



# Premiere Pro: *The Basics*

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# INTRODUCTION

## Objective

Become familiar enough with Premiere to be able to:

- 1) create your own basic video project
- 2) independently learn advanced features

## Why Premiere?

- 1) Available on both Mac and PC
- 2) Integration with other Adobe programs



Adobe® Creative Cloud™

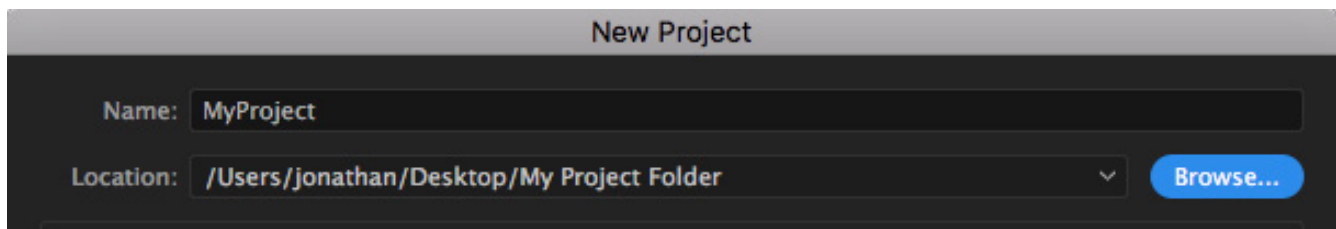
# SETTING UP A NEW PROJECT

## Stay Organized

Create a folder where you will keep your project and all associated files. Inside the main folder, have folders for audio, video, and whatever else. The key is to get organized from the very beginning. Your file structure should make sense to you and anyone else you may be working with.

## New Project

1. Open Premiere
2. Start a new project
3. Name the project at the top
4. Browse for the folder you created earlier
5. Click OK at the bottom

