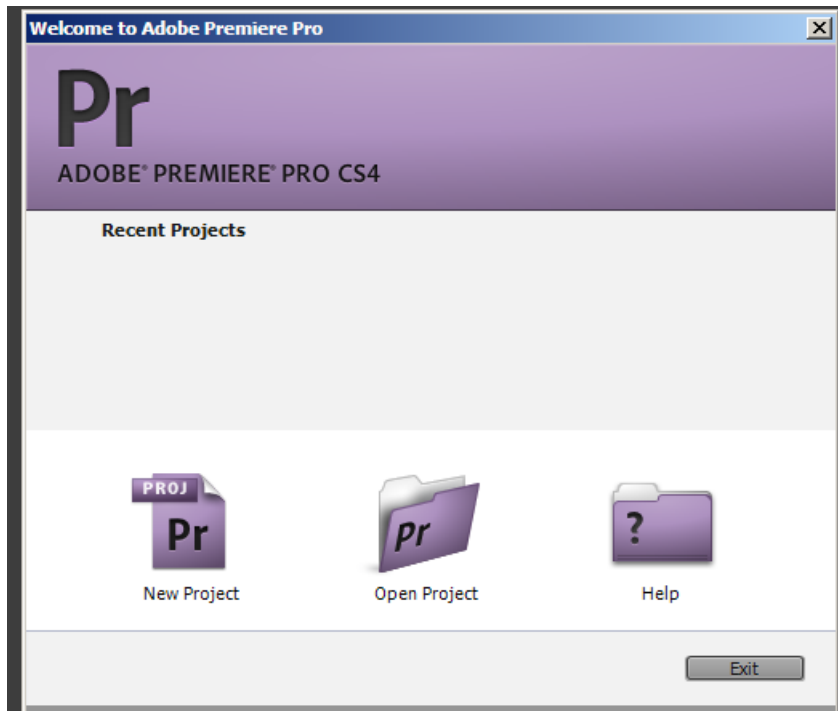
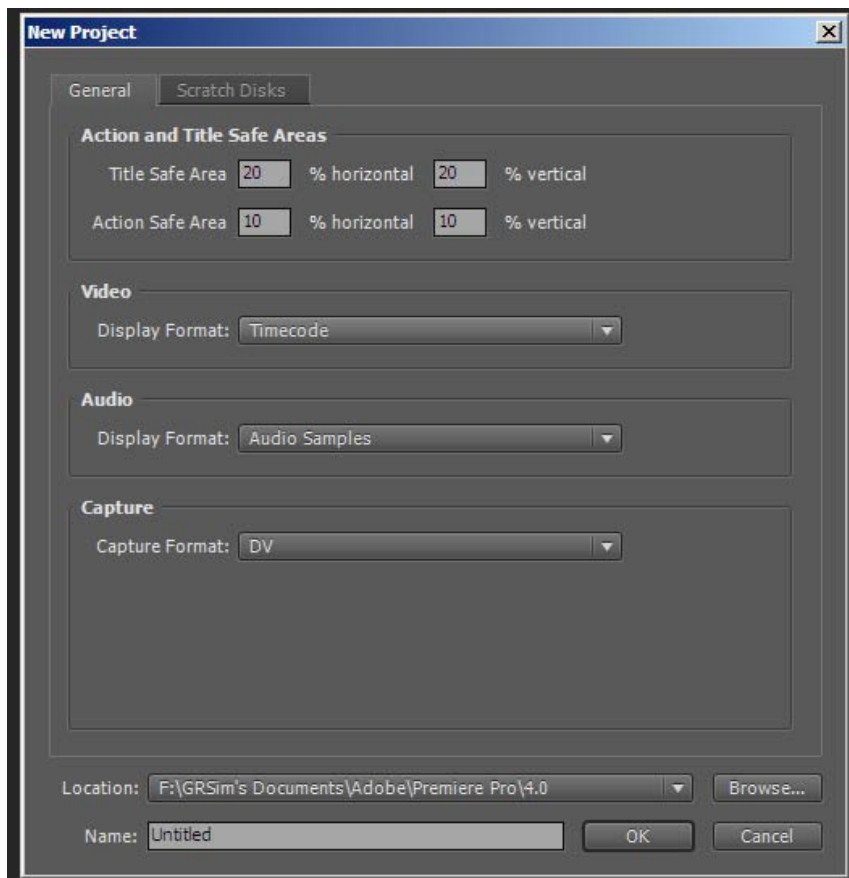


CO2712 Premiere Pro CS4

Once you open premiere pro you will see the screen below:

