Advanced Premiere Pro - Outline

1. Adjustment Layers
   a. Add clips “Checkout.MOV” and “Scanner.MOV” to the timeline
   b. Click the “New Item” button at the bottom of the project panel, and click “Adjustment Layer”
   c. Drag the Adjustment Layer item onto the timeline on the V2 video track. Extend it to cover the duration of the clips already in your timeline.
   d. Making changes to the adjustment layer will affect all clips underneath it in other video tracks.
2. Keyframes
   a. Method 1 - Effect Controls
      i. Click on a clip in the timeline (make sure it's highlighted in grey)
      ii. Open the Effect Controls
         1. Either in the source panel or Window > Effect Controls
      iii. By default, clips have Motion and Opacity and Time Remapping
      iv. Click the Opacity drop down
      v. The stopwatch icon indicates that the option can be keyframed
      vi. Enable the Opacity stopwatch icon
         1. A diamond should show up to the right (If not, click the diamond button situated between the two arrows)
      vii. On the right side of that panel, you have a playhead marker
         1. If you move the playhead marker over a keyframe marker (diamond icon), it will highlight blue, meaning you have selected it
      viii. With the first diamond selected, change the opacity to 0%
      ix. Now, move the playhead to the right a little bit, and click the diamond icon to add a new keyframe marker
      x. With this new marker selected, change the opacity to 100%
      xi. When you click play, the clip should now fade in
   b. Method 2 - Clip Keyframes
      i. Right-click on a clip in the timeline
      ii. At the bottom, choose Show Clip Keyframes, then Opacity
      iii. You will now have a line going across your clip in the timeline (much like the volume line on audio clips)
      iv. Click the diamond icon on the track to add a keyframe, then move your playhead and add another
v. Now drag the first keyframe down all the way to 0

vi. The clip should now fade in when you play it back

3. Green Screen
   a. Add “Green Screen.MOV” to the timeline on video track V2
   b. Go to Effect > Video Effects, and search for “Ultra Key”
   c. Drag the Ultra Key effect onto the clip in the timeline
   d. Open up Effect Controls
   e. Open the Ultra Key drop down
   f. Change Setting to Aggressive
   g. Use the eyedropper tool to select the green from the background
      i. If there’s a gradient due to lighting, try to select something in the middle-range of brightness
      ii. Here’s the exact color I chose:
   h. Before we get into any other settings, let’s quickly add a Color Matte to the timeline underneath the Green Screen clip
      i. Project Panel > New Item Button
      ii. Choose Color Matte, hit OK, then choose a color (Red might work best here)
      iii. Drag the new color matte onto the timeline in the V1 track, underneath the Green Screen Clip
   i. Go back to the Green Screen clip’s Effect Controls
   j. Use the Matte Generation settings to make adjustments
i. Shadow and Pedestal will be useful for getting rid of the darker part in the top right

k. You can also change the Output to Alpha in order to get a better view if needed

l. Add any other clip underneath green screen clip in the timeline, and now you’ll see me walk across the scene!

4. Animating Graphics
   a. Go to the Graphics workspace at the top
   b. Add a Basic Title to the timeline above one of the clips
   c. Go to Effects and add the Transform effect (in the Distort folder)
      i. Drag it onto the title in the timeline
   d. Go to the Effect Controls tab in the source panel window
   e. Open the Transform dropdown
      i. Set shutter angle to 180 (or just check Use Composition’s Shutter Angle)
         1. This makes animations looks less “unnatural” and will set the animations to mimic 30fps
      ii. Drag the playhead on the right to the beginning of the clip and toggle the stopwatch button next to Position
      iii. Now add a second keyframe a later on in the clip

iv. Use the arrows to make sure the first keyframe is selected
v. Now change the position values to move the text off the screen.
vi. When you play the clip back, you will see the text move into the screen.
vii. You can also right click your keyframes and choose "Ease In or Ease Out" to smooth the animation.

5. Using Keyframes with Audio
   a. Add the Fretless.mp3 audio clip into the timeline and trim it down to match the beginning and end of your video.
   b. On the timeline, we can edit the keyframes for Volume using the diamond icon just like before with the opacity on our video clip.
   c. Add two keyframes and set the first one to zero.
   d. When you hit play, the audio will fade in.
   e. There are also more options when you right click and choose Show Clip Keyframes.

6. Masking
   a. Add the "Pan.MOV" clip to the timeline on the V2 or V3 track.
   b. Move your playhead to the exact frame where we first see the next room show up past the wall. Make a cut at that point in time in your timeline.
c. Now open the Effect Controls, and make sure the second half of the clip is selected
d. Click the pen icon right underneath opacity. This will let us draw a mask.
e. Draw a mask around the sliver of the next room in the bottom right corner. (Do this by clicking point-to-point)

f. Now back in the Effect Controls panel, check the box that says Inverted, and toggle the stopwatch next to Mask Path, Mask Feather, Mask Opacity, and Mask Expansion

g. Now move forward one frame and adjust the mask to cover the new area
h. Keep doing this frame by frame for the whole scene

i. Once you're done, add the “Workstations.MOV” clip underneath the Pan clip.
j. Hit play to see what happens!

7. Extra Tools (On Separate Handout too)
a. Track Select Forward/Backward
i. Lets you select everything to the left or right of the chosen clip

b. Ripple Edit
   i. When you shorten a clip using ripple edit, all following clips shift in time to compensate for the edit, while remaining unchanged

c. Rolling Edit
   i. When you shorten a clip using the rolling edit, the adjacent clips will lengthen or shorten to compensate

d. Slip Tool
   i. Lets you change the in and out points of a clip, without changing its duration

e. Slide Tool
   i. Lets you move a clip while lengthening or shortening the adjacent clips to compensate
TOOLS

**Selection Tool**
The default tool. Lets you interact with items in the timeline.

**Track Select Forward Tool**
Selects a clip plus everything to the right of it.

**Track Select Backward Tool**
Selects a clip plus everything to the left of it.

**Ripple Edit Tool**
While you shorten a clip, all following clips shift in time to compensate for the edit without changing their duration.

**Rolling Edit Tool**
When you shorten a clip, the adjacent clips will lengthen or shorten to compensate.

**Razor Tool**
Cuts a clip at the selected point.

**Slip Tool**
Lets you change the in and out points of a clip, without changing its duration.

**Slide Tool**
Lets you move a clip while lengthening or shortening the adjacent clips to compensate.

**Hand Tool**
Used to navigate through the timeline without using the scrollbar.

For an in-depth look at how these tools work, visit: https://www.premiumbeat.com/blog/an-in-depth-look-at-the-adobe-premiere-pro-editing-tools/