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Getting Started

Starting a new project

- The dialog box asks a lot of questions
- You can change ALL these settings after you've created the project
- File > Project Settings to get back to these settings at any time
- Best to set scratch disks/auto save at the start of the project

What is a renderer?

- The renderer plays video and generates previews
- What is the Mercury Engine Playback?
 - 64 bit
 - Multi-threading
 - GPU rendering
- What is CUDA, OpenCL or Software Only?
 - CUDA = Nvidia graphics cards only (fastest)
 - OpenCL = Other supported graphics cards (good)
 - Software Only = CPU only (slowest)

Keyboard Shortcuts

- Premiere Pro > Keyboard Shortcuts
- The shortcut for shortcuts (Option + Cmd+K)
- Can set to Final Cut 7 or Avid Media Composer shortcuts
- Custom shortcuts
 - Make sure you save them when you change them
- Copy to clipboard

The Interface

- Common editing panels
 - Shift 1-4 to move between these
- Step through multiple source (Shift+2)
- To step through multiple timelines (Shift+3)
- Other panel shortcuts - Window menu (next to name)

- Open **0101_GettingStarted**

Panels

- Adjusting Panels
 - Resizing
 - Dragging
 - Floating (Cmd+drag)
 - Stacking - solo mode
- Full screen panel - the magic key!
 - ` (accent grave or tilda)
- Full screen picture
 - Ctrl + `

Preview Area - Hidden Feature!

- Project Panel > panel menu > Preview Area
- See poster frames and important media information for selected clip
- Show video and audio usage
 - Click inverted triangle to open in sequence

Icon View

- Click at the bottom left of your project panel
 - Expand size with slider
 - Hover scrub
 - Sort by fields
 - Create your own User Order by dragging
 - Use JKL for playback or mark in and out points (I/O)
- Best of both worlds
 - List view with thumbnails turned on
 - Project Panel > panel menu > Thumbnails

Metadata

- Need to be in list view to see metadata
- Move columns by dragging them
- Project Panel > panel menu > Metadata Display

- Search for Codec
- Search for Video usage/Audio Usage

Workspaces

- Select workspaces from Window > Workspace
- Reset current workspace if you mess things up
- Save your own workspaces

Preferences

- File > Project Settings > consistent names
- Go to Premiere Pro > Preferences
- General
 - Default transition length
 - Set focus to timeline after insert/overwrite edits
 - Snapping to timeline
 - Opening bins default behavior
- Autosave
 - Set save number and increments

Media Cache

- Media Cache
 - Where Premiere stores waveforms and other support files for playback
- Where to store your cache files?
 - A fast drive
 - Preferably not the same drive your application is on
 - In a team environment, ideally a network drive
 - Clean every 2-3 weeks to keep size down, or when troubleshooting playback/rendering issues in Premiere

Importing Media

- Methods
 - File > Import (Cmd I)
 - Double-click blank space in the Project Panel
 - Drag and drop from Finder
- The Media Browser (a smarter way to import)
 - Best for raw media, camera cards & spanned clips
- Click Media Browser > panel menu > Edit columns for more metadata
- Preview in source monitor

- Import **Assets/P2 Media**

Importing Audio

- A little different in Premiere than other NLEs
- Best to set up everything correctly BEFORE you start editing
- A few definitions
 - Audio channel - an individual audio stream (mono, left, mic 3, etc.)
 - Audio clip - contains audio channels
 - Audio track - contains audio clips
- In Avid and FCP7, media can have multiple audio clips but each clip contains 1 audio channel
- In Premiere, media can have multiple audio clips but each clip can also contain multiple channels
 - This saves on screen real estate and manual panning
 - More versatile control over channel mixing
- Audio clip types
 - Mono - 1 channel
 - Stereo - 2 channel
 - 5.1 - 6 channels
 - Adaptive - many channels, adjustable as you edit

- Open **01_Audio**

- Import **05_That Summer.mp3**

Adjusting Audio Channels

- Clip > Modify > Audio Channels (Shift + G)
 - Change channel and number of clips
- Can't change the number of channels once it hits the timeline
- Set it and forget it
 - Premiere Pro > Preferences > Audio
 - Set all default tracks to mono

- Import **Mid John - 00028.mp4**

Raw Files

- Premiere can handle most raw formats natively
 - No need to wait for transcodes
- Best to ingest through the Media Browser
- Use playback resolution to play files that are 2K+
- Effect Panel > Source Settings to adjust raw settings