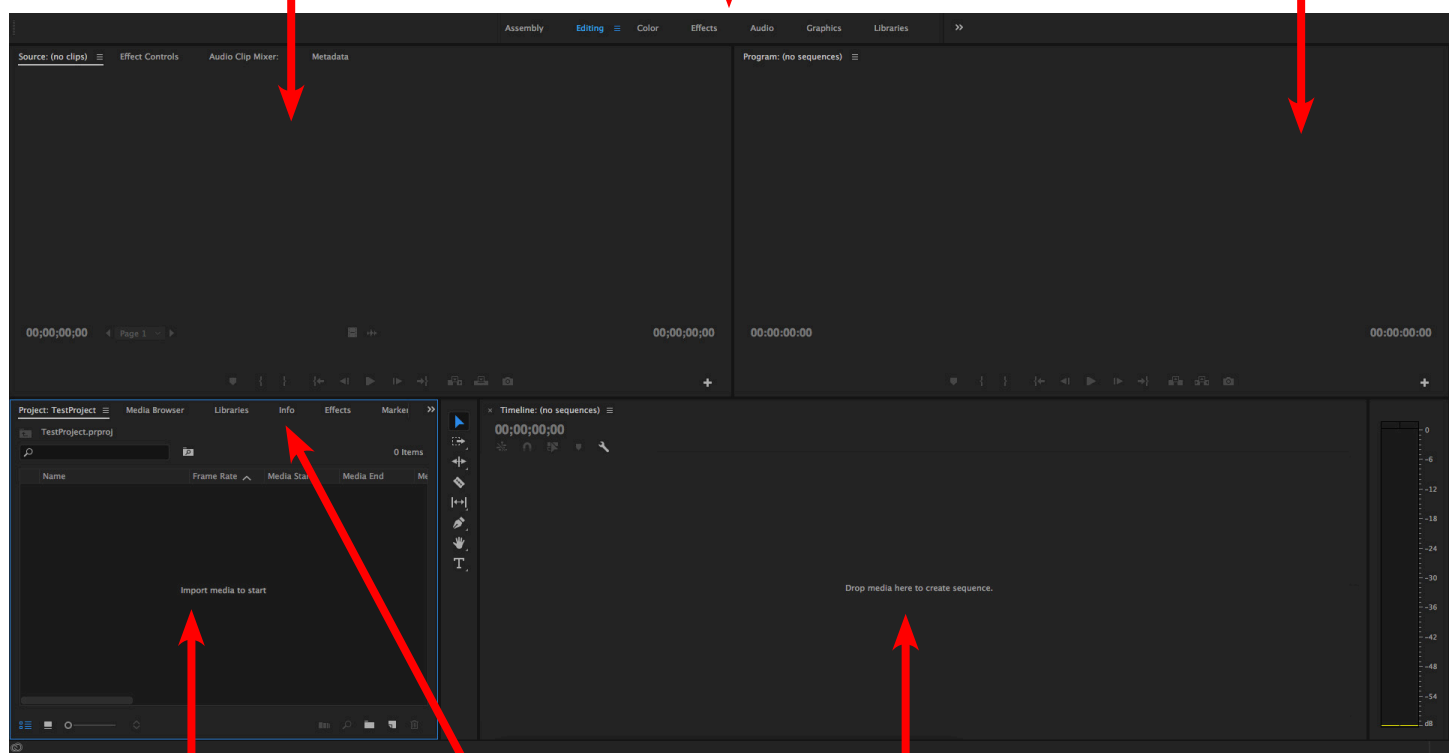


# USER INTERFACE

Source Monitor

Preset Workspaces

Project Monitor



Project Window

Timeline

NOTE: You can click on these tabs to switch between available windows. If you can't find a window you're looking for, use the Window menu at the top

# IMPORT FILES

Drag files into the **project panel** (or right click > import files).

Alternatively, you can use the **Media Browser** to locate your files (right click files to import).

You can use the **Bin** icon to create folders for organizing your files.

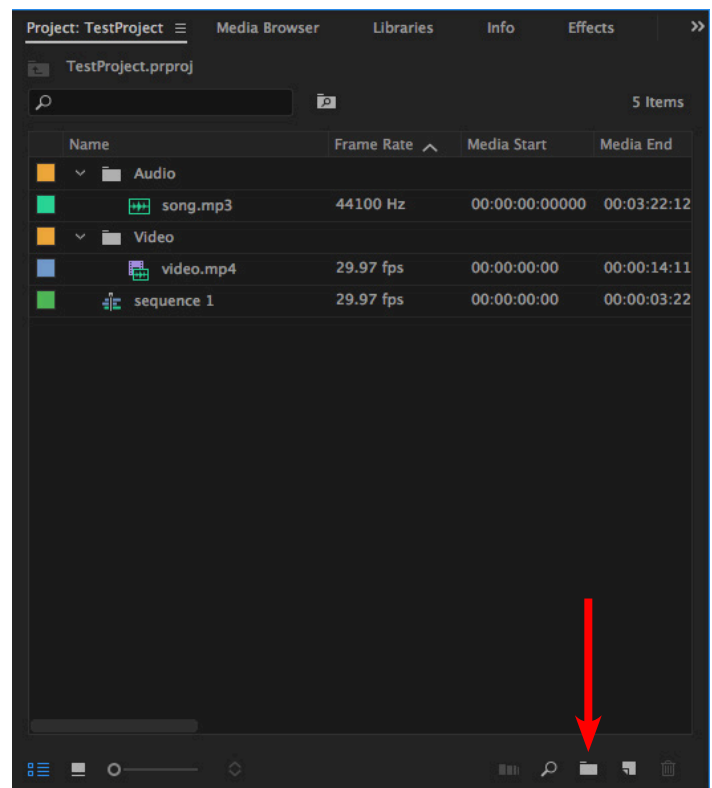
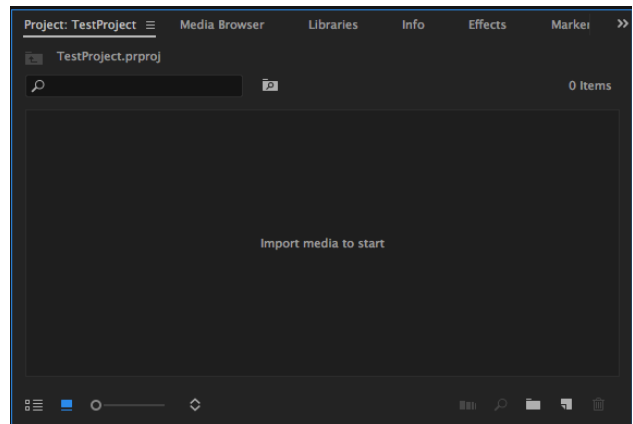
Audio icon : 

Video icon: 

Sequence icon: 

Keep in mind you can expand out the panel by dragging the edges.

