

## Premiere Pro CC Notes

### Part 3: Audio

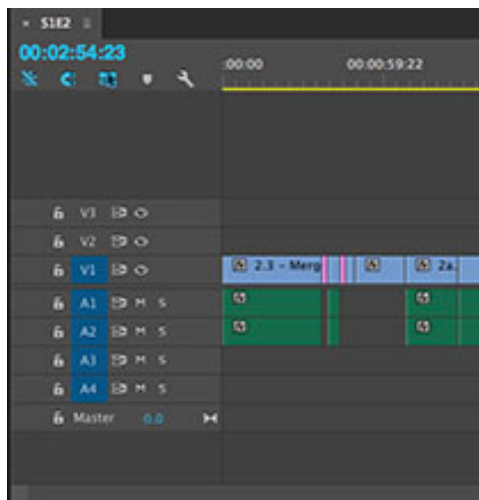
#### 1. Expanding Audio Tracks to adjust Clip Volume in the Timeline Pane

The default view in the Timeline Pane will probably leave your audio tracks too small to display waveforms. You can change the height of a single audio track by hovering over the TRACK HEADER for that track and scrolling with your mouse wheel (scrolling while hovering over the clip scrolls up and down the total tracks) or adjust the height of all audio tracks with keyboard shortcuts:

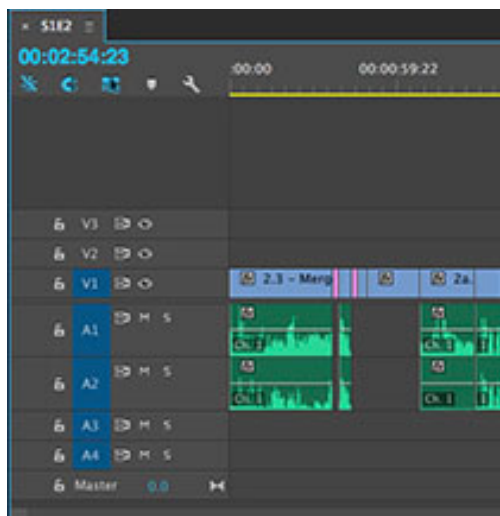
Increase Audio Tracks Height: OPT+=

Decrease Audio Tracks Height: OPT-=

Sequence with track height set to minimum:



Sequence with audio track height expanded to see waveforms:



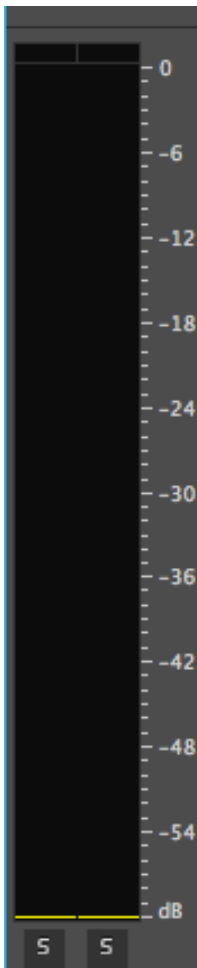
When you have expanded the audio track height, you will see a white line in the running length of the clip, representing the audio clip volume.

Of these three, option A affords you the least control. With option B or C, you can play the clip in the Source Pane (spacebar or L) or scrub by dragging the playhead under the video in the Source Pane.

You can then set a specific In point (I) and Out point (O) so that only the parts of the clip that you want end up in the sequence. Hovering over that line with the Selection Tool (V) turns it into a white arrow with tiny up-and-down indicators. While in this state, clicking and dragging the white line up raises the volume of the entire clip in the sequence. Dragging it down lowers the volume of the entire clip in the sequence.

## 2. The Audio Meters

In most default workspaces, the Audio Meter Pane is to the right of the Timeline Pane.



When adjusting audio, you start with the most important tracks first – usually the dialogue. You want these tracks to sound loud enough that the viewer won't need to turn their volume way up when watching, but not so loud that there is distortion.

To achieve this, you determine a “reference level” for the audio. For Premiere, the reference level is at -12dB on the scale. At this level the sound is loud, but there's still room for other sounds to be louder without distorting. You may notice that if the sound goes above -12dB, the meters turn from green to yellow.

The level should NEVER hit 0dB. If it does, the meters turn red, and the small red peak warnings on top of the meter light up.

Once you have adjusted your dialogue to peak around -12dB, you adjust other sounds so that softer sounds peak lower on the meters, and louder sounds peak higher, but never near 0dB.