• Import **Red Video.r3d**

Other Files

- Combine separate video and audio files
 - Clip > Merge clip
- Still images
 - Best file types for stills - jpeg, tif, png or psd
 - psd is the best, supports layers & alpha channels
- Importing vector images (ai and eps)
 - Does not support vector scaling
- Adjust clip interpretation
 - Clip > Modify
 - Frame rate, aspect ratio, field order, alpha channel
- Do I need to transcode?
 - No, you can mix codecs and frame rates on the same timeline
- Importing sequences from other NLEs
 - Can import FCP7 XML, AAFs and EDLs
 - Common issues importing these formats include titles, mattes, motion effects, other effects, speed ramps
- What about syncing a file with a script?
 - You need to do this with Premiere Pro CC or earlier
 - View the script in the Metadata panel

• Merge **Sync_Video.mov**

• Import **Theft_Unexpected_Layered.psd**

• Scale **Brightlove_film_logo.ai**

• Open **NFCC_PSA.mov**

Sequences

- How to create a sequence
 - File > New Sequence
 - New Item button (bottom right of project panel) > Sequence
 - Ignore the presets, no one uses them
 - Drag and drop media onto the New Item button
 - Drag **NFCC_PSA.mov** onto a new sequence
- What is an editing mode?
 - It does not refer to a specific codec
 - It constrains your choices to match an export format
- All sequence settings can be changed afterwards, except for one (audio master channels)
- What is a preview codec?
 - Unlike FCP, Premiere forgets previews on export unless you specify otherwise in your export settings
 - A lot of clips and effects will playback in Premiere without needing to be rendered
- Selecting a preview codec
 - Default codec is fine (I-Frame Mpeg), but not highest quality
 - To change the codec, make sure you set to File Format to custom

Maximum Bit Depth and Maximum Rendering Quality

- What is Maximum Bit Depth?
 - Render your effects at 32-bit color depth (very high)
 - It does not change the bit depth of your sequence
 - Use this for color correcting, blending images, high bit depth source files
- What is Maximum Render Quality
 - Improves the quality of anything that is scaled or animated inside of Premiere
- These 2 settings are only used on previews, do not affect exports
- These 2 settings are on by default if you're using GPU acceleration, unless you're using an effect that isn't supported by GPU

Linear Color

- What is Linear Color?
 - In addition to Maximum Render Quality, this affects how images are blended, dissolved and color corrected
 - This setting will also affect exports regardless of your settings in export

Track settings

- You can add/delete tracks after you have created your sequence
- Track types
 - Mono tracks
 - accepts both mono and stereo clips
 - Will only output channel 1 of stereo clips
 - Standard tracks - accepts both mono and stereo clips (my preference)
 - 5.1 tracks - only accepts 5.1 audio
 - Adaptive tracks - accept stereo, mono and other adaptive clips
 - Used for more complex track mapping in multichannel workflows

Audio Master Channels

- This setting determines the output audio channels for your sequence
 - Mono
 - Stereo
 - 5.1
 - Multichannel (up to 32 channels)
- The one sequence setting that cannot be changed

Project Organization

Finding Media

- How to find things in the Project Panel
 - The magnifying glass in the Project Panel to search all metadata
 - Edit > Find to search specific criteria
- How to find things in the Timeline
 - Edit > Find
 - Find All will highlight all clips at once
- Search bins
 - File > New > Search Bin
 - Create bins based on search criteria
 - Automatically updated

- Search **John** in project
- Open **0301_Organization** sequence

Logging & Marking Footage

- In and Out shortcuts
 - Marking (I and O)
 - Jump to In or Out Point (Shift+I/O)
 - Clear in and outs (Option+X)
- Make subclips
 - Cmd+U
- Markers
 - Add a marker (M)
 - Add a marker with text (M twice)
 - Go to next marker (Shift+M)
 - Go to previous Marker (Cmd+Shift+M)
 - Extend marker beyond 1 frame (click+Option) and drag handles

Important!