You can also toggle full-screen view by pressing the ( ` ) key.



NOTE: Premiere does not automatically copy your files to the project location. See next page to see how to enable this!

# INGEST SETTINGS

Open the [Media Browser](#) panel. You can find the tab in the [Project window](#). Or go to [Window > Media Browser](#).

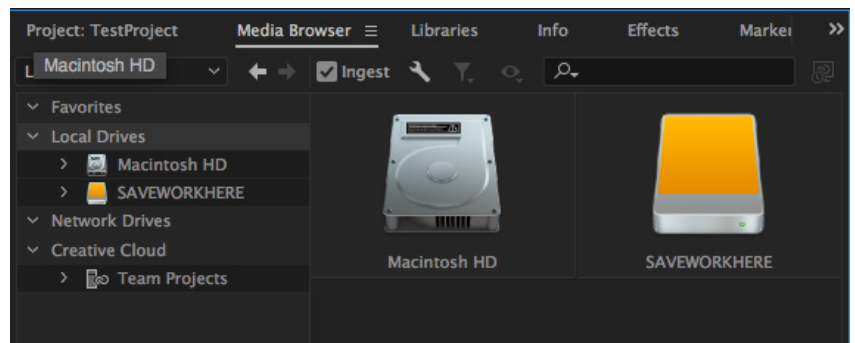
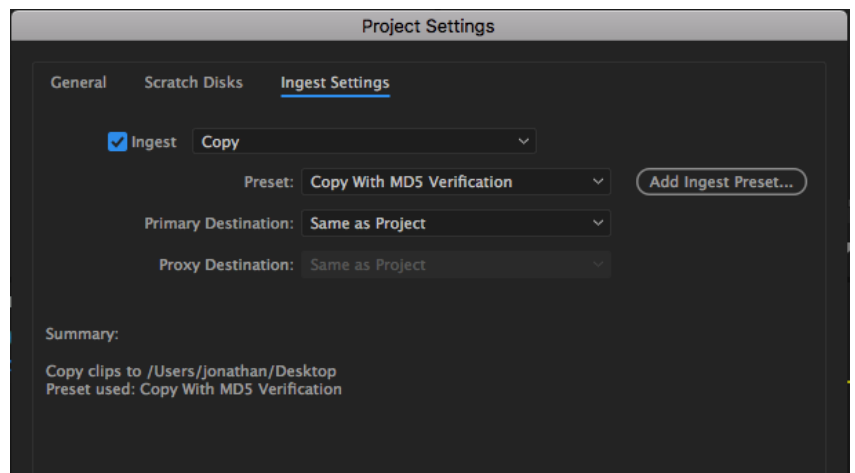
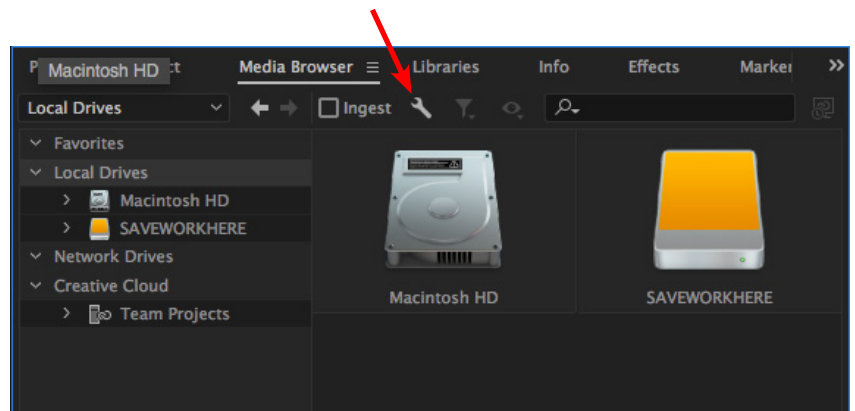
Click the wrench icon to open [Ingest Settings](#).

Check the box next to Ingest to enable.

