Adobe

User Guide

Adobe Premiere™

version
4.0

Macintosh®

Chapter 1: Basic Concepts

T his chapter contains a short tutorial designed to familiarize you with the basic concepts of making movies with the Adobe Premiere™ program. For information on installing and configuring the program, see the *Getting Started* booklet accompanying this guide. For information on basic Macintosh® features, see your Macintosh documentation.

Adobe Premiere is powerful video and audio-editing software designed to be a useful tool for the professional and novice alike. Adobe Premiere provides a comfortable and familiar working environment for those with both film and video experience. Those with no video experience will find the software to be a thorough introduction to the world of desktop video. Video and multimedia professionals will find Adobe Premiere a valuable tool for tasks such as video editing (both online and off-line) or creating QuickTime™ movies for presentations and CD-ROMs. Many of the program's features were previously available only on high-end professional video-editing systems.

In many instances, you will encounter terminology and interface designs drawn from traditional video production and post-production. For information on the fundamentals of video and audio, see Appendix A, "Video Basics."

Note: In this manual, commands in submenus are indicated by a preceding slash. For example, the instruction: "Choose Import/Project from the File menu," means that you should choose Import from the File menu and Project from the submenu.

CREATING DESKTOP VIDEO WITH ADOBE PREMIERE

Adobe Premiere lets you combine source material, or *clips*, to make a movie, and then view and play the movie using any application that supports the QuickTime™ movie format. Your final Adobe Premiere movie is a file you create after assembling and editing clips.

Clips can include the following:

- Digitized video captured from cameras, VCRs, or tape decks
- QuickTime movies made using Adobe Premiere or other sources
- Animations

- Scanned images or slides
- Digital audio recordings and synthesized music and sound
- Adobe Illustrator™ files
- Adobe Photoshop™ files
- FilmStrip format files created in Adobe Premiere and edited in Adobe Photoshop
- Titles
- Backdrops

You can create your own video and audio clips by recording material to your Macintosh hard disk using a variety of hardware products. For more information on recording to your hard disk, see Chapter 9, "Capturing Video."

CREATING AN ADOBE PREMIERE MOVIE: A TUTORIAL

Every Adobe Premiere movie starts as a *project*—a collection of clips organized along a timeline. This section provides step-by-step instructions for building a simple Adobe Premiere movie using clips supplied on your program disks.

Creating an Adobe Premiere movie involves the following basic tasks:

- Starting a new project and importing clips
- Assembling clips in the Construction window
- Viewing and editing clips in the Clip window
- Applying transitions and filters to the assembled clips
- Adding a superimposed title to the movie
- Previewing the movie
- Compiling the assembled clips into a movie and playing it

Note: The steps for making a movie vary depending on the intended use of the medium. If your goal is to make a videotape with full-frame images, you must understand the capabilities and limitations of your hardware. For information on hardware requirements, see Chapter 8, "Compiling and Videotaping Movies," and Chapter 9, "Capturing Video."

Create a new project and import clips

Before you start this tutorial, make sure that you have installed the sample clips included with the program in your Adobe Premiere folder on your hard drive.

1 Double-click the Adobe Premiere program icon to start the program. When you start the program, the New Project Presets dialog box appears.
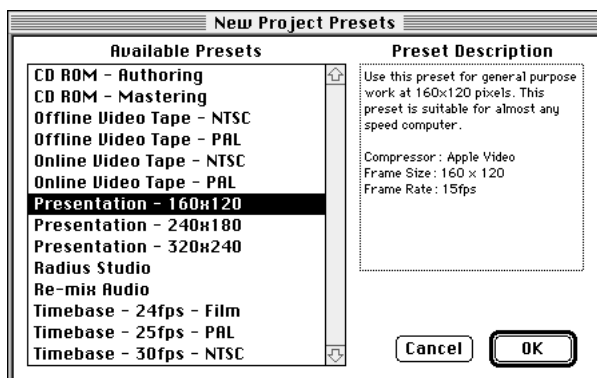

Every new Adobe Premiere project must be assigned a *preset*. A preset specifies the project time base, the movie frame rate, and options for compression, previewing, and output. Project presets are described in detail in Chapter 2. For now, choose Presentation (160 x 120) from the Available Presets list and click OK.

2 After you choose a preset, six windows appear:

• Project window, for importing and storing clips

• Construction window, for assembling clips

• Info window, for displaying detailed information about clips

• Transitions window, for selecting special effects transitions between clips

• Preview window, for previewing the movie as you assemble it in the Construction window