- Anything that exists in a sequence **MUST** also exist in the Project Panel
 - You will get a warning before Premiere deletes anything

Multiple Projects

- Can you open more than 1 project at a time?
 - File > Import
 - You can import an entire project or selected sequences
 - Media Browser
 - You can import sequences as well as assets
 - You can load sequences in the source monitor and the timeline
 - You can copy/insert/drag sections of a sequence
- The only thing you can't do is edit other projects

- Import **Other/Import.prproj** in project

The Timeline

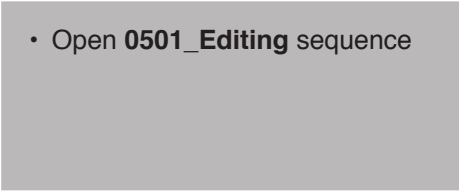
Navigating in the Timeline

- Zoom horizontally
 - Zoom in and out (+ and -)
 - Zoom to sequence (\)
 - Drag slider at the bottom of the timeline
- Zoom vertically
 - Expand all tracks (Shift +/-)
 - Expand all video tracks (Cmd +/-)
 - Expand all audio tracks (Option +/-)
 - Drag sliders to the right of the timeline
 - Adjust individual track heights - drag line between each track
 - Adjust video/audio middle - drag line in between video/audio to adjust middle
- Adding/deleting tracks
 - Sequence > add/delete tracks
 - Right-click to the right of track name > add/delete track
- Show waveforms
 - Timeline Panel > Wrench Icon > Show Audio Waveform
- Playback resolution
 - Next to Timeline Monitor Wrench Icon
- Moving between edits
 - Up/down arrows
 - Cmd up/down to select clip
 - Sequence > selection follows playhead
- Snapping
 - Shortcut is S to toggle on or off
- Linking
 - Link/unlink media (Cmd+L)
 - Temporarily unlink media (Option+select)
 - Toggle linked selection for entire timeline (click the linked selection button under the timecode in the Timeline panel).
- Overlays/Title Safe
 - Timeline Monitor > Wrench > Safe Margins
 - Timeline Monitor > Wrench > Overlays/Overlay settings

- Open 0401_Timeline sequence

Editing

- Playing clips
 - JKL (of course)
 - Smaller speed increments (Shift+JKL)
- Add to timeline
 - Drag directly from Project panel to Timeline
 - Load in Source Monitor
 - Drag to Timeline
 - Drag to Timeline monitor
 - Drag audio/video only using icons above the Source monitor controls
 - The audio icon can also be used to show the waveform
 - Insert/overwrite buttons (, & .)
- Track patching in the Timeline
 - The box to the left patches media loaded in the Source panel to tracks in the timeline
 - The box to the right is for selecting tracks in the timeline
 - These two boxes are not related and do not communicate to each other
- Fit to fill
 - Create a 4-point edit (in/out in Source and in/out in Timeline) to open the Fit to Fill dialog
- Deleting
 - Delete a clip (Delete)
 - Delete a clip and remove the gap (Option+Delete)
- Razor tool
 - Shortcut (C)
 - Cut through selected tracks (Cmd+K)
 - Cut through all tracks (Shift+Cmd+K)
- Show Through Edits
 - Timeline > Wrench > Show Through Edits
- Quick way to trim clips in the timeline
 - Q and W



• Open **0501_Editing** sequence

The Tool Palette

- Select forward (A)
 - Hold down shift to select one track
 - Select backwards (Shift+A)
- Ripple (B)
 - Waste of a shortcut
 - Use Cmd while dragging the edit point instead
- Rolling edits (N)
 - Or use Option+Left/Right
- Slip tool (Y)
 - Or use Option+Cmd+Left/Right
 - Add Shift to jump 5 frames
- Moving clips
 - Move up/down tracks (Option+Up/Down)
 - Move across time (Cmd+Left/Right)
 - Ripple move clips (Cmd+Drag)
- Duplicating
 - Edit > Copy/Paste
 - Option+Drag

Retiming Clips

- Rate stretch tool (R)
- Drag edit points to adjust speed Clip Speed Dialog (Cmd+R)
 - Enter duration or speed
 - Reverse speed
 - Frame sampling vs Optical Flow

- Open **0502_Speed** sequence

Freeze frame

- Clip > Video Options > Hold frame
- Clip > Video Options > Insert Frame Hold segment

- Open **0503_Freeze** sequence

Match frame

- Match frame (F)
- Reverse match frame (Shift+R)
- Right-click > Reveal in project

- Open **0501_Editing** sequence

Replace Clips

- Option+drag from Project Panel
 - Edit point will become first frame of new clip
- Shift+Option+drag from Project Panel
 - Edit point will be relative to new clip
- In timeline
 - Right-click > Replace with Clip > From Bin
 - Right-click > Replace with Clip > From Source Monitor
 - Right-click > Replace with Clip > From Source Monitor, Match Frame