Keep the Ingest mode on copy and the preset on "Copy with MD5 Verification."

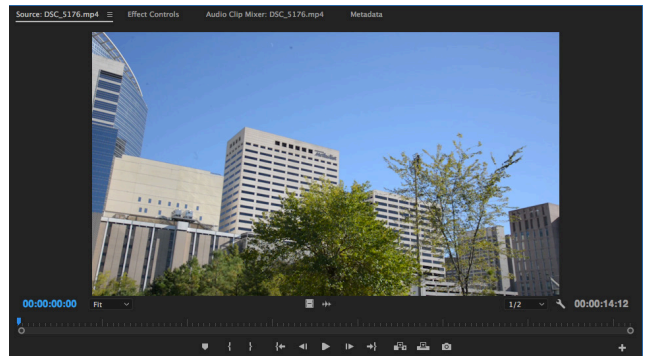
You can change the Primary Destination if you would like, but it's usually best to keep the files in the same place as the project. (Keep the originals elsewhere)

Click 'OK' to commit changes.

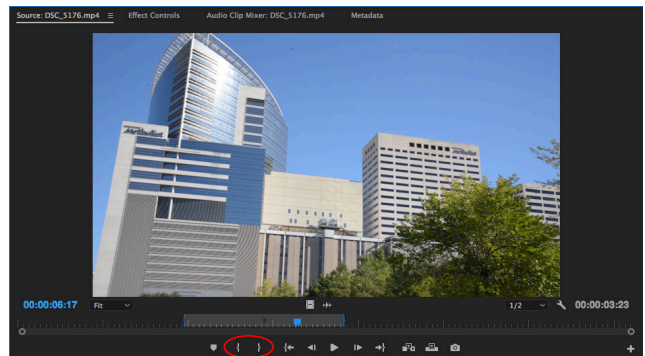


# SOURCE MONITOR

Double-click a file in your **project window** to review it in the **source monitor**.

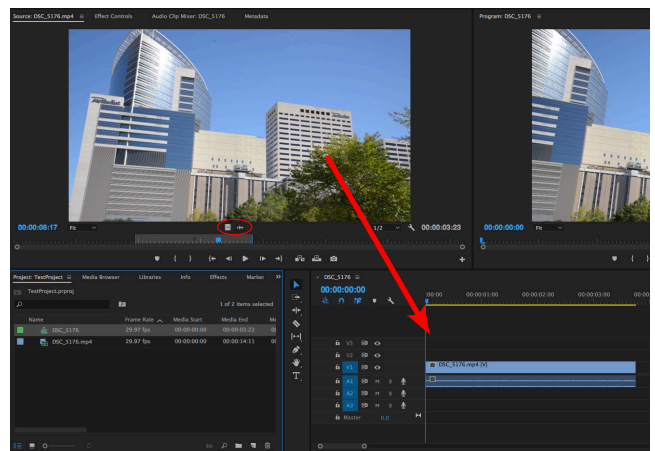


Designate "in" and "out" points using the buttons (or by using the hotkeys 'I' and 'O').