• Commands palette, for quick access to frequently used commands

When the program opens, the Project window is the active window. You use the Project window to stockpile clips for your movie.
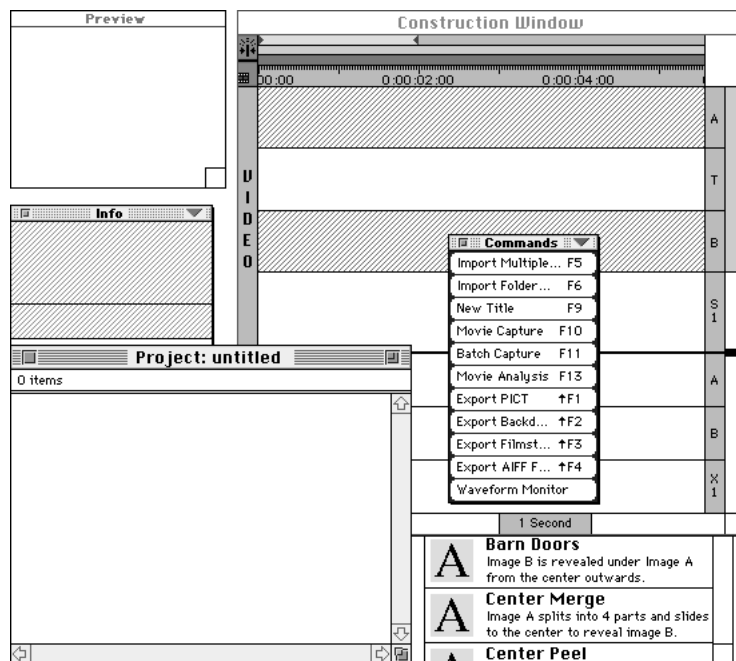
3 Choose Import/File from the File menu. The Import dialog box appears. In the Adobe Premiere folder, locate the sample movie clips supplied with the program.

4 Choose *Spotlight*, and click Import. The clip name and a thumbnail of the first frame of the clip appear in the Project window. For a movie clip, the thumbnail displays an approximation of the first frame in the clip.

5 To import additional clips, choose Import/Multiple from the File menu. The Import dialog box appears. In the Adobe Premiere folder, locate the sample movie clips supplied with the program.

6 Choose *Twirl*, and click Import. The *Twirl* clip is imported, and the Import dialog box remains open.

7 Use the same procedure to import the video clip *Overhead spin*, the title clip *Circus.title*, and the audio clip *Circus audio.* When you have imported these clips, click Done.
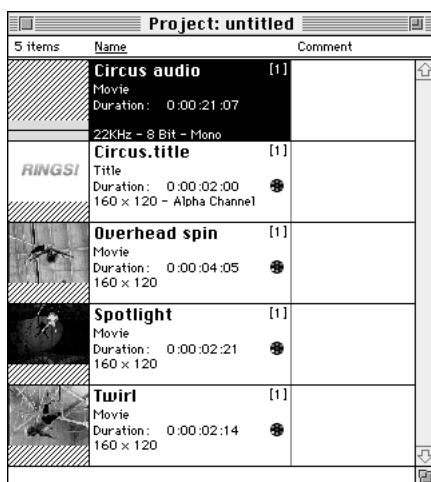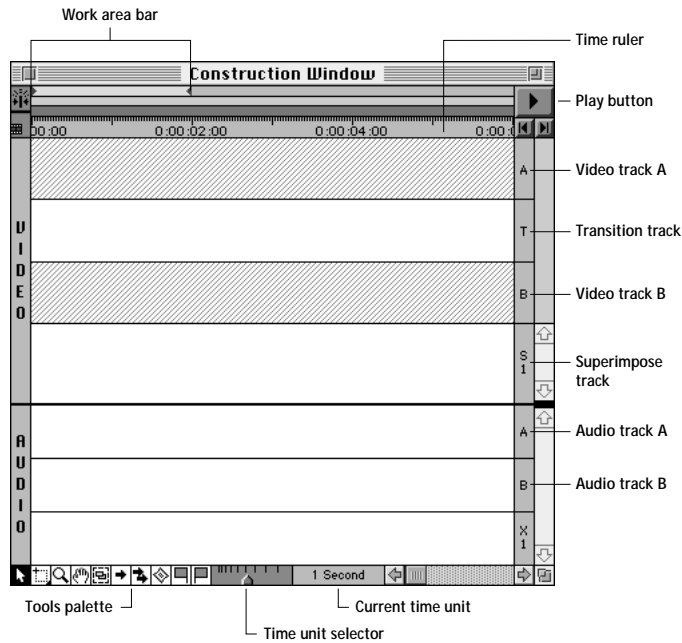

Assemble clips in the Construction window

You use the Construction window to assemble clips into a movie. The Construction window contains multiple tracks for placing video and audio clips. The video tracks include the main video tracks A and B, the T track for transitions, and the S track(s) for superimposed video clips. The lower set of tracks is for audio clips. Tracks are identified in the vertical bar at the right of the window.

At the top of the Construction window is a *time ruler* that indicates elapsed time in the movie. The tick marks on the ruler can represent anything from a single frame to a 2-minute interval, depending on the time unit selected. You can use the slider at the

bottom of the Construction window to change the time unit, thereby changing the level of detail displayed in the window; a smaller time unit causes more *thumbnails* (frames in the clip) to be displayed.

1 Position the pointer over the thumbnail of the *Spotlight* clip in the Project window; the pointer changes to a hand. Hold down the mouse button, and drag the clip onto the top track (track A) of the Construction window. The track turns dark gray to show where the clip will be placed.
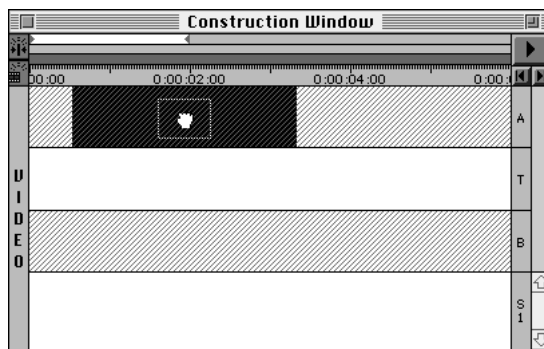
2 Drag to align the left edge of the clip with the left edge of the Construction window. Release the mouse button to place the clip.
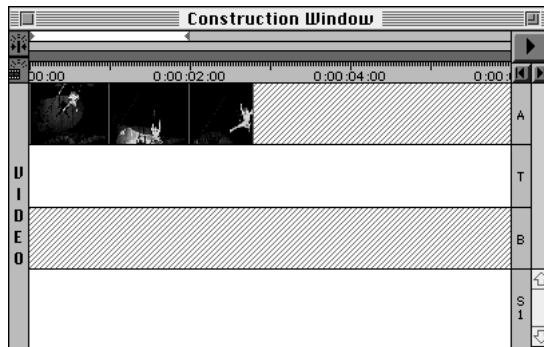
When you place a clip in the Construction window, it is displayed as a series of thumbnails that represent frames of the clip. The width of the strip of thumbnails represents the duration of the clip. You can move clips in the Construction window simply by dragging them.

