

Premiere Pro CC Notes

Part 1: Getting started

1. Starting Premiere Pro gets you this welcome screen.



Click on “New Project” to open a new project.

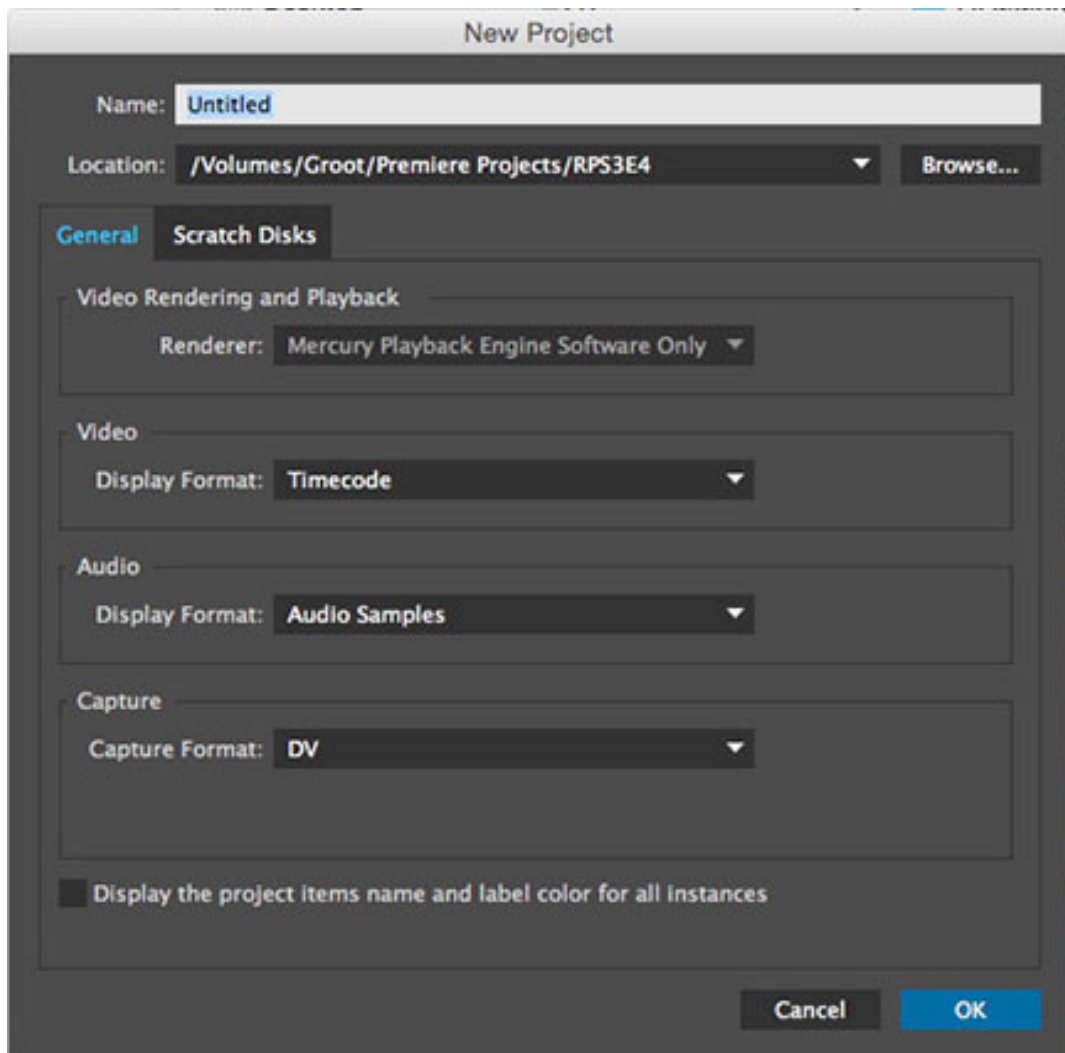
If you have worked on projects already, they may show up under “Open a Recent Item” – clicking on one will open it.

Clicking on “Open Project” will allow you to navigate to a project that doesn’t show up as a Recent Item.

Note: If you uncheck “Show Welcome at Startup” future starts will take you directly to the project you were last working on.

