rewind
I	Mark In Point
O	Mark Out Point
=	Zoom In
-	Zoom Out
Delete	Ripple Delete Selected from Timeline

Basic Editing keys

V	Selection Tool
C	Raster Tool
B	Wiggle Edit Tool
A	Track Select Tool
N	Roll Edit Tool
Z	Zoom In/Out
S	Slide (Trim on/off)
U	Slide Edit Tool
X	Auto Stretch Tool
P	Pen Tool
< >	Insert & Overwrite Tool

Project Commands

Cmd-Q	New Project
Cmd-N	New Sequence
Cmd-/ (overwrite slash)	New Bin
Cmd-I	Import
Cmd-Opt-I	Import From Media Browser
Cmd-M	Export
Cmd-Shift-S	Save As
Cmd-Shift-W	Close Project
Cmd-R	Speed/Duration
Cmd-A	Select All
Cmd-Shift-A	Deselect All

Copy & Paste

Cmd-C	Copy
Cmd-X	Cut
Cmd-V	Paste Over
Cmd-Shift-/	Duplicate
Opt-Cmd-V	Paste Attributes
Cmd-Z	Undo
Cmd-Shift-Z	Redo
Opt-X	Clear In & Out

DE-CAPTURE MEDIA