3 Drag the *Twirl* clip from the Project window onto track A so that the left edge of the clip butts up against the right edge of the *Spotlight* clip.
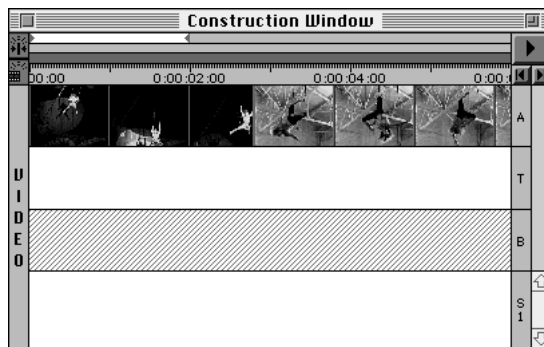

Positioning the two clips like this creates a *cut*, or transition, from the *Spotlight* clip to the *Twirl* clip.
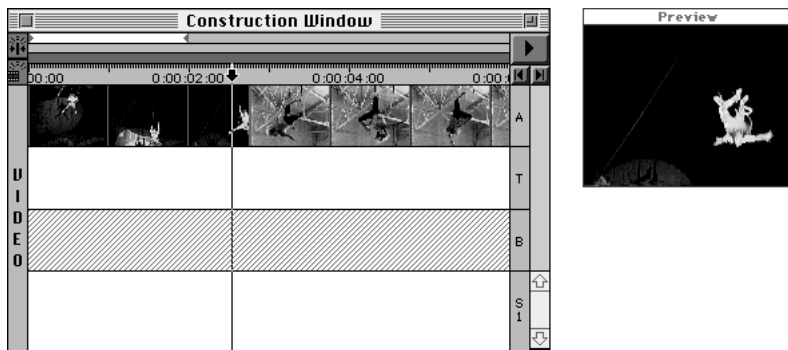
Preview the movie
You can preview the movie at any time to view the results of your work in the Construction window.

1 Place the pointer in the time ruler at the top of the Construction window; the pointer changes to a downward-pointing arrow.

Cursor position in the time ruler
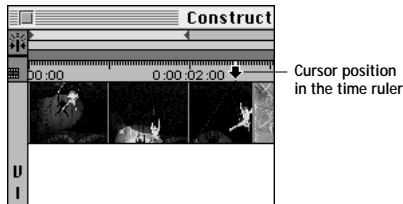
2 Hold down the mouse button. The Preview displays the movie frame that corresponds to the current location in the time ruler.

Note: If the pointer is not positioned correctly, the Controller window may appear when you hold down the mouse button. If this happens, simply close the Controller window and try again.

3 To see a preview of the movie play in the Preview window, drag to the right while holding down the mouse button. Note that when the first clip ends, the second clip begins playing.

Change the duration of a clip

After previewing, you may decide that you don't need to include an entire clip in your movie. You can use the Clip window to view a clip and choose which frames you want to include in the Construction window. The frames that are included are defined by the clip's *in point* and *out point*. The process of changing these points is called *trimming* the clip. Changes made to a clip in the Clip window are automatically applied to the clip in the Construction window.

**1** Double-click a thumbnail of the *Twirl* clip in the Construction window.

The Clip window opens with the starting frame of the *Twirl* clip. Notice that an in point indicator appears in the upper left corner of the window.
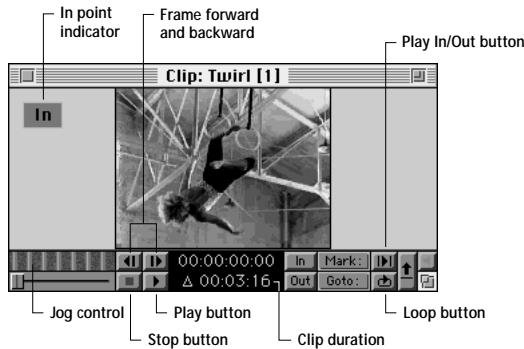

Controls for viewing and playing the clip are located in the lower portion of the window. The frame indicator in the center displays the address of the current frame in the Society of Motion Picture and Television Engineers (SMPTE) timecode format (Hours:Minutes:-Seconds:Frames). Below the frame indicator, the duration of the clip is displayed using the same format. (For more information on timecode, see "SMPTE Timecode" on page 298.)

2 Click the play button to play the clip in the Clip window. You can also drag the slider control or the jog control to view the clip as it plays in the forward or reverse direction.

