



COURSE DESCRIPTION

On this hands-on Premiere Pro training class you will learn to create compelling video. The course covers capturing, editing, special effects, graphics, titles and to final production. No prior experience of Premiere Pro 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 5: CREATING BASIC TITLES

- Adding Premiere-generated Synthetic Media
- Working with the Type Tool
- Creating Text layers
- Setting and editing text parameters
- Applying text effects
- Saving custom styles
- Using the Essential Graphics panel
- Using the Pen, Rectangle and Ellipse Shape Tools
- Creating Shape layers
- Working within safe margins

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



DETAILED COURSE OUTLINE (CONT.)

UNIT 8: ANIMATING CLIPS WITH FIXED EFFECTS

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

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

BONUS TRACK UNIT 11: 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

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.