Adobe Premiere Pro – Fundamentals

Description

This intensive hands-on training teaches you the essentials of digital video editing with Adobe Premiere Pro in two days. You learn how to use the interface and editing tools for producing broadcast-quality movies used for video, multimedia, and the Web.

Course Content

Module 1: Understanding digital video: foundations for Premiere Pro editing

- Understanding video settings
- Input & output formats
- Dimensions, framerate and pixel aspect ratio
- Online and social media video standards
- Understanding timecode

Module 2: Learning the Premiere Pro interface

- Understanding the default workspaces
- Switching and resetting Premiere Pro workspaces
- Working with Premiere Pro panels
- Understanding the application tools
- Setting application preferences
- Appearance & memory
- Using the project panel
- Understanding media management & creating and organizing bins
- Using the media browser panel
- Previewing clips: hover scrub vs source monitor
- Transcoding video
- Locating missing media in Premiere Pro: where it is located and what it is named

Module 3: Learning to edit clips in the Premiere Pro timeline

- The cuts-only editing methodology: continuity editing
- A Roll vs. B Roll
- Cut-ins and cut-aways; cutting on action
- Working with multiple video tracks
- Adding and deleting tracks
- Renaming tracks
- Trimming clips in the Premiere Pro source monitor
- Adding clips to the timeline
- Making insert and overwrite edits
- Markers: timeline vs clip

Module 4: Using video & audio transitions in Premiere Pro

- Understandi?ng transitions
- Adding transitions to video clips
- Preparing a clip to receive transitions
- Editing transition settings

- Adding an audio transition

Module 5: Learning to use Premiere Pro graphics

- Understanding the uses of titles in video
- Creating graphic clips in Premiere Pro
- Adding images to a graphic clip
- Using the legacy titler
- Creating an end credit roll
- Controlling the speed of a rolling title
- Working with graphic clips on the timeline
- Creating a graphics template

Module 6: Working with imported graphics in Premiere Pro

- Working with Photoshop and Illustrator Files in Premiere Pro
- Importing layered Photoshop files into Premiere Pro projects
- Understanding and animating static clip effects
- Understanding position, scale, rotation and opacity with Premiere Pro
- Using Premiere Pro to add transitions and effects to images

Module 7: Using Premiere Pro Video Effects

- Understanding video effects in Premiere Pro
- Animating static clip effects
- Adjusting position, scale, rotation, and opacity for video in Premiere Pro
- Applying Premiere pro video effects to clips
- Understanding the Premiere Pro timeline vs project panel

Module 8: Using greenscreen footage in Premiere Pro

- Creating a garbage matte in Premiere Pro
- Working with the ultra keyer

Module 9: Learning to stabilize shaky footage with Premiere

- Evaluating shaky footage
- Using the warp stabilizer

Module 10: Introduction to Premiere Pro audio editing

- Understanding clip audio
- Working with various audio types including standard, mono, and 5.1 audio
- Using the essential audio panel
- Assigning audio clip types in Premiere
- Animating clip volume

Module 11: Outputting video from Premiere Pro

- Exporting video from Premiere Pro
- Understanding Adobe Media Encoder export from Premiere Pro
- Exporting video directly from Premiere Pro
- Exporting video from Premiere Pro for social media (facebook, twitter, etc.) & Mobile Devices
- Exporting video from Premiere Pro for desktop and broadband distribution

- Understanding video file settings including video dimensions, formats and codecs, bit-rate, frame rate, aspect ratio when exporting from Premiere Pro

Documentation

- Digital courseware "Adobe Premiere Pro Classroom in a Book" included

Participant profiles

- Graphic designers
- Beginner video editors
- Marketing assistants
- Communication assistants

Prerequisites

- A very good knowledge of the computing environment (common practice Windows and OS X)
- The practice of software imaging

Objectives

- Make digital video editing for broadcast in broadcast, web, or as media for multimedia application

Niveau
Fondamental
Classroom Registration Price (CHF)
1400
Virtual Classroom Registration Price (CHF)
1300
Duration (in Days)
2
Reference
ADBPP-01