3 Drag the slider bar (located to the left of the play button) back to rewind the clip until 00:00:02:17 appears in the frame indicator. The displayed frame will be the new out point for the clip. For more precision in locating the frame, drag the jog control above the slider bar, or use the Frame Forward and Frame Backward buttons.
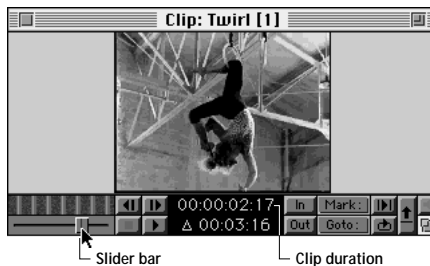
4 Set the new out point by clicking the Out button in the lower right corner of the window.

Out button
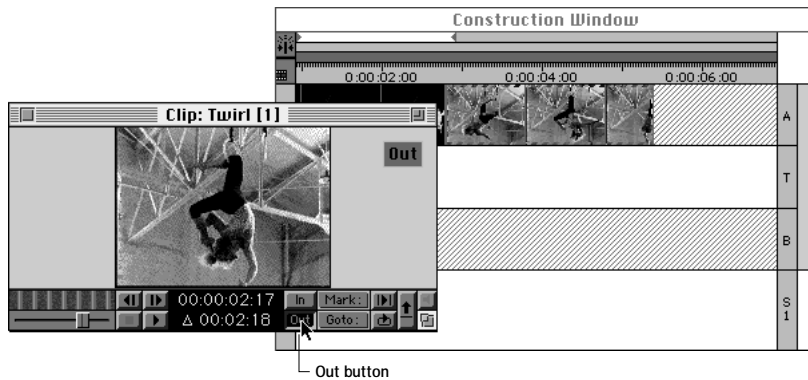
An out point marker appears in the upper right corner of the window. The clip is short-ened in the Construction window accordingly.

To keep the screen from becoming too cluttered, close the Clip window when you have finished adjusting the clip duration.

Note: You can also drag the edges of a clip in the Construction window to change its in and out points. For more information on setting in and out points, see "Trimming Clips" on page 79.

Trim clips at the cut point
The most accurate way to change the in points and out points of clips while getting instant feedback on the effect in the Construction window is to use the Trimming window. The Trimming window lets you simultaneously change the in points and out points of the clips on both sides of a cut.

1 Click the right arrow under the Construction window's play button to move the edit line to the cut between the *Spotlight* clip and the *Twirl* clip.
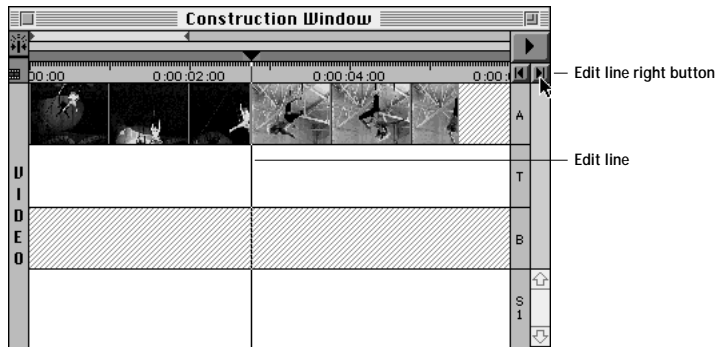
**2** Choose Trimming from the Window menu.

The Trimming window appears, displaying the frames on the left and right sides of the cut: the out point of the *Spotlight* clip and the in point of the *Twirl* clip, respectively.
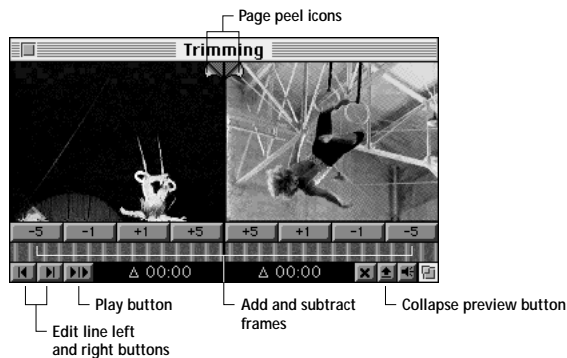
In this case, the out point of the *Spotlight* clip is also the last frame of the source clip, as indicated by the red page peel icon in the corner of the clip. Likewise, the in point of the *Twirl* clip is also the first frame of that source clip.

3 Click –1 under the left clip (*Spotlight*) three times to subtract three frames from the out point of that clip.

Notice that the edit line moves to the left in the Construction window as the out point changes, and the clip to the right of the edit point (*Twirl*) shifts left. The total number of frames subtracted from the out point appear at the bottom of the Trimming window.

Total number of frames subtracted
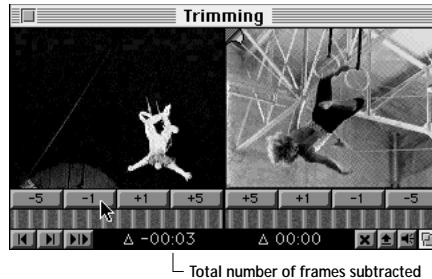
When you trim clips in the Trimming window, clips and transitions on other tracks shift right or left in order to maintain their positions relative to the clip being trimmed. You can lock individual tracks to keep their contents from shifting during editing. For information on track locking, see "Locking Tracks in the Construction Window" on page 97.

4 Click –5 under the right clip (*Twirl*) to subtract five frames from the in point of that clip. Notice that the *Twirl* clip shortens in the Construction window. Now click +1 to add back one frame to the in point.