2. New Projects Settings

When you open a New Project, the following window opens up:



For now, you can ignore every item on the “General” Tab except:

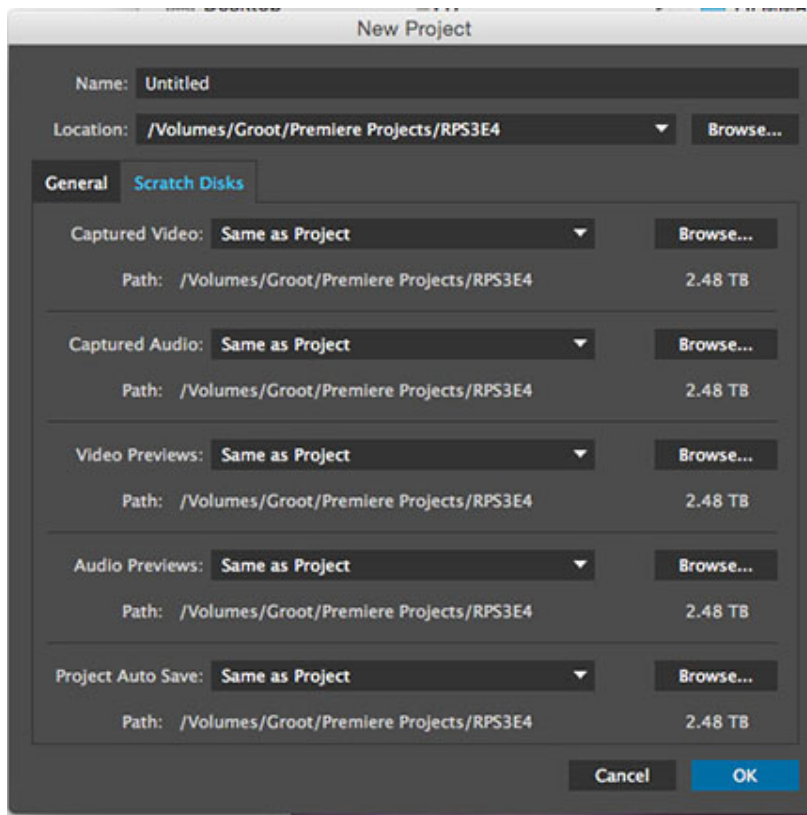
Name (name it something that makes sense)

Location: Click “Browse” to navigate to your external drive or editing partition (do NOT create new projects on the computer’s system drive).

Note: Before creating your first Premiere project, it helps to create a folder named “Premiere Projects” on your drive/partition. You can then click the “New Folder” Button to create a subfolder for each new project.

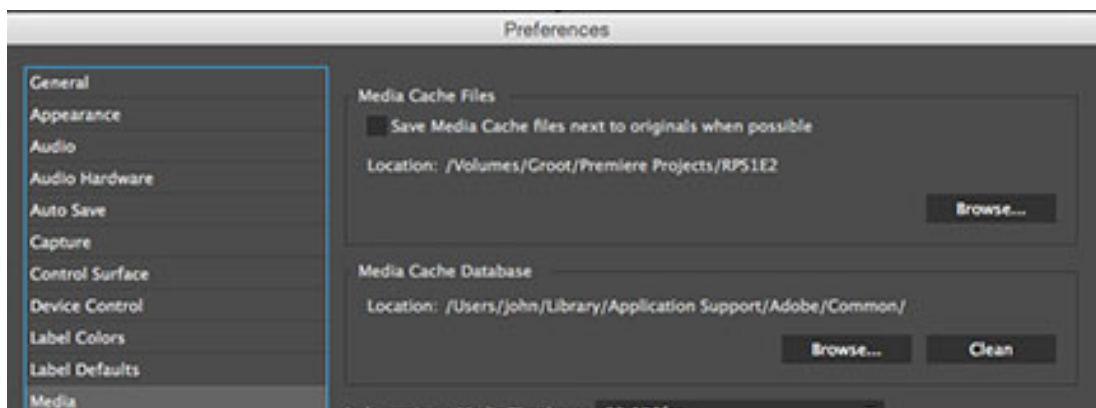
3. Scratch Disks

Click on the Scratch Disks tab to get this display:



