
Adobe Premiere Pro Getting Started

Duration : 2 Days

Overview

Premiere Pro Getting Started is a 2 day hands on training course which covers the basics of using Adobe Premiere Pro. The course starts at the very beginning discussing concepts like storyboarding, resolution and frame rate.

You will learn how to import footage, take clips and create your own sequences. Within these sequences you will then make adjustments with a variety of editing tools such as slip and slide or ripple and roll.

As the course progresses you will learn how to apply transitions and adjust them, create titles and edit them, and apply things like captions to your video.

In addition to the video editing process you will also learn to work with audio, apply effects, work with ducking and lots more.

If you want to get up and running quickly and professionally with Premiere Pro this live course is the answer.

Target Audience

This course is aimed at people looking to professionally edit and manipulate video files to a high standard.

You should be comfortable using a computer for example to copy and paste or open files and applications, and an understanding of common video terminology is an advantage.

Objectives

The Premiere Pro Getting Started course introduces a wide range of skills aimed at those who are completely new to Premiere, teaching you best practice right from the start.

You will learn to:

- Use the Premiere Pro workspaces
- Import and manage content within your project
- Take Clips and create Sequences
- Apply transitions
- Use effects and control them with keyframes
- Add titles and credits
- Work with Captions
- Control your audio tracks
- Export your content to a variety of formats

Course Content

Introduction

Formats, Codecs and video standards

Planning, storyboarding, scripts and more

The video editing workflow

Non-Linear Editing

Understanding projects, sequences and clips.

The Premiere Interface

Using workspaces in Adobe Premiere

The Source, Program, Project and Sequence panels

Supplementary panels (Effects Controls, Audio, Metadata, Media and more)

Scratch disks, ingest settings and more



Importing and organising your footage

- Importing single and multiple files and folders
- Using bins and renaming clips
- Adding metadata to clips
- Using the Media Browser

Basic Editing Skills

- Setting In and Out Points
- Previewing your clips in the Source Panel
- Creating a new sequence from your clip
- Three point and drag-and-drop editing
- Understanding an insert and overwrite edit
- Working with different image formats

Editing in the Timeline

- Rearranging clips in the timeline
- Copying and pasting clips
- Understanding tracks and using track select
- Ripple and roll edits
- Slip and slide tools
- Using the razor tool
- Using rate stretch
- Lift and extract tools
- Speed / duration settings
- Extract and use a still

Working with audio

- Essential sound panel
- Assigning audio type
- Enabling ducking
- Applying audio effects
- Audio transitions
- Edit clip in Audition

Working with Video Effects

- Adding transitions
- Setting default transitions
- Set transition duration
- Adjust opacity, position, scale and rotation

Further Effects

- Colour correction with Lumetri colour effects
- Blur and sharpen
- Basic 3D effects
- Lighting effects
- Lens flares and lightning
- Understanding rendering and real-time playback

Keyframing and Masking

- Enabling keyframes
- Adding Keyframes
- Adjusting keyframes
- Removing keyframes
- Applying a mask
- Adjusting a mask
- Keyframing your mask

Adding Titles

- Essential graphics panel
- Editing titles
- Adjusting speed

Closed captions

- Editing captions
- Enabling captions
- Captions standards

Exporting your project

- Understanding formats and presets
- Exporting to the web for H264
- Output Sequence, Work area, or In Out Points
- Project manager

Tips and common problems

- Resetting your preferences file
- Moving and relinking source files
- The auto-save vault