5 Click the Play button to preview the edits in the Trimming window. The window plays the five seconds of the clip that surround the edit point. (You can set a different number of seconds to include in the Preview as one of the Trimming window options.)

6 Close the Trimming window.

Add a transition
You can create gradual transitions between clips. However, clips must be located on separate video tracks A and B to apply a transition between them.

1 Make the Construction window active by clicking in the window or by choosing Construction from the Windows menu.

2 Drag the *Twirl* clip from track A to track B and position it so that the clip overlaps approximately one inch (slightly less than one second on the time ruler) with the *Spotlight* clip on track A. The amount of overlap determines the length of the transition.
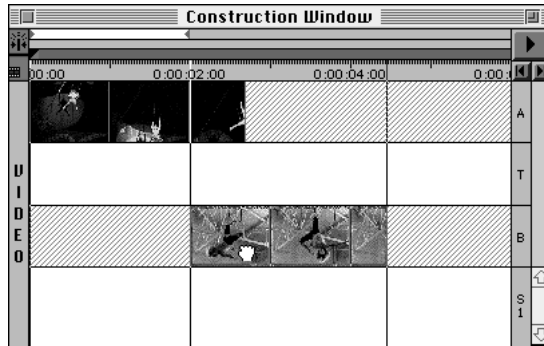
3 In the Transitions window, scroll to the Cross Dissolve transition. (You can also type the first letter of a transition to scroll to that transition.)
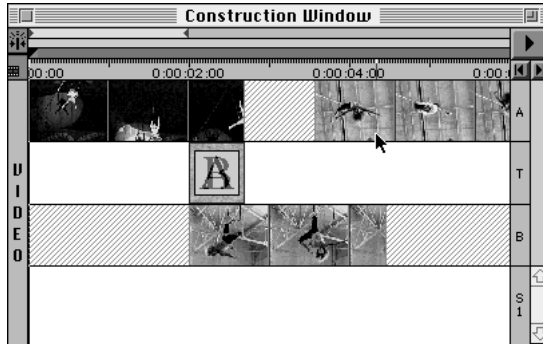
4 Click and drag the transition onto the T track between the two movie clips. As you drag the transition onto the space where the two movie clips overlap, the program automatically adjusts the length of the transition to fit the overlapping section.
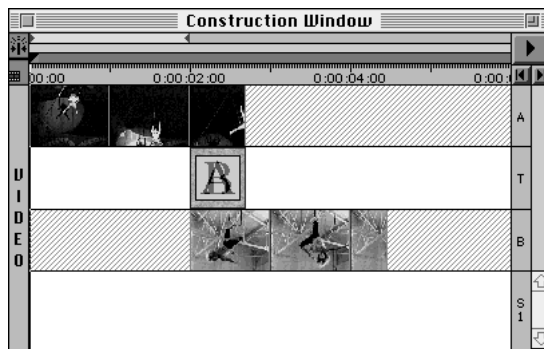
5 Preview your movie again by holding down the mouse button and dragging the arrow through the time ruler. Notice how the *Spotlight* clip gradually fades out while the *Twirl* clip fades in.

Add a third clip and another transition

1 Drag the *Overhead spin* clip from the Project window onto track A and position it so it overlaps the clip on track B by approximately one second on the time ruler.


2 In the Transitions window, scroll to the Iris Round transition.

3 Drag the transition onto the T track between the *Twirl* clip on track B and the *Overhead spin* clip on track A.
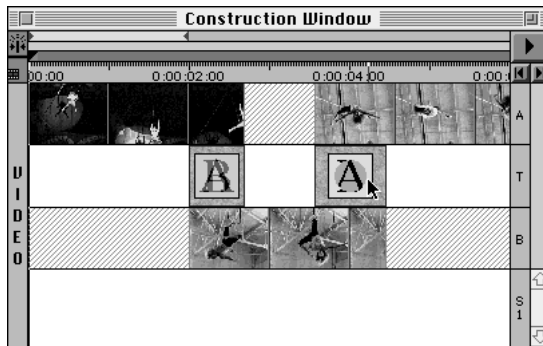
In most situations, Adobe Premiere automatically sets the correct direction of a transition when it is placed between clips in the Construction window. In this case, a circular wipe should reveal the image on track A as it replaces the image on track B.

4 To check the direction of the Iris Round transition, double-click the transition in the Construction window. The Iris Round Settings dialog box appears.
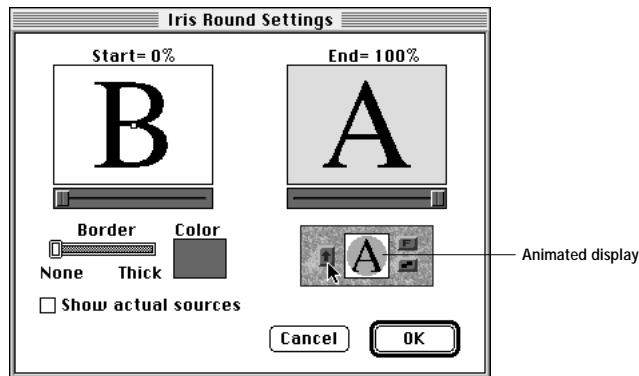

Animated display

The animated display in the lower right corner of the dialog box should indicate that image A is wiping over image B. If this is not the case, click the blue arrow to the left of the display so that the arrow is pointing upward.

