



### Prerequisites:

Basic computer and mouse skills.

### Who Should Attend:

This course is designed for professionals who are looking to begin using Premiere to edit and assemble digital video.

### Course Duration:

3 days. Class time is 9:00 am – 4:30 pm.

There is an hour for lunch, and two scheduled breaks during the day. Students provide their own lunch.

### Related Training:

 Adobe After Effects CS5

 Adobe Photoshop CS5

 Adobe Flash CS5

### Adobe Premiere Pro CS5: Editing Techniques

This course helps you understand Premiere's capabilities and how it is used to edit and assemble digital video. The class is structured around several projects and gives you the skills needed to create a digital video movie complete with sound and special effects.

### Instructor

Our instructor, Tony Huet is the Director of Training at Digital Training & Designs. Tony's vast experience in photography and videography inform his deep background knowledge of the industry. Having instructed for 15+ years, he has a genuine knack for relating to his students to discern their needs and to orient his classes to fill their skills and knowledge gaps. Tony is Adobe certified to teach Adobe Premiere, Adobe After Effects, and Adobe Encore. He is Apple certified to teach Final Cut Pro, DVD Studio Pro, Motion, Color and Soundtrack Pro. In June of 2008 Tony earned his Master Trainer certification from Apple. Tony co-authored the book "Apple Pro Training Series: Motion 3" and worked with Adobe writing questions for the Adobe Premiere and Adobe After Effects certification tests.

*This outline is flexible and may change to accommodate student skills and interests.*



### Video Fundamentals

- Understanding Interlaced and Progressive scan
- Comparing Video Color Space to RGB
- Understanding Pixel Aspect Ratios
- Standard Definition and High Definition resolutions

### Interface

- Understanding the Project, Source, Program, and Timeline/Sequence windows
- Using transport controls and keyboard shortcuts
- Creating and using Bins and Sequences

### Basic Editing Techniques

- Marking In/Out points in the Source window
- Drag and Drop Program window editing
- Using Overwrite and Insert edit
- Two-track A/B roll editing
- Timeline editing with the cursor
- Using Shortcuts

### Intermediate Editing Techniques

- Understanding Three points edits
- Using Ripple Edits
- Roll Edits
- Slip edits

### Using effects

- Creating titles and lower thirds
- Adding Transitions
- Simple color correction

### Audio

- Understanding audio levels
- Modifying the Timeline window to display audio waveforms and keyframes
- Creating fades using transitions and keyframes
- Mixing Audio Tracks in the Timeline

### Capturing footage

- Understanding different video formats
- Using the Capture window with tape
- Log and Transfer with tapeless cameras
- Understanding Offline and online clips
- Using Batch capture
- Setting up Scratch disks/folder
- Using the Media Browser with non-tape media

### Effects Controls

- Understanding how Premiere Pro tracks clip location
- Positioning clips using direct numeric entry
- Using Basic Motion attributes to modify a clip
- Resetting Motion parameters

### Animating and Keyframes

- Creating Keyframes in the Viewer window
- Moving a clip using Center keyframes
- Navigating in the Viewer window while creating and modifying Keyframes
- Using Image+Wireframe mode to create Keyframes

### Clip Playback Speed

- Creating Slow Motion effects
- Creating and using Still Frames

### Trim-Monitor Window

- Understanding the Trim Monitor window
- Performing Ripple and Roll edits using the Trim Edit window
- Keyboard shortcuts for the Trim Edit window

### Exporting

- Exporting to a full-res intermediate
- Using Adobe Media Encoder presets for devices, DVD, and Web formats
- Understanding edit vs. playback formats

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