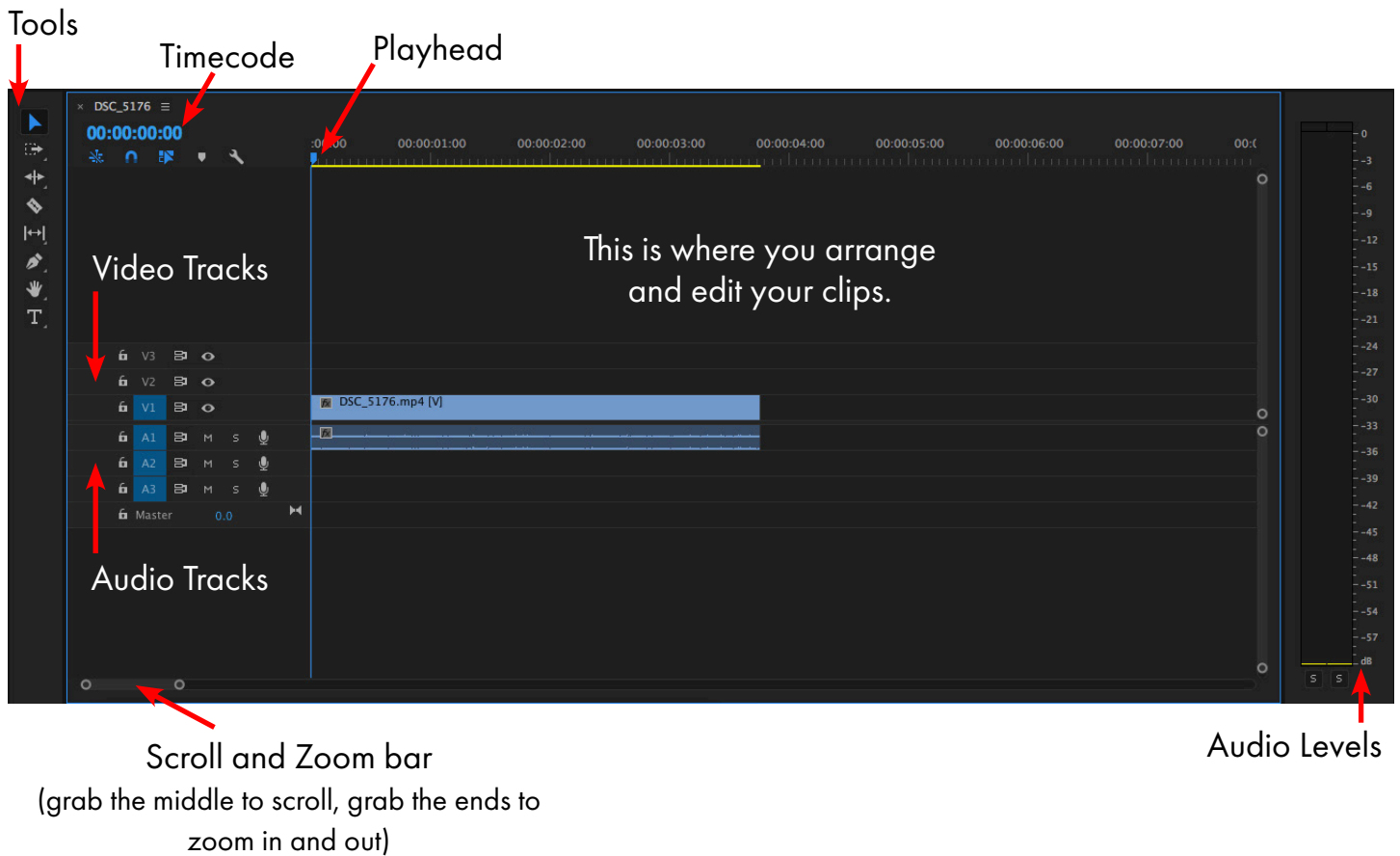
Drag clip from **source monitor** onto **timeline**. (The first time you do this will create your new timeline sequence).

You can also opt to drag only audio or video by dragging from the icons below the **source monitor** preview.





# TIMELINE



Keep in mind that the top-most video layers take priority when viewing your project. They will eclipse lower video layers.

