

# Premiere Basics

Vocabulary You Need To Know

# Starting A Project

- New Project (name it well)
- Standard 48hz (Audio) in a 4x3 or 16x9 aspect ratio (Shape of Screen)
- DV-NTSC folder choices
- Name sequence (what you are doing)
- Have resources in 1 folder (.avi, .jpg, .mp3, .wav, .mov, etc.)

# Saving A Project

- Partitioned drive for Media M: Drive
- Everything needs to be saved in the same folder (both Premiere / Moviemaker)
- Auto-save is a feature but don't count on it, render in pieces (red > green means go!)

# Vocabulary

- Timeline
- Program Window
- Source Window
- Project Resource Bin
- Effects Tab
- Timeline Zoom Control
- VU Meter

# Vocabulary

- Project Name
- Timecode 01:54:35:28
- Render (green and red)
- Render (under Sequence, Render Workspace)
- Workspace (in > out)
- Razor Tool – splits clip

# Vocabulary

- Select Tool (arrow)
- Rolling Edit Tool
- Ripple Edit Tool
- Pen Tool
- Hand Tool
- Zoom Tool

# TRACK Organization

- V3 Graphics
- V2 Video
- V1 (Video 1) Background + V layers as needed depending on how complex
- A1 (Audio 1) (Video's Audio)
- A2 Music
- A3 SFX
- + A layer as needed

# Effects and Transitions

- Audio – we usually use Stereo folder
- Video Effects (Transform – Crop, Colour Adjustments, Keying, Stylizing)
- EFFECTS go on the video clip by dragging – then you use the EFFECTS tab to adjust them, or add key frames



# TRANSITIONS

- TRANSITIONS go between clips and elements – goal is to 'smooth' the visual, get the viewer to the next piece well, can add style
- We can adjust timing to suit the edit style
- Examples: Wipes, Dissolves, Zooms

# Finishing Your Video

- Quality control – Render everything
- Spelling check, peer review
- Titles and treatments - font match
- File / Export / Media
- Opens Adobe Media Encoder
- Choose DV-AVI NTSC
- Start Queue – make sure to know where it saves (M: Drive)