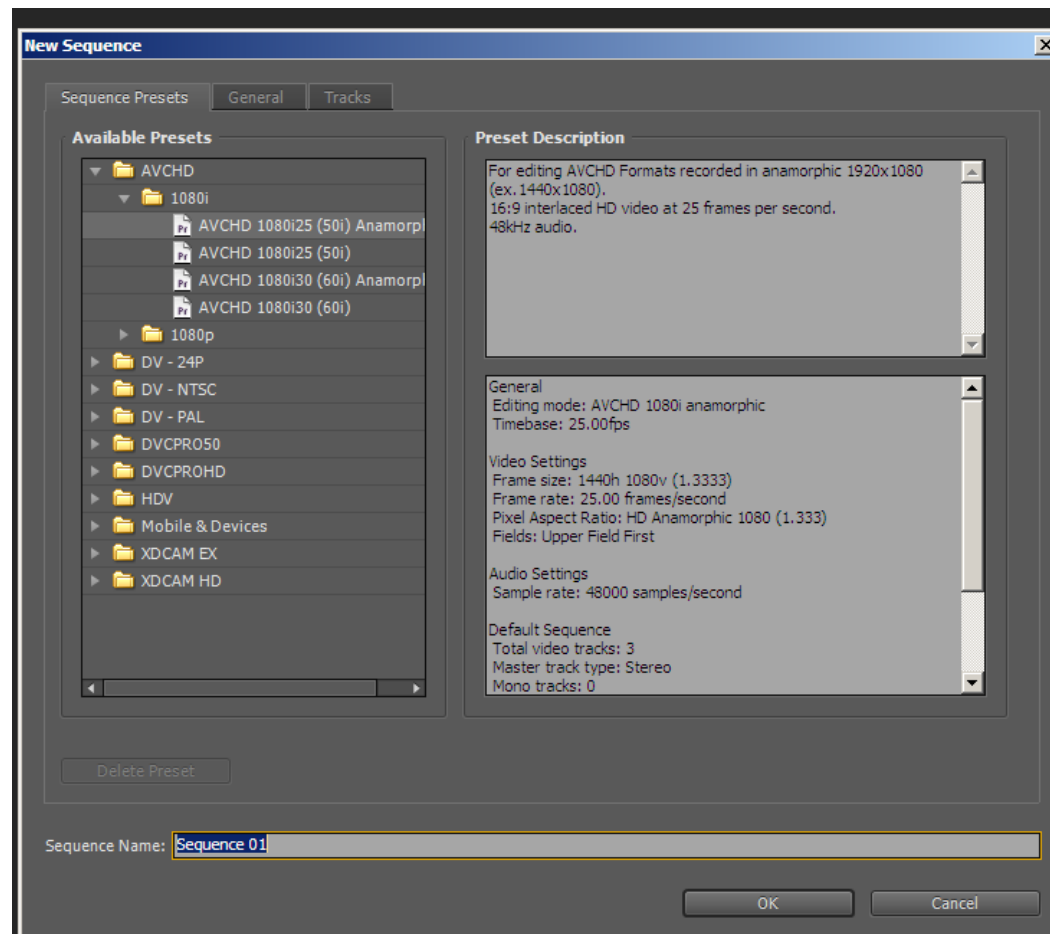


Select **new/project** and then you will see the screen below:



Note: You will want to change the location as it will be set to the F drive: You can change this to the shared video folder on the C drive or your own hard drive. The scratch disc settings will also change once you change the location. You can change the capture type from DV to HDV if you require.

Press OK. Then you will see the following screen.

