



COURSE DESCRIPTION

Our most popular course, taking you from beginner to advanced user in 5 days. Zero to Hero. The course covers everything from capturing, editing, special effects, graphics, titles to final production. You will also work with audio, as well as integrating Photoshop and Illustrator. No prior experience of After Effects is needed. **Live face-to-face instructor - still the best way to learn!**

DETAILED COURSE OUTLINE

INTRO: A REAL-WORLD OVERVIEW OF PREMIERE PRO

- What is Premiere Pro?
- New Premiere Pro features
- What media types can be rendered or exported with Premiere Pro?
- What kind of media can be ingested or captured using Premiere Pro?
- What kind of media can be imported into Premiere Pro?
- Setting up a Premiere Pro hardware/software digital video work environment
- Premiere Pro technical specifications
- Premiere Pro workflow: Terminology and best practices

BEFORE YOU BEGIN: PREMIERE PRO PROJECT MANAGEMENT

- What restrictions exist for a Project's frame resolution?
- What restrictions exist for a Project's pixel aspect ratio?
- What restrictions exist for a Project's time base?
- What restrictions exist for a Project's frame rate?
- What requirements exist for video and/or audio compression?
- What are the variables to consider for graphical screen-based assets?
- What are the variables to consider for audio assets?

UNIT 1: TOURING ADOBE PREMIERE PRO

- Exploring nonlinear editing basics in Premiere Pro
- Exploring panels and panel options
- Customizing the Premiere Pro workspace
- Premiere Pro VR Support
- Exploring monophonic and stereophonic options
- Enabling VR Video Display options
- Exploring The Interpret Footage panel
- Animating perspective with the Offset effect

UNIT 2: PROJECT SETTINGS AND PREFERENCES

- Specifying Project settings
- Customizing Project settings
- Specifying Sequence settings
- Setting Premiere Pro Preferences

UNIT 3: INGESTING TAPELESS MEDIA

- Ingesting media versus capturing footage
- Previewing, analyzing, and importing clips with Bridge
- Hover scrubbing, previewing, and importing assets with the Media Browser
- Subclipping media at import
- Additional Import options
- Managing media in bins
- Mixing different media formats within Sequences

UNIT 4: ROUGH CUTS AND THREE-POINT EDITS

- Previsualizing story content in the Project panel
- Setting clip poster frames
- Using the Selection and Rate Stretch Tools
- 3-point editing and other editing strategies
- Source panel control options
- Editing clips in the Source panel
- Using the storyboard method to build a rough cut
- Timeline editing with the Rolling Edit and Ripple Edit Tools

UNIT 6: SPECIALIZED EDITING TOOLS AND TECHNIQUES

- Linking, unlinking, grouping, and nesting clips
- Using the superimpose tracks
- Using blend modes
- The Razor Tool
- Creating freeze-frame effects
- Overwrite edits and Insert edits
- Ripple deletes
- The Zoom, Hand, and Track Select Tools
- Using Markers
- Working in Audio Time Units vs. SMPTE frames
- Ganging the Source and Program CTIs
- The Slip Tool
- Split edits (J cuts, L cuts) and cutaways (U cuts)
- The Slide Tool

UNIT 7: ADDING TRANSITIONS

- Practical application of Transitions
- Applying Video Transitions
- Editing Transitions with the Effect Controls panel
- Using A/B mode to fine-tune a Transition
- Applying Transitions to multiple clips at once
- Applying Audio Transitions
- Using keyframes to adjust audio levels

UNIT 8: ANIMATING CLIPS WITH FIXED EFFECTS

- Understanding keyframes and tweening
- Applying fixed effect property animation to clips
- Setting keyframe interpolation



DETAILED COURSE OUTLINE (CONT.)