5 Click OK.

Change the time unit in the Construction window

At this point, your movie is approximately 8 seconds long. Depending on the size of the Construction window on your monitor, the entire movie may not be visible. To see more frames of your movie in the Construction window, change the time unit. The time unit is currently set to 1 second, which means that the Construction window displays 1 thumbnail for each second of a clip.

Drag the slider at the bottom of the Construction window to the right one notch. The time unit changes to 2 seconds, which means that the Construction window now shows 2 thumbnails for every 2 seconds of a clip. Consequently, you can see more of the movie in the Construction window.
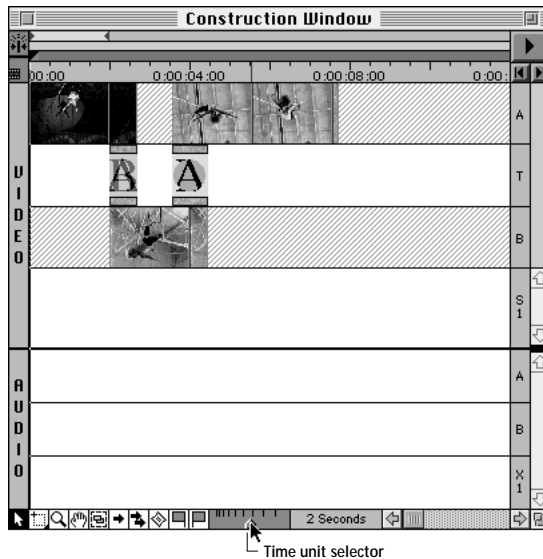

Time unit selector

To quickly see the entire movie in the Construction window, no matter how long the movie is, you can press the backslash key (\) while the Construction window is active. The time unit selector adjusts accordingly.
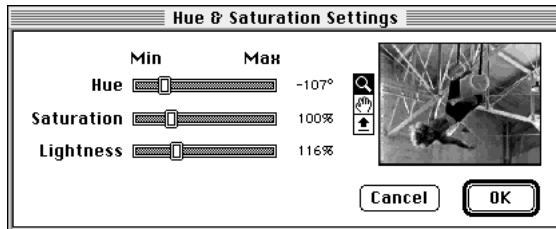
Apply a filter to a clip

You can apply filters to clips to change their appearance or sound. Adobe Premiere includes more than 40 movie and still-image filters and five audio filters.

1 Click the *Twirl* clip on track B to select it; a dashed line appears around the border of the clip.

2 Choose Filters from the Clip menu. The Filters dialog box appears.

3 Scroll through the Available list and select the Hue & Saturation filter.
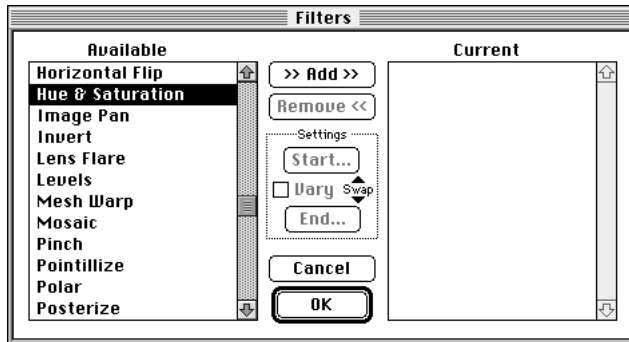
4 Click Add. The Hue & Saturation Settings dialog box appears.

**5** Drag the Hue slider to change the color of the clip.

6 Drag the Lightness slider to lighten the clip.

7 Click OK when you have finished.

Apply another filter to the same clip
You can add multiple filters to a clip. Adobe Premiere applies the filters in the order that you list them in the Current list in the Filters dialog box.

1 Select the Crop filter from the Available list; then click Add. The Crop Settings dialog box appears.
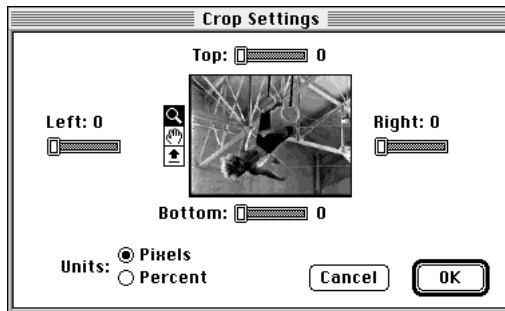
The dialog box contains a preview image from the clip and slider controls for trimming unwanted pixels from the edges of the clip. It also contains a zoom tool and a hand tool for observing the effects of a filter more clearly. Note that the preview of the clip shows the effects of the Hue & Saturation filter.

2 Click the zoom tool and position it in the lower left corner of the preview image.

3 Click twice to magnify the preview image by two levels.

Zoom tool
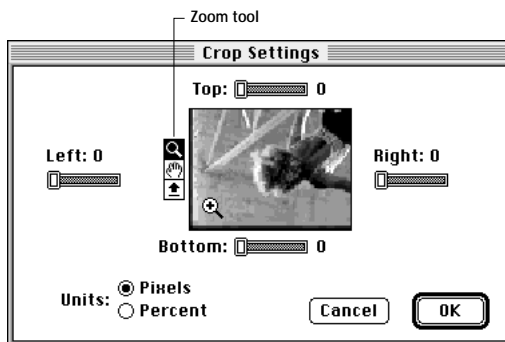
Note the dark border along the bottom and left edges of the clip. You can eliminate these borders by cropping the edges.

4 Drag the Bottom slider to the right until it reads 1 (pixel). Do the same with the Left slider. This crops the image by 1 pixel on the bottom and left sides. (Adobe Premiere automatically resizes the clip to its original size after it is cropped.)