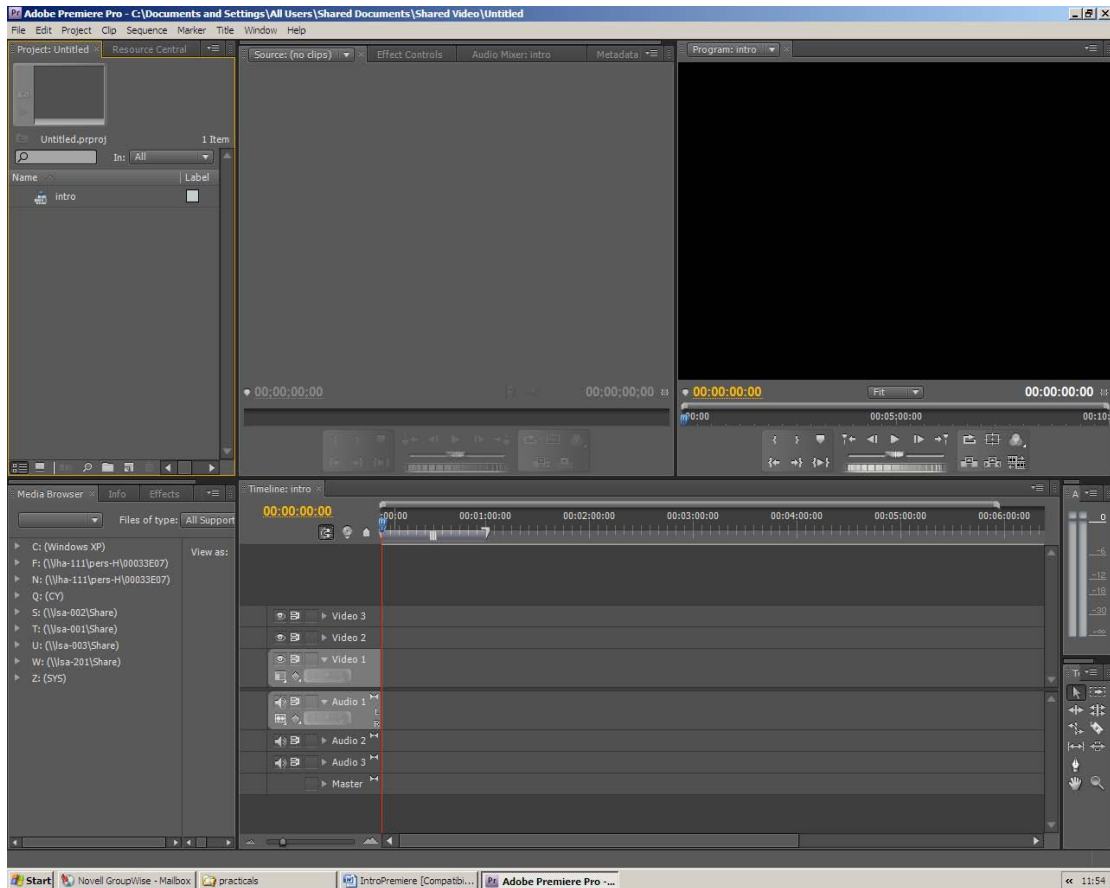


We will discuss the settings in more detail over the coming weeks. You can either leave it as the default setting of the camera that the media has been shot with (usually PAL if in Europe, aspect ratio 4:3 unless widescreen). You can customise the settings by clicking on the custom settings tab and alter the settings.

Select DV-PAL 48KHz the KHz refers to the audio quality (discussed in more detail in the audio lectures) but an example is CD is at 44KHz.

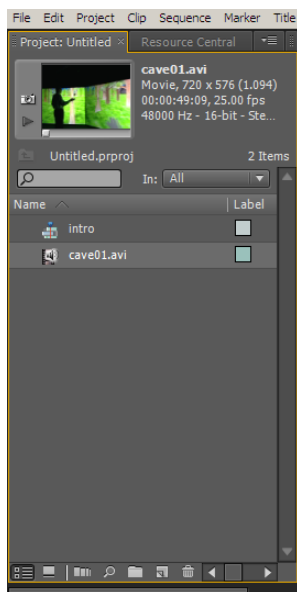
Give it a name and of **intro** press ok.

The premiere interface is shown below:



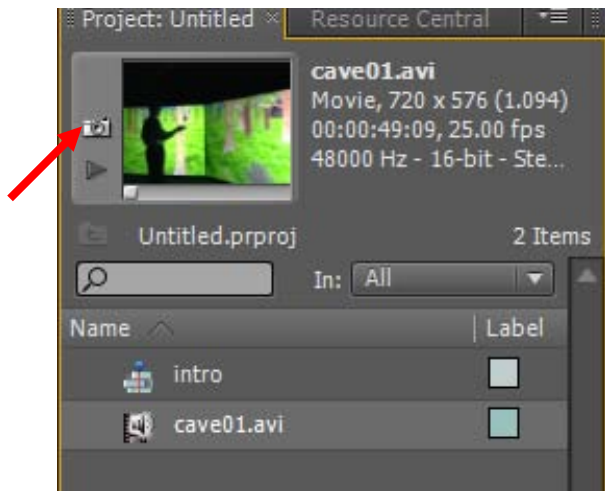
Importing footage

File / import and go to the W:\DC_MMComputing\DVD_Videos\dvd footage avi select the some appropriate footage (it does not matter what) and this will import it to the project window as below (for example I imported spinningtop.avi)