# 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.

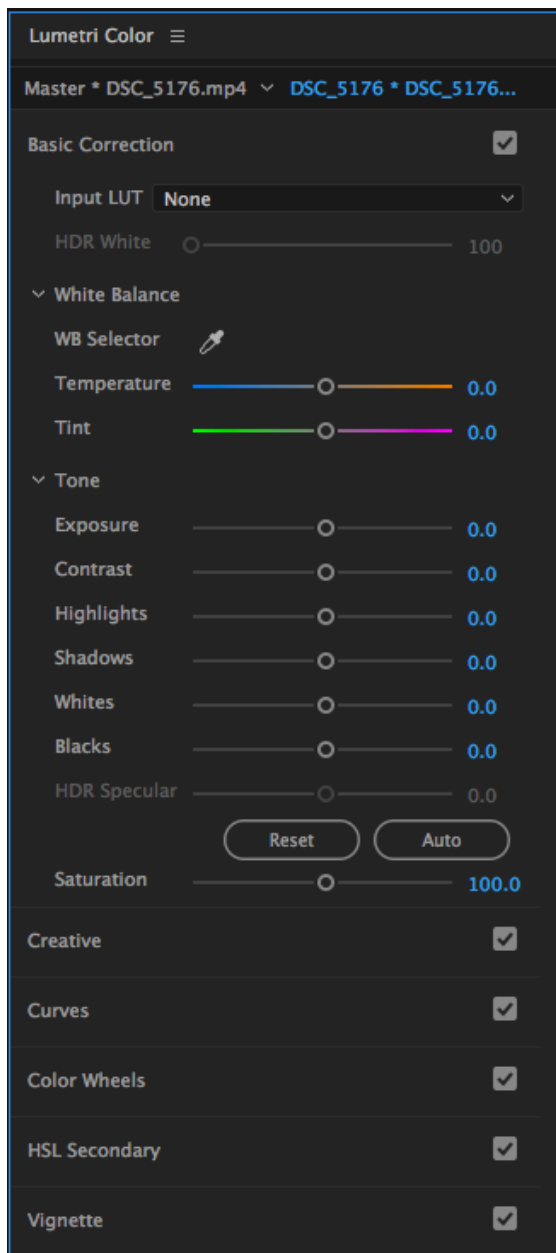
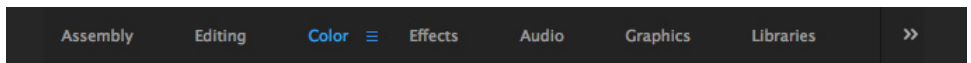
## Hand Tool

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/>

# LUMETRI COLOR

Choose the Color workspace  
at the top



**WB Selector:** Use the eyedropper to select a gray or white area of your frame. This will automatically adjust the temperature and tint.

**Temperature:** Use the slider to make the scene cooler (blue) or warmer (orange)

**Tint:** Use the slider to make the scene more green or magenta

**Exposure:** Simulates a change in exposure for the scene. Use in small adjustments.

**Shadows/Highlights:** Adjusts the mid-range of dark areas and bright areas

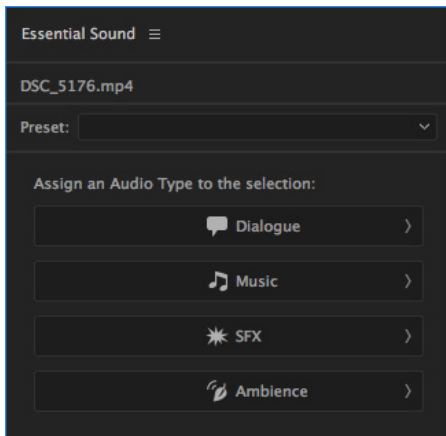
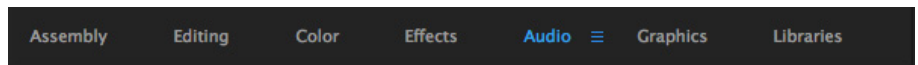
**Blacks/Whites:** Adjusts the darkest and brightest areas

**Auto adjustments:** Will work if your image only requires small adjustments. Don't use often.

(In this guide, we will only look at the Basic Correction panel.)

# ESSENTIAL SOUND

Choose the Audio workspace at the top



In this guide, we're only going over how to do some basic audio repair. Keep in mind that increasing any of these too much will reduce overall sound quality.

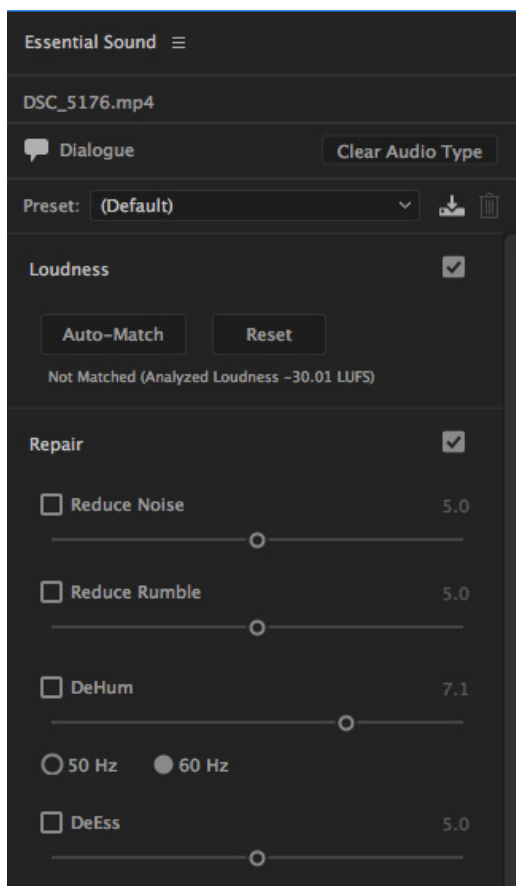
**Loudness:** Use auto-match if you want Premiere to attempt to auto-balance volume. Not recommended.