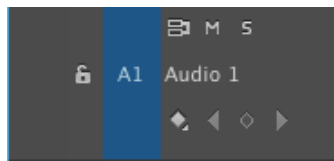
### 3. Keyframing Audio in the Timeline

Moving the line up and down in the clip as in Part 1 affects the volume for the entire clip. Often you want to turn volume up and down within a clip, as sounds get louder and softer. To do this, you add keyframes.

- A. To add a keyframe in the timeline, do one of the following:
  - a. CMD-click on the audio level line where you want the keyframe to appear
  - b. Switch to the Pen Tool (P) and click on the audio level line



- c. If the track header is expanded enough, the “Add Keyframe” button becomes visible. An empty diamond means that there is no keyframe at that point, and clicking on the diamond will add one. A filled diamond means that there already is a keyframe at that point. Use the triangles to move to the next or previous keyframes (if any).



- B. To delete a keyframe in the timeline, click on the keyframe (Shift-click , CMD-click, or click and drag to lasso, to select multiple keyframes) and hit the DELETE key.
- C. To adjust keyframes in the timeline:
  - a. Click and drag up or down to adjust volume of keyframe
    - dragging the line segment between keyframes adjusts the line segment and both keyframes
  - b. Click and drag left or right to adjust the keyframe’s position in the timeline

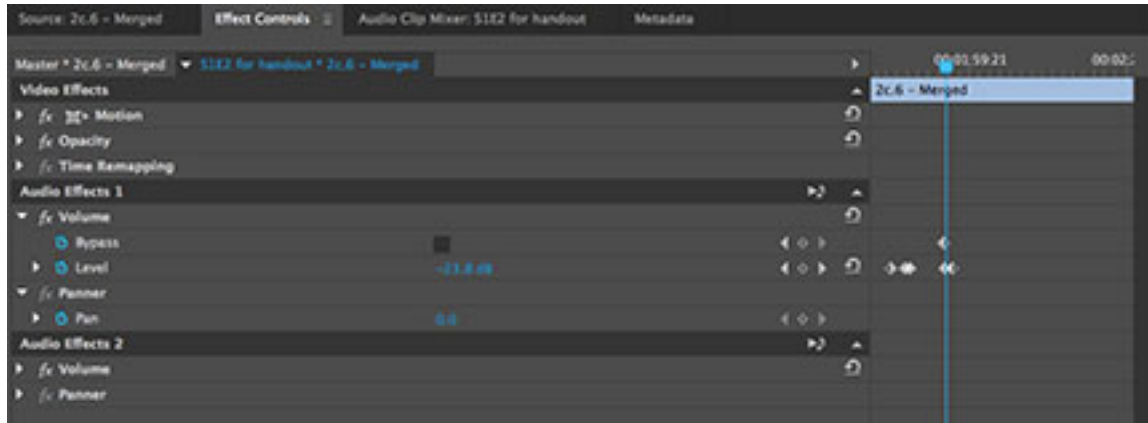
Adjusting audio in this way is often called “rubberbanding” the audio level. It allows you to adjust exact segments of the audio to the desired level. Zooming in on the timeline allows you to do so to a very fine degree.



After you have made any adjustments to the audio, the “fx indicator” box in the upper left of the clip will turn yellow. A gray fx indicator means that no effects or adjustments have been made on that clip.

#### 4. Adjusting Audio in the Effects Control Panel

The Effects Control Panel is one of the tabs in the Source Pane. This is the Audio Effects Panel display for the clip seen on the previous page.



Click on the disclosure triangle for “fx Volume” to access the Level parameter controls.

Click on the stopwatch icon next to a parameter to allow “animation” or keyframing. It will turn blue. (If you have added keyframes in the timeline, it will be blue already.)

Hovering over the level number (-23.8dB in this example) changes your cursor. Moving the mouse to the left reduces the level, moving it to the right increases it.

Clicking on the level number allows you to type in a specific decibel level.



The keyframe navigation to the right works like the track header. An empty diamond means that there is no keyframe at that point, and clicking on the diamond will add one. A filled diamond means that there already is a keyframe at that point. Use the triangles to move to the next or previous keyframes (if any).



The Reset button to the right of the keyframe navigation buttons removes ALL keyframes from the clip for that parameter.