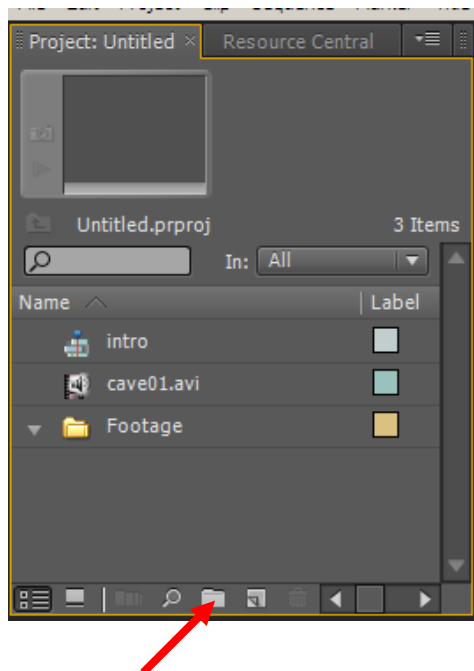


Setting Poster Frame

A poster frame is a single shot that is shown in the Project window to show your video. You can change this by pressing the play button next to the clip and then pressing the camera see below.



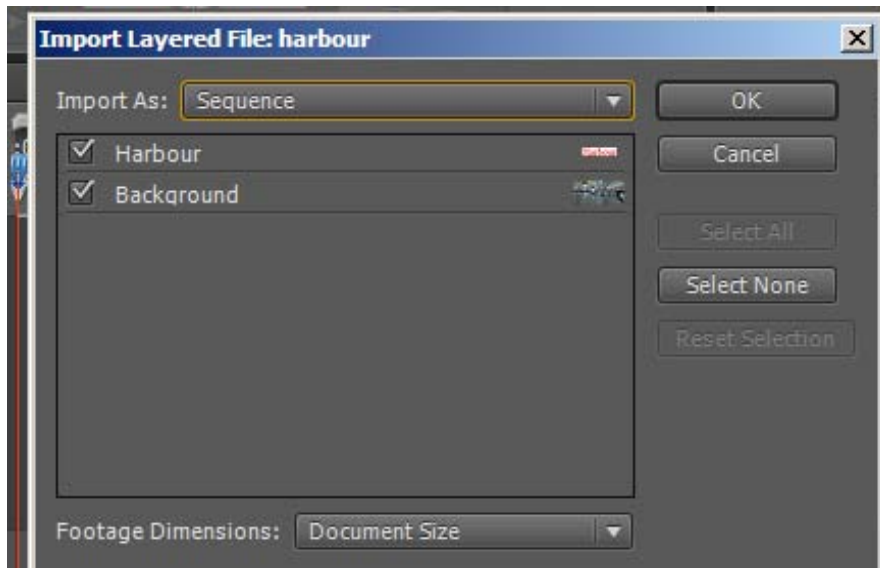
Creating Bins



Select Bin and then rename the folder Bin. It is a good idea to separate out the different media files into various bins.

Importing Photoshop PSD images.

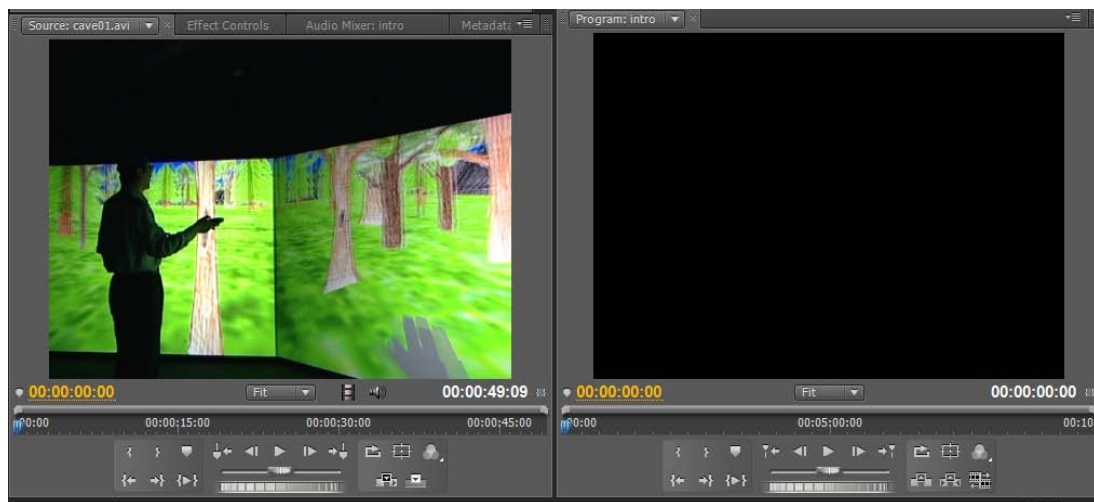
Locate the image in W:\DC_MMComputing\Photoshop and import this to the project window. If you import a Photoshop PSD file it will retain its layers if you select sequence from the drop down list.



Press ok and this will create a bin in the project panel.

Monitors

The source monitor is on the left and the program monitors is on the right.