5 Double-click the hand tool to return the display to the entire preview image.

**6** Click OK to close the Crop Settings dialog box; then click OK to close the Filters dialog box.

The program adds a blue line at the top of the clip in the Construction window to indicate that one or more filters have been applied.

### Use the Preview command to preview the transitions and filter effects

The Preview command provides a more accurate way to preview than dragging through the time ruler. You specify which part of the Construction window is previewed by positioning the yellow bar at the top of the window. All clips, transitions, and filter effects located beneath the yellow work area bar are previewed when you choose the Preview command.

1 Before previewing the movie, save the project by choosing Save from the File menu and typing a name for the project. (You cannot preview an unsaved project.)

2 Position the pointer over the red triangle at the right edge of the yellow bar. If the bar is not visible, double-click the gray bar above the time ruler at the top of the Construction window.
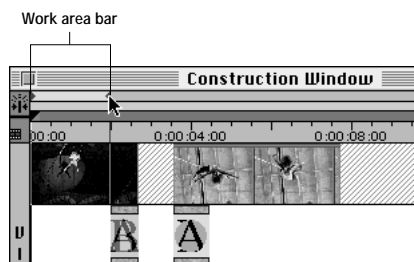
3 Click and drag to the right until the right edge of the yellow bar aligns with the right edge of the *Overhead spin* clip on track A.
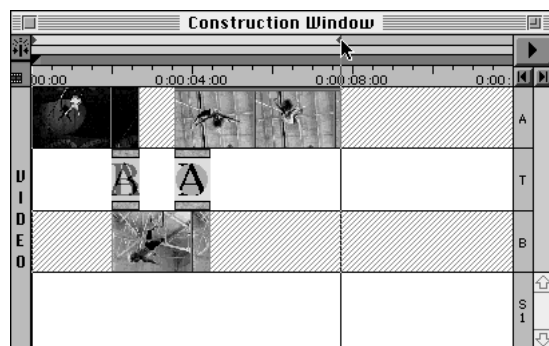
**4** Choose Preview from the Project menu, or press Return.

Adobe Premiere displays the Building Preview dialog box and gives a time estimate for compiling the preview. After a few moments, the preview plays in the Preview window, showing the *Spotlight* clip, the *Twirl* clip with the filters applied, and the two transitions. Press Return to see the preview again. This time, you don't have to wait for the preview to build.

### Add a superimposed title to the S1 track

Adobe Premiere treats titles as clips. They are usually added to a superimpose (S) track so that they can be superimposed, or *keyed*, over a movie clip. The duration of a title clip can be changed by choosing Duration from the Clip window or by dragging the edges of the clip in the Construction window.

1 Drag the *Circus.title* clip from the Project window onto track S1 so that the left edge of the clip aligns with the beginning of the track.

2 Position the pointer over the right edge of the *Circus.title* clip. The pointer changes into a stretch pointer.


Stretch pointer
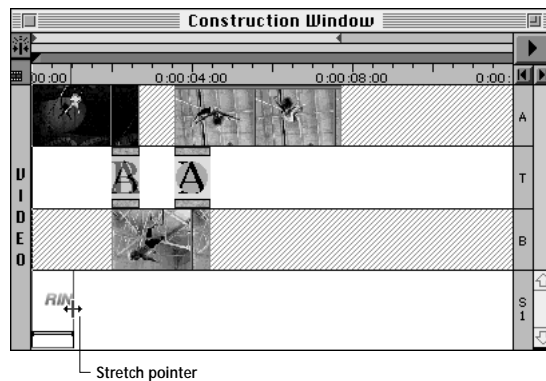
3 Drag the edge of the clip until it aligns with the left edge of the *Twirl* clip on track B. This extends the duration of the title clip to approximately 2 seconds.
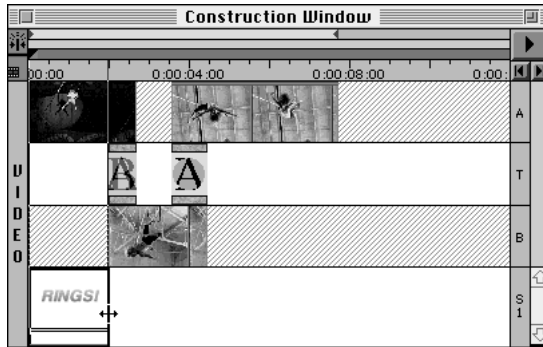

4 With the *Circus.title* clip selected in the Construction window, choose Transparency from the Clip menu. The Transparency Settings dialog box appears.

5 To key the title against the background image of the *Spotlight* clip, choose White Alpha Matte from the Key Type pop-up menu. Adobe Premiere uses the title's existing alpha channel to create a mask for superimposition. For more information on working with superimpositions, see "Superimposing Clips" on page 179.
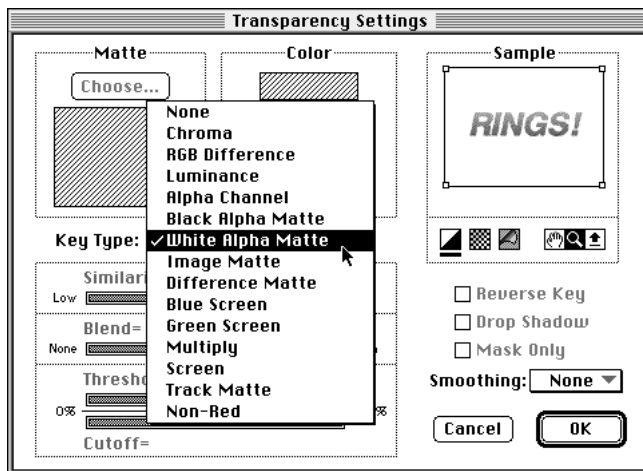
6 To see a preview of the title over the actual background image, click the page peel icon under the Sample box.