- Open **0504_Replace** sequence

Pancake editing

- Load selects sequence in Source Monitor by Cmd+clicking in the Project Panel
- Source Monitor > Wrench > Open Sequence in Timeline
- Drag your editing sequence below this timeline to create two stacked timelines
- Make sure Insert/Overwrite Nests is turned off (under timecode in Timeline)
- Drag directly from selects sequence to editing sequence, copy/paste or insert/overwrite

- Open **0505_Selects** sequence

Transitions

Adding Transitions

- All transitions are stored in the Effects Panel (Shift+7)
 - Drag to edit point
- Add default transition
 - Select edit point
 - Add video transition (Shift+D)
 - Add audio transition (Shift+Cmd+D)
 - Add both video and audio transition (Cmd+D)

- Open 0601_Transitions sequence

Adjust transitions

- In the timeline
 - Drag the handles to adjust both sides equally
 - Hold shift to adjust one side
 - Double-click to enter a duration
- In the Effect Controls Panel
 - Select the transition in the timeline
 - Enter the duration
 - Adjust the alignment
 - Manually move the transition icon for custom position

Setting default transitions

- In the Effect Panel, right-click the transition you want to be the default
- Select Set as Default Transition

Audio transitions types

- Constant Gain (fades audio at a constant rate, not very natural)
- Constant Power (smooth fade, good for crossfading)
- Exponential Fade (even smoother fade, good for fading up from silence)

Saving Transition Presets

- The only transition you can save as a preset is Cross Dissolve
- Select in Timeline
- Effect Controls Panel > panel menu > Save Preset
- Preset is saved to Effects Panel > Presets

Morph Cut

- Morph cut will attempt to smooth out jump cuts in your footage
 - It is located in the transitions bin in the Effects panel, just drag it onto an edit point
 - Let it analyze and then you'll need to render the transition for real-time playback
 - It works best with interviews subjects on locked-down shots with minimal movement in the background

Audio

Audio Time Units

- Cut audio more finely using audio units rather than video frames
 - Timeline > panel menu > Audio Time Units
 - When you're editing audio linked to video with Audio Time Units on, everything will cut to frames unless you select the clips individually or unlink them

• Open **0701_AudioTimeUnits** sequence

Soloing and Muting

- Solo and mute tracks
 - In the timeline, to the right of the track name

• Open **0702_Levels** sequence

Adjust Clip Gain (input volume)

- In the Project Panel or Timeline
 - Shortcut is G
 - Set gain
 - Normalize multiple clips individually (All Peaks)
 - Normalize multiple clips relatively (Max Peak)
 - Gain adjustments over 6 decibels will not translate correctly in OMFs

Adjust Volume in the Timeline

- Same shortcuts as FCP (brackets)
 - Timeline > Wrench > Show Audio Keyframes
 - Adjusting overall volume of a clip
 - Use cursor to drag volume up or down
 - Use brackets ([and])
 - Keyframing volume of a clip
 - Use pen tool (P) to add keyframes or Cmd+click with select tool (V)
 - Right-click keyframes to adjust the rate of change to something smoother (ease in, bezier, etc.)

Adjust Volume with the Audio Clip Mixer

- Window > Audio Clip Mixer (Shift+9)
- Use this to
 - Adjust media in the Source Monitor before adding it to the timeline (overall level only)
 - Adjust individual clips in the timeline (turn on write keyframes to adjust over time)
 - To reduce the number of keyframes adding when adjusting levels in real-time, go to Preferences > Audio > Linear Keyframe thinning

Adjust Volume in the Effect Controls Panel

- Effect Controls Panel
 - Enter volume or increment with arrow keys
 - Add keyframes by clicking the stopwatch icon next to Level

Using the audio track mixer

- Adjust volume for an entire track (Shift+6)
- Add track keyframes
 - Expand the track till you see the Show Keyframes icon
 - Click the Show Keyframes icon and select Track Keyframes
- Add effects to a track
 - Click Show/Hide effects triangle at the top left of the Track Mixer panel
 - Add effect by clicking the small triangle icon to the right of the track effect slot