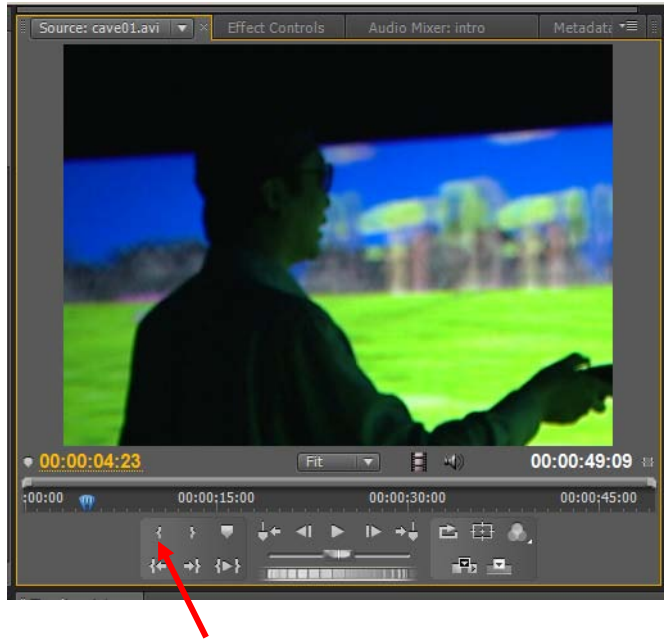


In the monitor window you can add and view video clips, audio, stills and sequences.

Drag your footage from the project window to the source monitor.

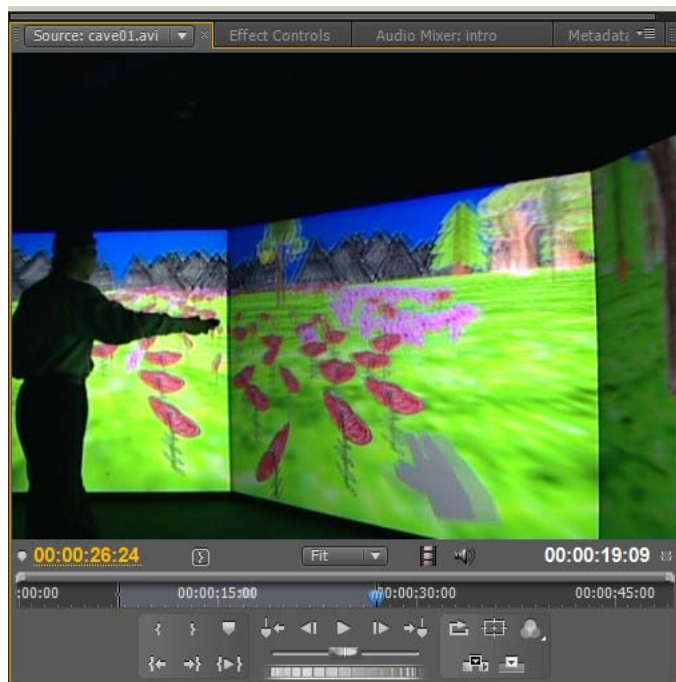
Time code and navigation

The time code to the left is the time of the current frame 4:23 (4 seconds and 23 frames) and to the right is the total duration of the clip. Two icons that you need to get familiar with are the **In Point** and **Out Point** see below.



Editing

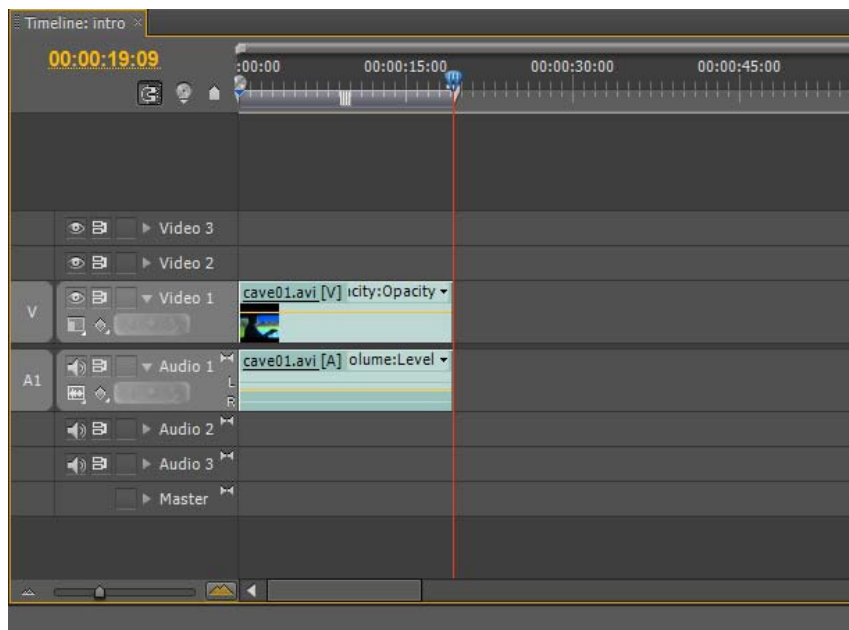
To edit select an in point (the start of your clip) and then select an out point, see below, the section selected is highlighted darker.



