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"

Project: Advanced Premiere Project \equiv						Media Browser		ibraries	Info	Effect >>
Ē	Adva	ance	d Pre	miere Project.prproj						
ρ					I	2			1	of 11 items selected
	Nam	ne				Frame Rate 🥆		Media Start		Media End
		Ì	Mu	sic						
			+++	Fretless.mp3		44100 Hz		00:00:00:000	0	00:05:36:19007
		-	Vid	eos						
			\$ 1	Adjustment Layer						
				Checkout.MOV		29.97 fps		00:00:00:00		00:01:19:29
				Entrance.MOV		29.97 fps		00:00:00:00		00:00:16:29
				Scanner.MOV		29.97 fps		00:00:00:00		00:00:08:26
				Workstations.MOV		29.97 fps		00:00:00:00		00:00:16:05
			Voi	ceover						
			•	DMC.wav		44100 Hz		00:00:00:000		00:00:47:16259
		÷	Ma	in Sequence		29.97 fps		00:00:00:00		00:00:08:11 /
	8		<u></u>	÷					م	

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.

× Main Sequence ≡ 00:00:22:15 ☆ ∩ ₽ ▼ ≺									0:06:00 00:00:08:00 00:00:10:00 00:00:1
	6		87	0					
	6		81	0				🕅 Adjustment Layer	
V1	6		81	0				K Checkout.MOV	😿 Scanner.MOV
	6	A1	8			Ŷ			
	6		8			Ŷ			
	6		81			Ŷ			
	6						H		

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
 - 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

Source: Main Sequence: Checkout.N	IOV: 00:00:00:00 Lun	netri Scopes	$\frac{\text{Effect Controls}}{} \equiv $	Audio Clip Mixer: Main Sequence	
Master * Checkout.MOV 🗸 Main S	Sequence * Checkout.MOV		▶ :00:00	00:00:00:15	00:00:1
Video Effects			Checkout.MO	V	
✓ f× □ Motion			শ		
Õ Position	960.0 540.0		শ		
> Ö Scale	100.0		শ		
			শ		
	🔽 Uniform Scale		শ		
> Ō Rotation	0.0		শ		
Ö Anchor Point	960.0 540.0		শ		
> Ö Anti-flicker Filter	0.00		হ		
✓ <i>f</i> × Opacity			হ		
$\bigcirc \square \not >$					
> 🙋 Opacity	100.0 %	∢ ⊘ ►	• •		
Blend Mode	Normal		ก		
> fx Time Remapping					

- 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

V3	81	o			
V2	81	o			
	81	o			fx Checkout.MOV
V1	Video	o 1			
			►		
A1	81	М			
A2	81	М			
A3	81	м			
Maste				H	

- 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

✓ fx Ultra Key		<u> </u>
$\bigcirc \square \not >$		a.
Output	Composite ~	হ
Setting	Custom ~	ন
Ö Key Color	— <i>0</i> *	ন
 Matte Generation 		
> Ō Transparency	40.0	হ
> Õ Highlight	10.0	হ
> Ö Shadow	49.1	হ
> Ö Tolerance	90.0	<u> </u>
✓ Õ Pedestal	99.5	<u> </u>
0.0		100.0 O
> Matte Cleanup		Ŭ
> Spill Suppression		
Color Correction		

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

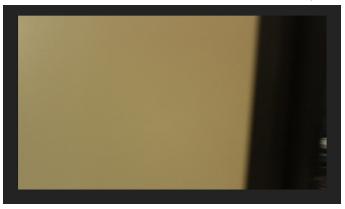
				-		
• fx	Time Remapping					
) O	□ □ ► Text (Digital Media Commons)				হ	
~ fx	II► Transform				<u>ন</u>	
	$\bigcirc \square \not\!\!>$					
	Ö Anchor Point	960.0	540.0		<u>v</u>	
>	Ö Position	960.0	540.0	∢ ◊ ►	ত 🕨	
	Ō	🔽 Unifo	rm Scale		บ	
>	Ö Scale	100.0			<u> </u>	
>					ก	
>	Ö Skew	0.0			บ	
	Ö Skew Axis	0.0			<u> </u>	
>	Ö Rotation	0.0			<u> </u>	
>	Ö Opacity	100.0			<u> </u>	
	Ö	Use C	omposition's Shutter Angle		শ	
~	Ö Shutter Angle	180.00			<u>ণ</u>	
0.	00			360.00)	
	Ö Sampling	-O Bilinear			ন	

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

	6		81	o			
	6		81	o			
			81	o			fx Checkout.MOV
	6		Video	o 1			
			81	м			1 to hearth subtrack a freezed while a build as
A1	6		Audio	o 1			
			٥.	◄			and the state of t
	6		81	м			
	6		81	м			
	6	Maste				H	
	10	Maste		0			

- 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.



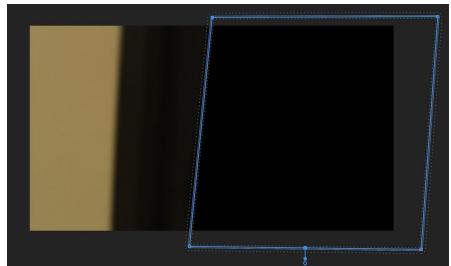
- c. Now open the Effect Controls, and make sure the second half of the clip is selected
- d. Click the pen icon right underneath opacity. This will let us draw a mask.
- e. Draw a mask around the sliver of the next room in the bottom right corner. (Do this by clicking point-to-point)



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

•			
~ fx Opacity		<u>n</u>	
$\bigcirc \square \not >$			
Mask (1)			
🙆 Mask Path	A ▲ ▶ IN 3,	4 o > • •	
> 🙋 Mask Feather	10.0	< ० ⊨ <u>२</u> ♦	
> 🙋 Mask Opacity	100.0 %	< ० ≻ <u>२</u> ♦	
> 🖄 Mask Expansion		< ० ≻ <u>२</u> ♦	
	🗹 Inverted	ন	

- 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.

E 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.

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