UNIT 9: ADDING VIDEO EFFECTS

- ➔ Compositing Video Effects on clips and Sequences
- ➔ Keyframing time-based Video Effect properties
- ➔ Adjusting keyframe interpolation to manipulate speed
- ➔ Applying Track Matte feathering effects
- ➔ Applying Video Effects to a Master Clip

UNIT 10: RENDERING AND EXPORTING

- ➔ Testing for final export
- ➔ Using the Export Settings dialog
- ➔ Exporting single video frames
- ➔ Working with the Adobe Media Encoder
- ➔ Exporting a high-resolution master for recompositing
- ➔ Exporting H.264-compressed video for YouTube and mobile devices
- ➔ Adding Adobe Encore Chapter Markers to a Timeline
- ➔ Exporting video and audio files for DVD mastering
- ➔ Exporting to Apple Final Cut Pro XML

UNIT 11: ADVANCED EDITING TECHNIQUES

- ➔ Trimming in the Program monitor
- ➔ Dynamic trimming in the Timeline
- ➔ Lifting and Extracting
- ➔ Sync Lock and Track Lock
- ➔ Four-point edits
- ➔ Replacing clips and footage
- ➔ Time remapping and slow/fast motion techniques
- ➔ Time Interpolation and Optical Flow
- ➔ Multicamera editing

UNIT 12: ADVANCED VIDEO EFFECTS

- ➔ Color Correction effects
- ➔ Using Lumetri Color Correction
- ➔ Additional Color Correction effect options
- ➔ The Reference Monitor and Video Scopes
- ➔ The Video Limiter effect
- ➔ Color-oriented Video effects
- ➔ Lighting and shadow effects
- ➔ Creating a Picture-in-Picture effect
- ➔ Using Adjustment Layers in superimpose tracks
- ➔ Image Stabilization and Rolling Shutter effects
- ➔ Third-party video effects

UNIT 13: ADVANCED COMPOSITING TECHNIQUES

- ➔ About alpha channels, masks, mattes, and keys
- ➔ Color keying with the Ultra Key effect
- ➔ Modifying settings and color correcting foreground footage
- ➔ Keyframing Opacity in combination with visual effects
- ➔ Applying Blend Modes
- ➔ Creating masks
- ➔ Creating luma and alpha track mattes

UNIT 14: CUSTOMIZING TITLES AND MOTION GRAPHICS

- ➔ The Essential Graphics panel
- ➔ Title Templates
- ➔ Motion Graphics Templates and the .MOGRT format
- ➔ Editing Motion Graphics Templates
- ➔ Exporting Motion Graphics Templates
- ➔ Customizing animated title templates
- ➔ Adding Lower Thirds
- ➔ Creating Master Graphics and Master Styles
- ➔ Legacy titles
- ➔ Text on a path
- ➔ Adding graphic fills to text and backgrounds
- ➔ Rolls and crawls

UNIT 15: OPTIMIZING, EDITING, AND SWEETENING AUDIO

- ➔ Amplitude vs. Normalization
- ➔ The Clip Mixer and the Audio Mixer
- ➔ Mixing with clip and track keyframes
- ➔ Automated Mixing
- ➔ The Essential Sound panel
- ➔ Audio sweetening
- ➔ Audio Effects
- ➔ Round-trip editing with Adobe Audition
- ➔ Strip Silence and Noise Reduction
- ➔ Third-party audio effects and libraries

UNIT 16: INTEGRATING ADOBE PHOTOSHOP AND ILLUSTRATOR FOOTAGE

- ➔ Strategies for importing Adobe Photoshop files
- ➔ Advantages of nested Sequences
- ➔ Importing and round-trip editing Adobe Illustrator files
- ➔ Incorporating layered AI files into a Premiere Pro Sequence

UNIT 17: INCORPORATING ADOBE AFTER EFFECTS COMPOSITIONS

- ➔ Using Dynamic Link with After Effects
- ➔ Managing After Effects Compositions in Premiere Pro

UNIT 18: COLOR GRADING

- ➔ Understanding LUTs and Looks
- ➔ Installing LUTs
- ➔ Color Grading with the Lumetri panel



DETAILED COURSE OUTLINE (CONT.)

BONUS TRACKS UNIT 19: COLOR CORRECTION

- Color grading versus color correction
- An overview of traditional color correction
- Using Lumetri color correction
- Using the Fast Color and Three-Way Color Correctors

UNIT 20: PROJECT MANAGEMENT

- Using the Project Manager
- Managing files for Project archiving

UNIT 21: AUDIO RECORDING AND SUBMIXING

- Recording voiceover direct-to-disc in Premiere Pro
- Submixing audio tracks

Our outlines are a guide to the content covered on a typical class. We may change or alter the course topics to meet the objectives of a particular class. Bonus Tracks are covered if time permits.