Notice the lighter grey section, this is the edited area and the duration of the clip is 19:09. Now press the insert icon or drag the clip from the monitor to the timeline. This will insert the clip into the timeline and the current time indicator (CTI).



Editing will be discussed in more detail in a later tutorial.

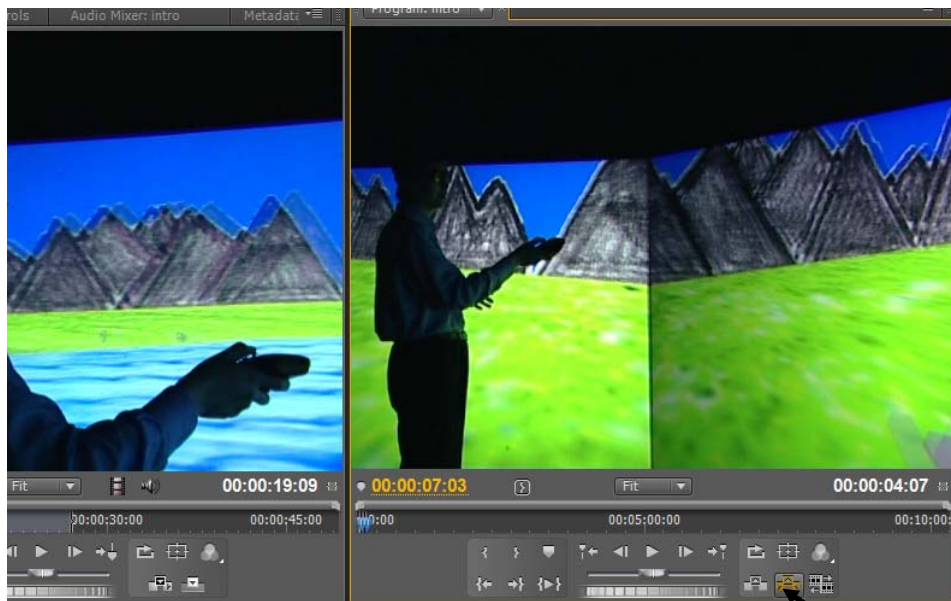


Program monitor

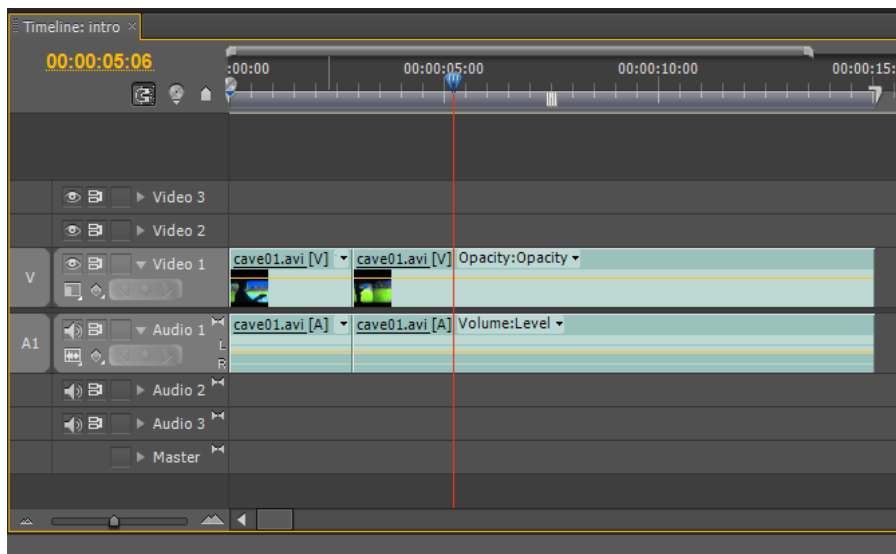
The main difference is that the program monitor refers to the sequence and not individual items.

In the program monitor you can view the video and select and In point and Out point to delete material from the video.