Adding Audio Effects

- Audio EQ
 - Good for enhancing voices or eliminating hum
- Dynamics (Compression)
 - Good for leveling out voices
- Loudness radar
 - Best added as an effect to the Master track
 - Right-click the effect and select Post Fader to ensure it is measuring the loudness after any volume changes
 - Double-click the effect name to open it's dialog box
 - Set radar speed (the duration of the sequence)
 - Use the Peak Indicator at the top right of dialog to monitor True Peak
 - It measures loudness in real-time, but you can get the same results at 4x or 8x speed

Fixing noise in Audition

- Select a clip or sequence
 - Edit > Send to Audition
 - Check Send through Dynamic Link to avoid having to render out the video'
- In Audition
 - Open **0703_NoiseReduction** sequence
 - Select a sample of the noise that doesn't include dialogue and press Shift+P to capture Noise Print
 - Press Shift+Cmd+P to open the Noise Reduction dialog
 - Click Select Entire File
 - Drag the Noise Reduction slider till you're happy
 - Click Apply and Save the file

Editing Music with Remix

- In Audition
 - File > New > Multitrack Session
 - Add music to a track
 - Clip > Enable > Remix
 - When analyzing is finished, drag the Remix icon at the end of the clip (looks like a staircase) to the desired length

• Open **0704_Remix** sequence

Mapping Audio Channels

- Right-click a track in the timeline and select Track Output Channel Assignments
- Standard and Mono tracks are sent to channel pairs only
 - If you only want to send to one channel, use the Pan dial in the Track Mixer panel

• Open **0702_Levels** sequence

Multicamera Workflow

- In the project panel
 - Select all the video/audio you need for your multicamera edit
 - Select Clip > Create Multicamera Source Sequence
 - Sync using audio if all your camera angles have audio but no common timecode
 - Move source clips to Processed Clips bin is good practice in case one of the angles doesn't sync
 - Audio Sequence Settings
 - Camera 1 = audio will come from first camera selected, or audio only file
 - All Cameras = audio will come from all cameras (not a mixdown - each clip will be editable)
 - Switch Audio = audio will come from the active angle during editing
- In the Timeline Monitor, click Wrench > Multi-Camera
 - Use 1-9 to toggle angles, or select in Timeline Monitor
 - Cmd+click to change angles and add an edit point
- To flatten your multicamera edit (e.g. for sending to another program), right-click clips and select Multicamera > Flatten
 - You cannot undo this (outside of your standard undo limits), so be sure to make a back-up of your original sequence

Effects

Scaling

- Scale to Frame Size
 - This will resample your clips to fit any sequence
 - Do not use this option if you want to scale up your clips more
- Set to Frame Size
 - This will actually scale your clips to fit you current sequence using the Motion effect
 - Use this option if you want to scale up your clips more

• Open **0801_IntrinsicEffects** sequence

Intrinsic Effects

- These are effects that feature on every video clip, including motion, opacity, Time Remapping
- Adjusted in Effect Controls Panel
 - Use up/down keys to adjust values
 - Also click+drag mouse over value
 - Add Cmd (smaller increments) or Shift (larger increments)
 - Click stopwatch icon to add keyframes/delete all keyframes

Adjust Motion in Timeline Monitor

- Double-click for handles
 - You may need to change the zoom level to be able to see these
- If there are multiple layers stacked in the timeline
 - Click effect control box (next to Motion name in Effect Controls Panel)

Time remapping

- In the timeline
 - Expand your video track as high as possible
 - Right-click the fx badge at the head of the clip and select Time Remapping > Speed
 - A white line will appear in the center of the clip
 - Hold down Cmd and click where you want to add your keyframe
 - The clip is now broken into two speed segments
 - With the selection tool, drag with white line up or down either side of the keyframe to adjust speed
 - Drag keyframe handles to adjust speed transition

• Open **0802_TimeRemap** sequence

The Effects Panel

- Use the magnifying glass to search for effects
- Use the Effect Type buttons (next to the magnifying glass) to filter specific effects, including:
 - Accelerated effects (uses GPU for fast playback and rendering)
 - 32 bit color (uses the highest possible colorspace for color work)
 - YUV color (processes color in YUV, good for exposure and color adjustments)

Popular effects

- Crop and drop shadow are not intrinsic effects - search for these in the Effects panel
- Warp Stabilizer
 - Too many instances of this effect in one project can significantly increase project file size
- Ultra Key for green screen work (similar to Keylight in After Effects)

• Open **0802_WarpStabilize** sequence

• Open **0804_GreenScreen** sequence

Copying/Pasting/Removing Effects

- Copy effect (Cmd+C)
- Paste attributes (Option+Cmd+V)
- Right-click clip > Remove effects