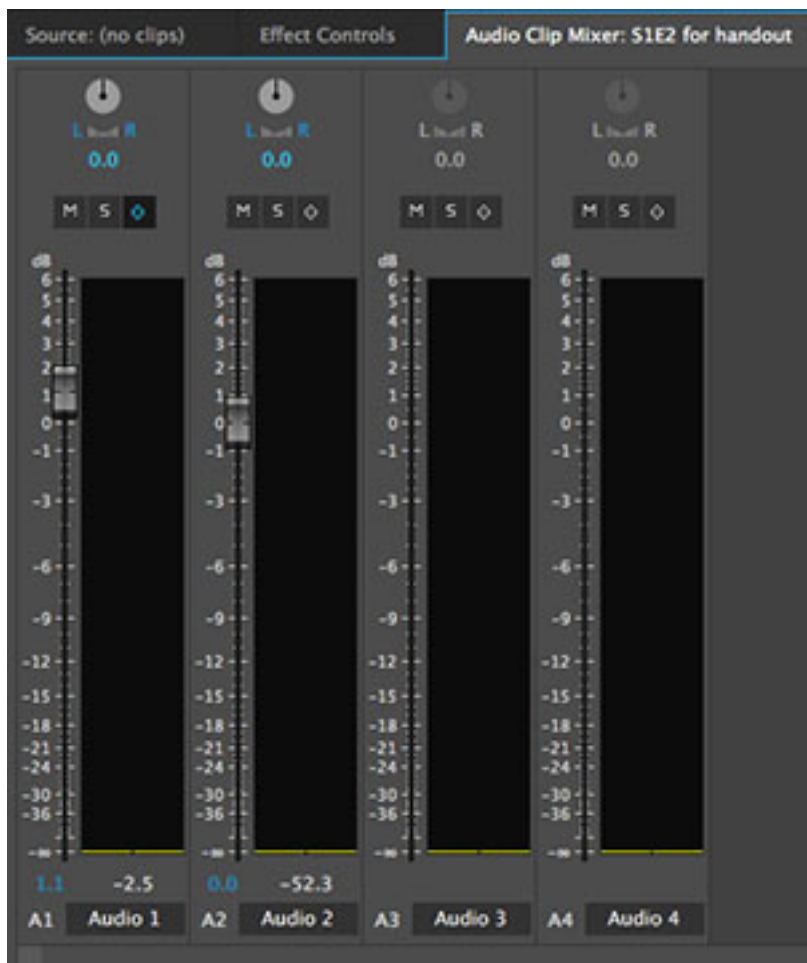


The keyframe display to far right shows all keyframes in the clip. Click to select a keyframe. Drag up or down to adjust the volume for that keyframe. Drag left or right to adjust the position of the keyframe in the clip. Hit DELETE to remove the keyframe. Lasso multiple keyframes to adjust them all at once.

Right-click (CTL-click) on a keyframe in the timeline or the Effects Control Panel to change its type from Linear (the default) to Bezier, Auto-Bezier, Continuous Bezier, or Ease In/Out. For more on the types of keyframes, see the handout on Effects.

## 5. Using the Audio Clip Mixer

The Audio Clip Mixer Panel is, in most default workspaces, the third tab in the Source Pane.



The Audio Clip Mixer shows virtual buttons, knobs, and sliders for each track in your sequence.

#### A. Panning

- a. The Pan “knob” is at the top of each strip.
  - A Pan value of 0 means that the audio track is centered, and will play equally out of each speaker.
  - A Pan value of -100 means that the audio will play only out of the left speaker in a stereo device.
  - A Pan value of 100 means that the audio will play only out of the right speaker in a stereo device.
- b. Hovering over the Pan knob changes the cursor.
  - Click and drag to the left to decrease the Pan value.
  - Click and drag to the right to increase the Pan value
  - Double-click to reset the Pan value to 0
  - Click on the number to type in a specific Pan value

#### B. Mute and Solo

- a. Click on the “M” button to Mute that track
- b. Click on the “S” button to Solo that track (muting all others)

#### C. Sliders

- a. Moving a slider will raise or lower the audio level of the entire clip.
  - b. Selecting the keyframe (diamond) button will add keyframes
    - play the audio
    - move the slider up or down
    - keyframes will be added to change the audio level dynamically
- NOTE: Though the keyframes can be added “live” without stopping the playback, they will not be visible in the clip until playback is stopped
- d. Clicking on the number value below the slider allows you to type in a specific value for the clip audio level (if keyframes not selected) or for a keyframe at that position (if keyframes selected)