**Reduce Noise:** Use to reduce noise such as clicks and slight unwanted sounds.

**Reduce Rumble** Use to remove low-frequency sounds such as motors.

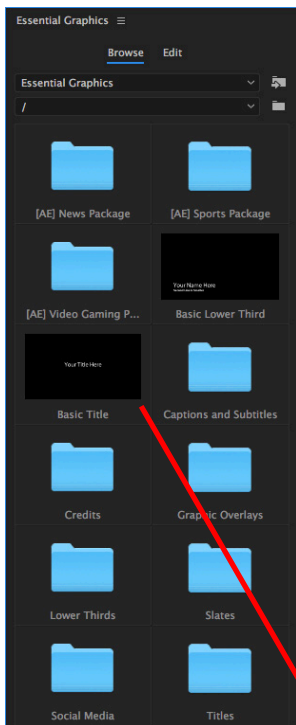
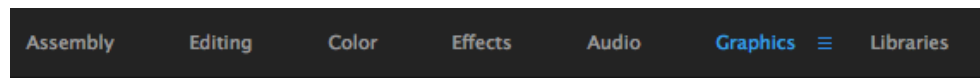
**DeHum:** Reduces electrical interference hum. For North/South America, choose 60 Hz.

**DeEss:** Reduces 's'-sounds that happen during singing/speaking.



# ESSENTIAL GRAPHICS

Choose the Graphics workspace at the top

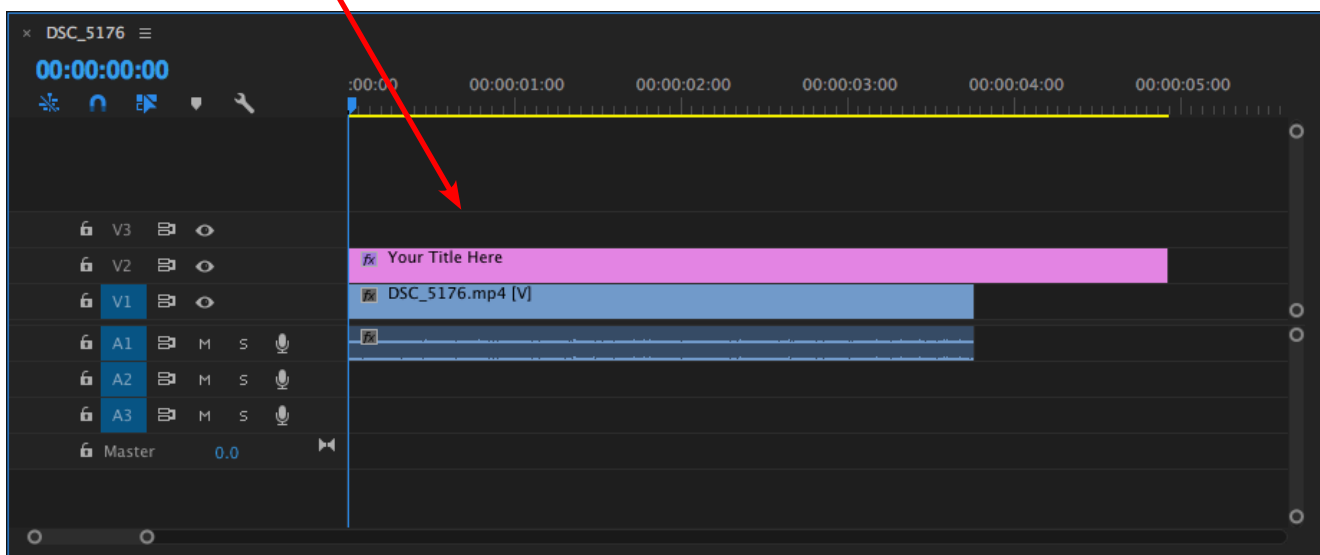


The **Essential Graphics panel** contains a gallery of several pre-made text-based graphics.