Page peel icon
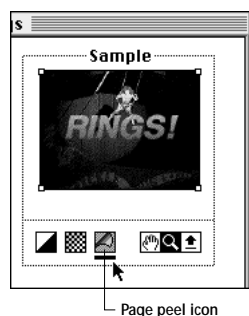
The title is shown superimposed over the first frame of the *Spotlight* clip.

7 Click OK.

*Note: The* Circus.title *clip was created with the Adobe Premiere Titler. For information on using the Titler, see "Creating Titles" on page 193.*

Add sound to the movie

You add sound to a movie by dragging audio clips onto the audio tracks in the Construction window.

1 Drag the thumbnail of the *Circus audio* clip from the Project window onto audio track A in the lower half of the Construction window.

**2** Align the left edge of the audio clip with the left edge of the Construction window.
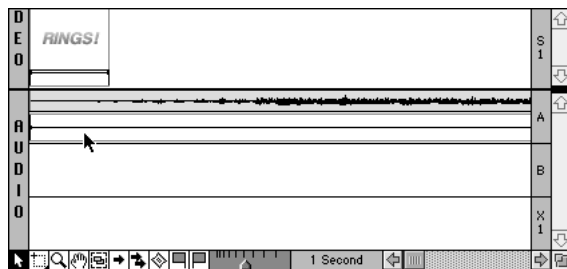
3 To preview your movie with sound, adjust the yellow work area bar to select the part of the movie you want to preview and press Return.

Compile and play the final movie

When you have finished assembling clips in the Construction window and are satisfied with the previewed results, you are ready for the program to create, or *compile*, the final QuickTime movie file.

1 Before creating the movie, save the changes you have made to the project by choosing Save from the File menu. It's always a good idea to save your project often as you work.

2 Choose Movie from the Make menu. The Make Movie dialog box appears.
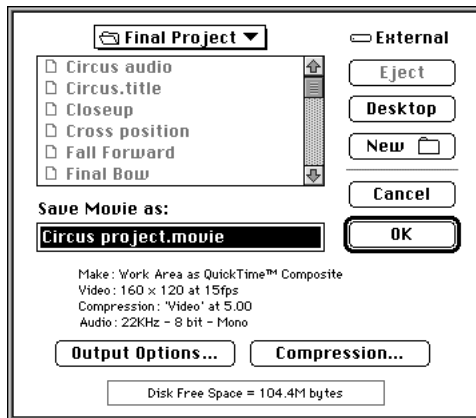
3 Click Output Options. The Project Output Options dialog box appears.

This dialog box lets you change characteristics of the final movie, including size, frame rate, compression type, and format. See Chapter 8, "Compiling and Videotaping Movies," for a complete description of output options.

4 Make sure that the Open Finished Movie option at the bottom of the dialog box is selected. This option tells the program to automatically open the movie when it has finished compiling and saving the movie.
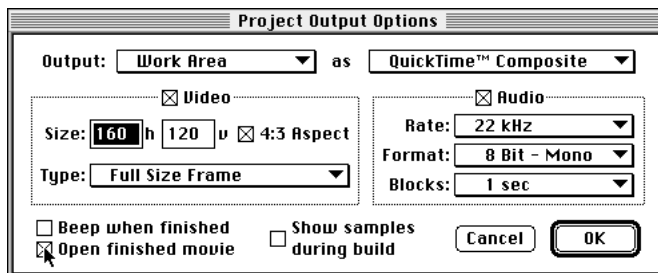
Leave the other options at their current settings (these were set when you chose a project preset), and click OK.

5 Name the movie in the Make Movie dialog box, and click OK. A progress bar appears while Adobe Premiere compiles the movie.

When the movie has been compiled and saved, Adobe Premiere opens the movie in a Clip window.

6 To play the movie, press the Play button in the Clip window.

Play button
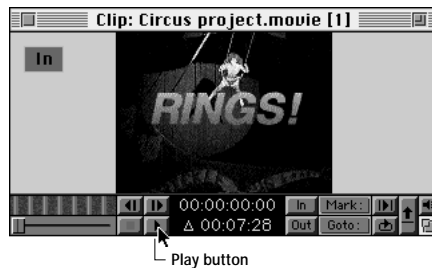
Play the movie using Print to Video

You can use the Print to Video command to play a movie in the center of your screen, with the rest of the screen blacked out. Print to Video is also used to output a finished movie to videotape. For information on making videotapes with Adobe Premiere, see Chapter 8, "Compiling and Videotaping Movies."

1 Click the Clip window to make sure that it is the active window.

2 Choose Export/Print to Video from the File menu. The Print to Video dialog box appears.

3 Leave the options as they are, and click OK.

4 The screen goes blank for 1 second, and then the movie plays in the center of the screen.

The Adobe Premiere program disks include a sample project and its clips, which you can open and make into a movie. You should look through this guide to familiarize yourself with Adobe Premiere's features; then examine the sample project and make a movie to learn more about how Adobe Premiere handles clips, transitions, and superimposed images.