



Adobe Premiere Pro CC: Editing Techniques

Level 1 Course Outline



Digital Training & Designs, Inc.

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 Premiere Pro CC Level 2: Advanced Production

 Adobe After Effects CC Level 1 & Level 2

 Adobe Photoshop CC Level 1 & Level 2

Adobe Premiere Pro CC: 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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