• Open **0805_AddRemoveEffects** sequence

Saving presets

- Select effect in Effect Controls Panel (Cmd+click to select multiple)
- Effect Controls Panel > panel menu > Save Preset
 - Scale = scale keyframes to length of clip the preset is applied to
 - Anchor In/Out = keep keyframes at exact duration, relative to beginning or end of the clip

Master effects

- Select a clip in the timeline
- In the Effect Controls Panel
 - At the top left of the panel, click the greyed out 'Master' version of the clip
 - Any effects will ripple through all instances in the project
- To turn off, select the clip in the project panel
 - Right-click > Disable masterclip effects

• Open **0806_MasterEffects** sequence

What do the FX Badges mean?

- grey/white = no effect
- yellow = intrinsic effects modified
- purple = other effects, no intrinsic effects modified
- green = other effects, intrinsic effects modified
- red = master effect

Working with nested footage

- From the timeline
 - Select clips, then Clip > Nest (doesn't include audio)
 - Select clips, then Sequence > Make Subsequence (drag new sequence from Project Panel)

• Open **0807_MultipleEffects** sequence

Adjustment layers

- Add effects to adjustment layers to be adjust to any clips below them

Transparent video

- Use Transparent Video layers to generating new items, such as Timecode and Grids

Masking

- Every effect can have multiple masks added

- Open **0808_Masking** sequence

- Use the Track forward/backwards buttons to analyze the movement in the image and track the mask accordingly

Color Correction

Scopes

- Window > Lumetri Scopes
 - Wrench to choose scopes

Lumetri Color Panel

- A panel dedicated to all your color needs
- Click to expand each section
- Add input LUTs
- Add your vignettes
- Assign a keyboard shortcut to toggle on/off to quickly check your progress
 - Keyboard Shortcuts > Bypass Lumetri Color Effects

• Open **0901_Lumetri** sequence

Other Common Color Effects

- Three-Way Color Corrector
- Fast Color Corrector
- Tint
- Color Balance (HLS)

Broadcast Legal/Safe

- Use the Video Limiter Effect to make video broadcast safe
- Add to an adjustment layer rather than each individual clip
- Recommend not using Smarter Limiter, can have weird results sometimes, especially with whites

• Open **0902_BroadcastSafe** sequence

Titles

Add Titles

- Title > New Title > Default Still

- Open **1001_Titles** sequence

Duplicate Titles - Very Important!

- If you want to create another title based on an existing one, **DO NOT** copy and paste in the timeline
 - This just creates a new instance of the same title, and any changes will be made to both titles
- The right way to do it
 - Option+drag to new location
 - This will create a new title in the Project Panel

Create Leaders, Color Bars and Mattes

- Project panel > New Item

Working with After Effects

- You can copy/paste clips between the two programs
- To import an After Effects Comp through Dynamic Link
 - File > Adobe Dynamic Link > Import After Effects Composition
 - Or use Media Browser
- To create a text template in After Effects
 - Composition > Composition Settings > Advanced tab
 - Check Template
 - All unlocked text layers will become editable in Premiere
- Right-click clip > Render and Replace to convert the linked clip to a more playback-friendly format
 - Right-click clip > Return to Unrendered to revert to the original dynamic link

Exporting

Match Sequence Settings

- Checking this option will use the preview codec of your sequence for export

Other Settings

- Use previews - check this to your sequence previews
- Effects > Image Overlay to add a watermark
- Effects > Timecode Overlay to add timecode

h.264 vs Quicktime h.264

- For h.264 encoding, I recommend using the h.264 format rather than Quicktime
- The result are much better, and exports much faster
- Extension will be mp4

Queue vs Export

- Export will export directly from Premiere, and lock you out of the program
- Queue will send to Adobe Media Encoder
 - Great option if you need to keep working in Premiere
 - Also uses more CPU for faster exports

Create watch list

- In the bottom right panel of Media Encoder
 - Add folders and formats
 - Whenever a file shows up in the directory, Media Encoder will automatically queue and render the file

Where To Next?

- Adobe Forums (<https://forums.adobe.com/community/premiere>)
- Moving to Adobe Premiere Pro (Facebook)
- PremierePro.net (sells a great book that is a deep dive into the program)
- Video Revealed (Youtube)
- premierebro.com (stay up to date with news, articles and tutorials)
- The Premiere Pro (my website)