Select a in and out point using in the monitor view. Once you have selected the two points **press the extract option**

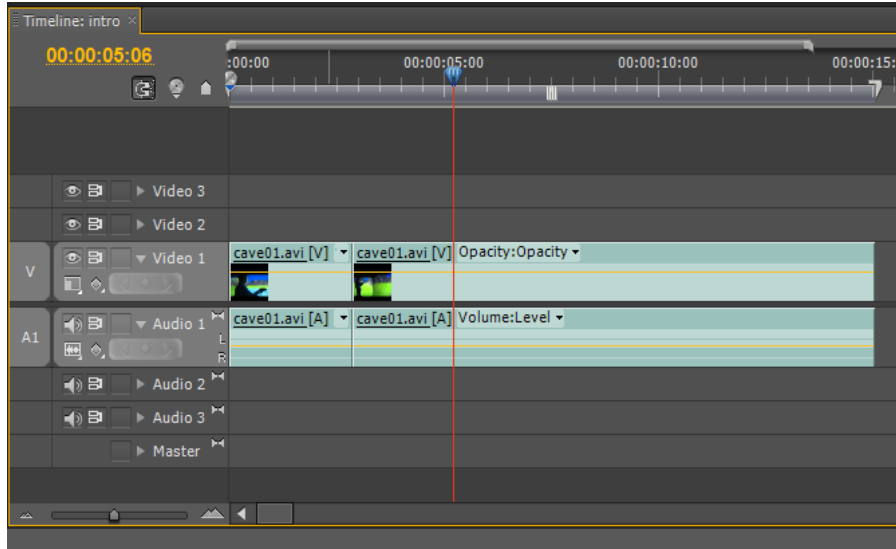


Notice how it splits the content on the timeline so you now have two pieces of footage.



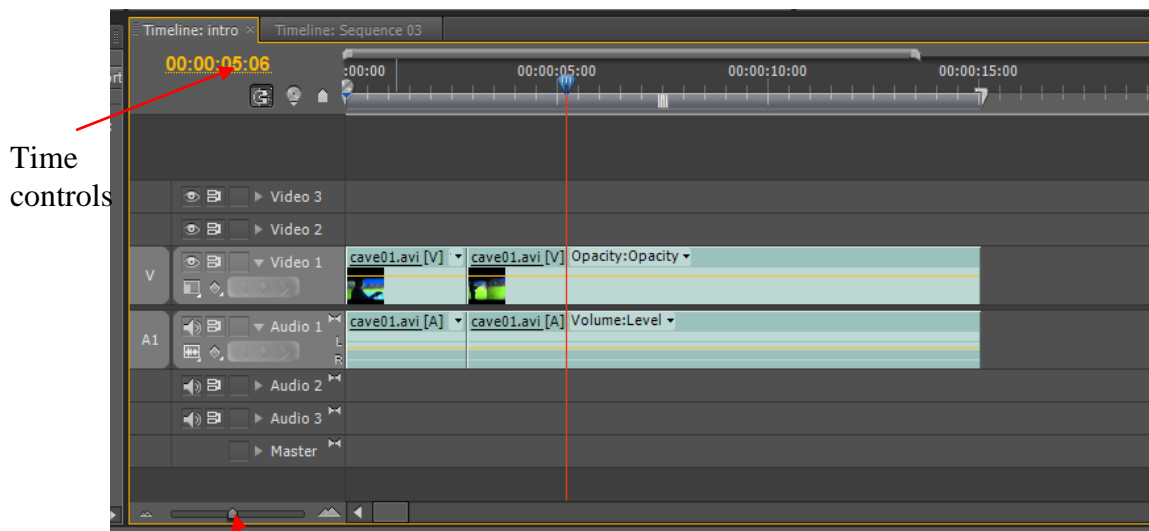
The timeline

Premiere is timeline based and most of the editing and effects etc are created on the timeline.



You can now have multiple sequences of video in premiere pro. To create a new sequence **select file / new sequence** and press ok.

You will now have two tabs on the timeline intro and sequence 03 (you will probably have 02) clicking on the tab will open the sequence.



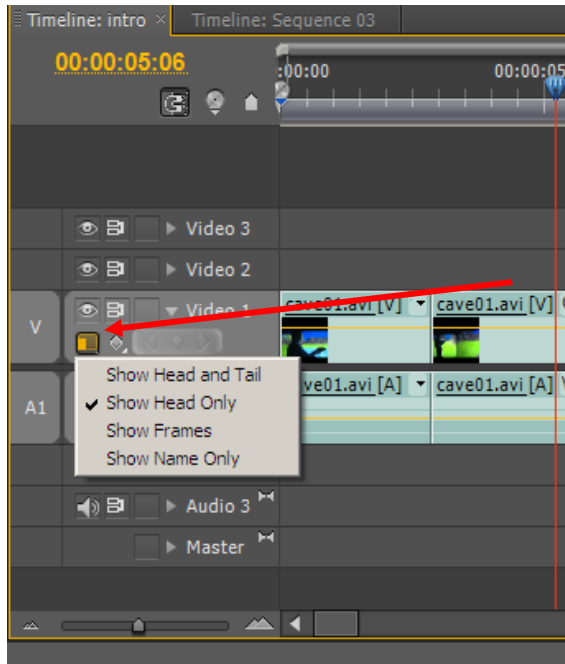
Time controls indicate the position in the timeline, underneath this there is a snapping button when this is on when you assign a clip to the timeline it will snap to the end of the next clip, try this.