To use them, simply click and drag one to your **timeline**.

You can interact with the graphic like any other file in your **timeline**.

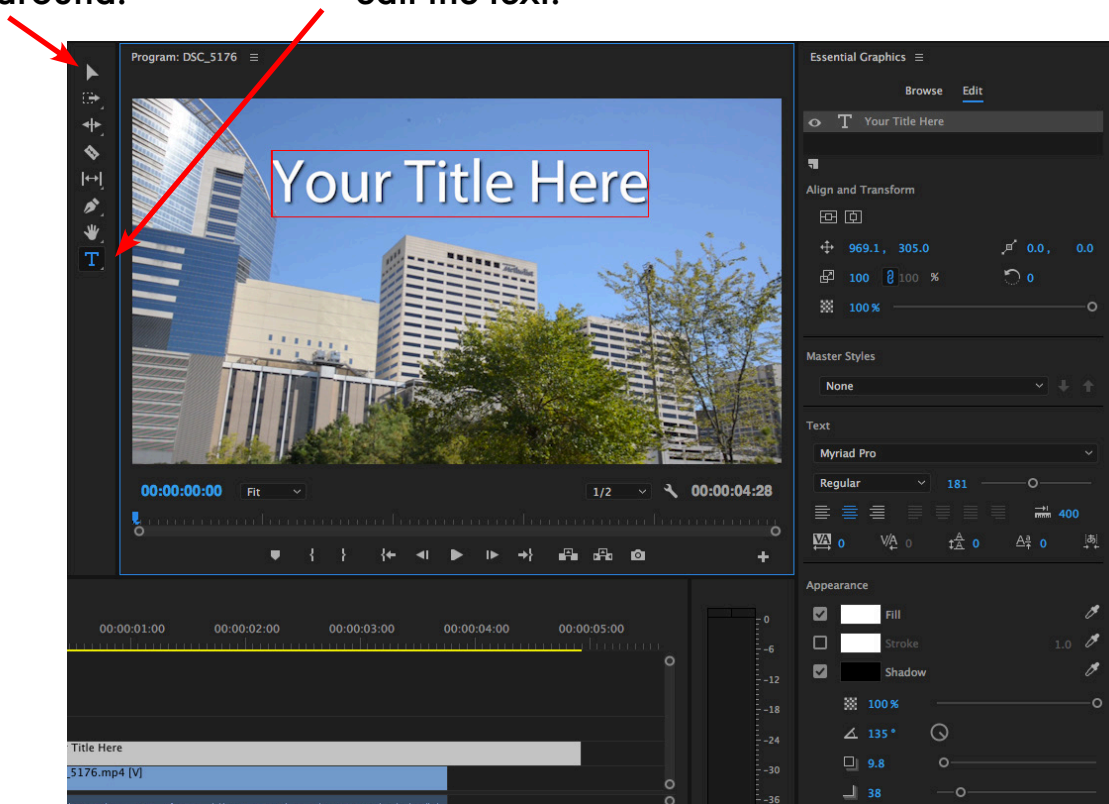
On the next page, we'll take a look at how to interact with graphics in the **project monitor** and edit them.



# ESSENTIAL GRAPHICS, CONT.

Use the select tool to move the graphic/text around.

Use the text tool to directly edit the text.



On the right, there are several typical text editor tools. Hovering over the icons will let you know what each does if you are unfamiliar.

In the **appearance panel**, fill refers to the color that “fills” the graphic/text. Stroke refers to the outline of the graphic/text. And of course, shadow refers to adding a shadow behind the graphic/text.

# EXPORTING

If you're working with more than one video, you'll want to go back and create a new sequence for your next video. Keep each video in a separate sequence.

Click on the sequence you want to export and go to [File > Export > Media](#).

You'll see the screen to the right.

Format should be [H.264](#) almost always. That's the most universal codec that exists right now.

The YouTube presets are ideal for exporting at a manageable file-size with great quality.

Output Name: Click on that blue text to name your file and choose the save location.

Click [Export](#) at the bottom.