Select sequence 03, drag a piece of video footage to the source monitor window and edit it using the in point and out point and drag it to the timeline video channel 1.

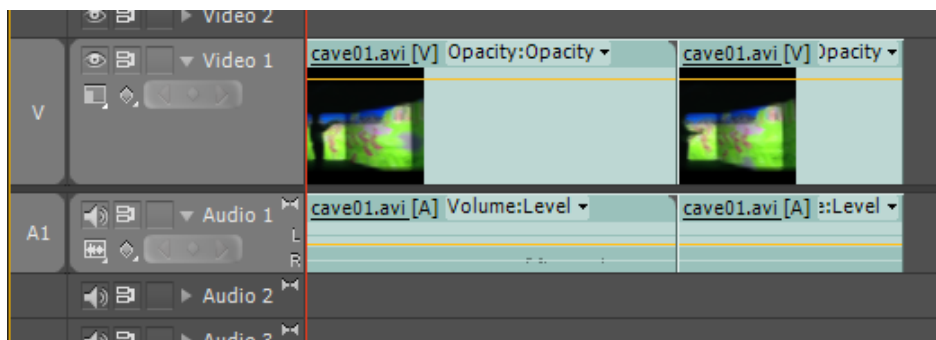
Now select the **snapping button** and drag and drop another clip to the timeline and notice how it snaps in place at the end of the clip. **Note** you have to be close to the clip for it to snap if there is a large gap it will not snap in place.

Setting the display style

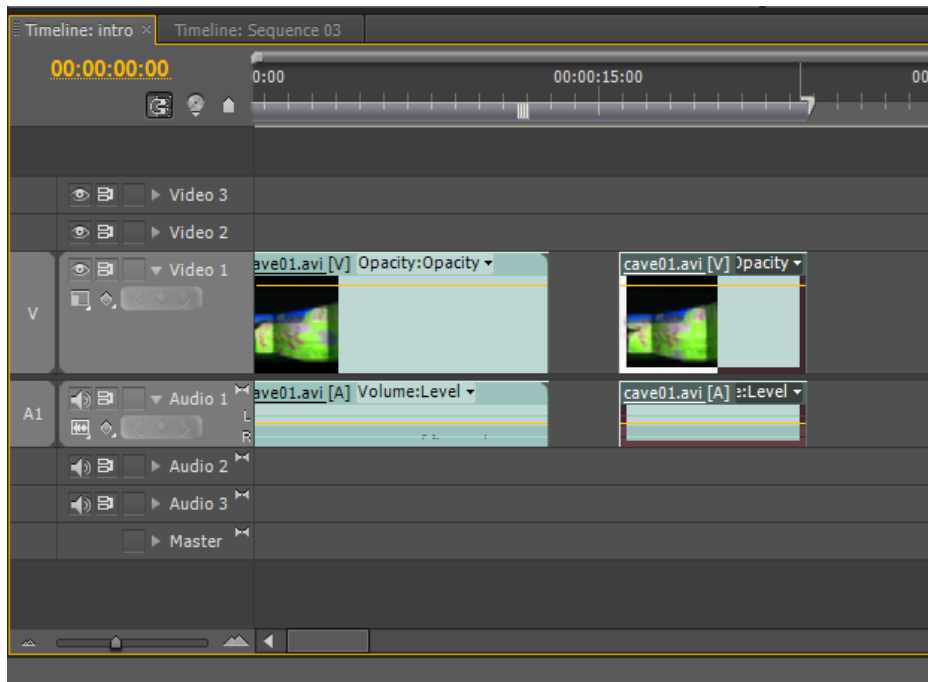
A useful feature is the ability to set the display style to give you an indication of the content of the clip. I tend to use show and tail through personal preference, but I also find show frame useful for fine editing.



Media boundaries



Notice the little grey mark in the top right of the first clip this indicates it is a media boundary. You cannot drag the clip to expand it on the timeline because no other media exist. In the source window edit a clip and just select the beginning few seconds then drag it to the timeline.



Try and drag the left hand side of the image a little red [appears to indicate the drag, however you can drag the right part of the clip.