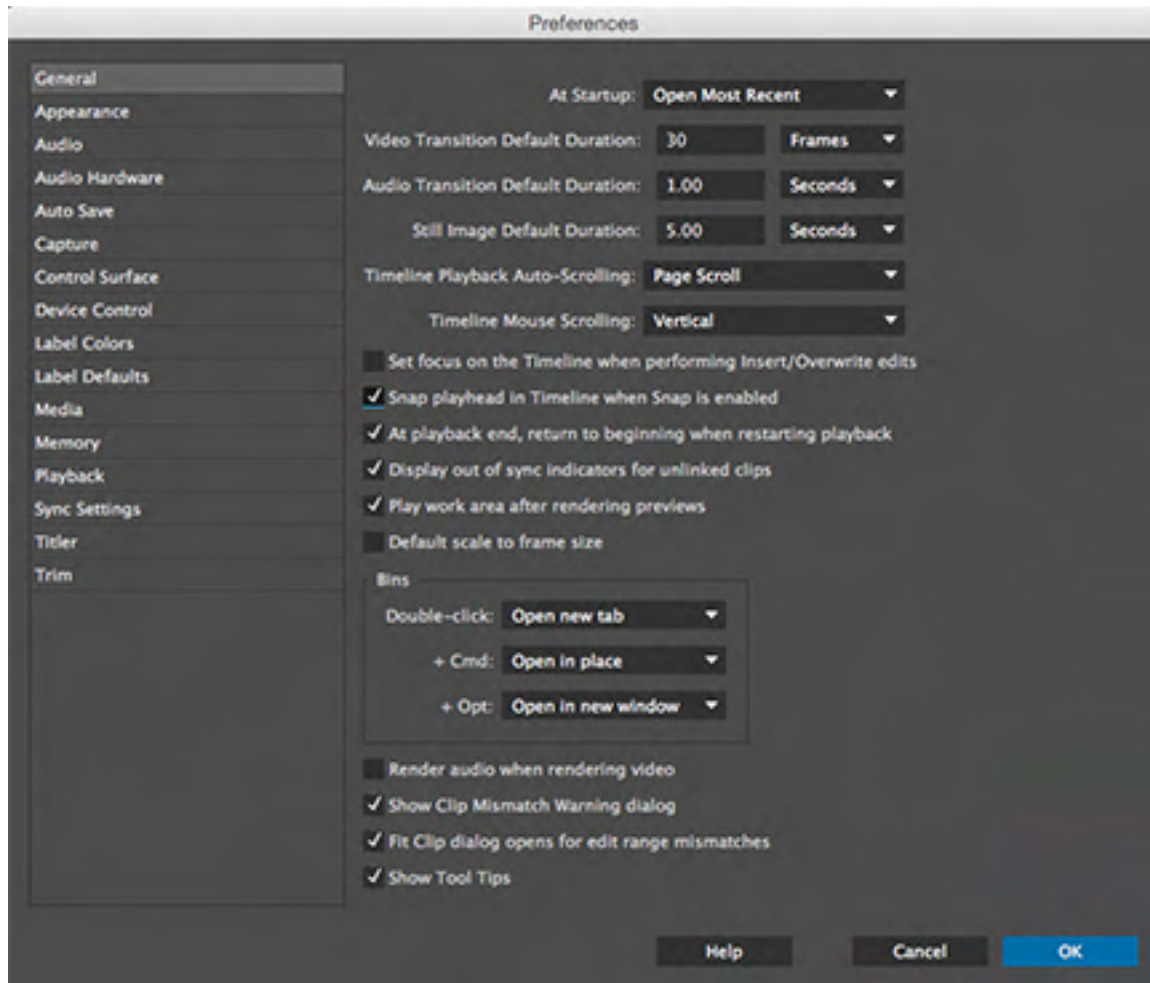
You can scatter your video and audio files, your Auto Save files, etc to different places, but it will be much easier to move the project around if needed if you just make sure everything is set to “Same as Project.” Now all the files you need EXCEPT your original files will be in one folder.

NOTE: Check in Premiere Pro>Preferences>Media and make sure that “Save Media Cache files next to originals when possible” is NOT checked.



4. Preferences

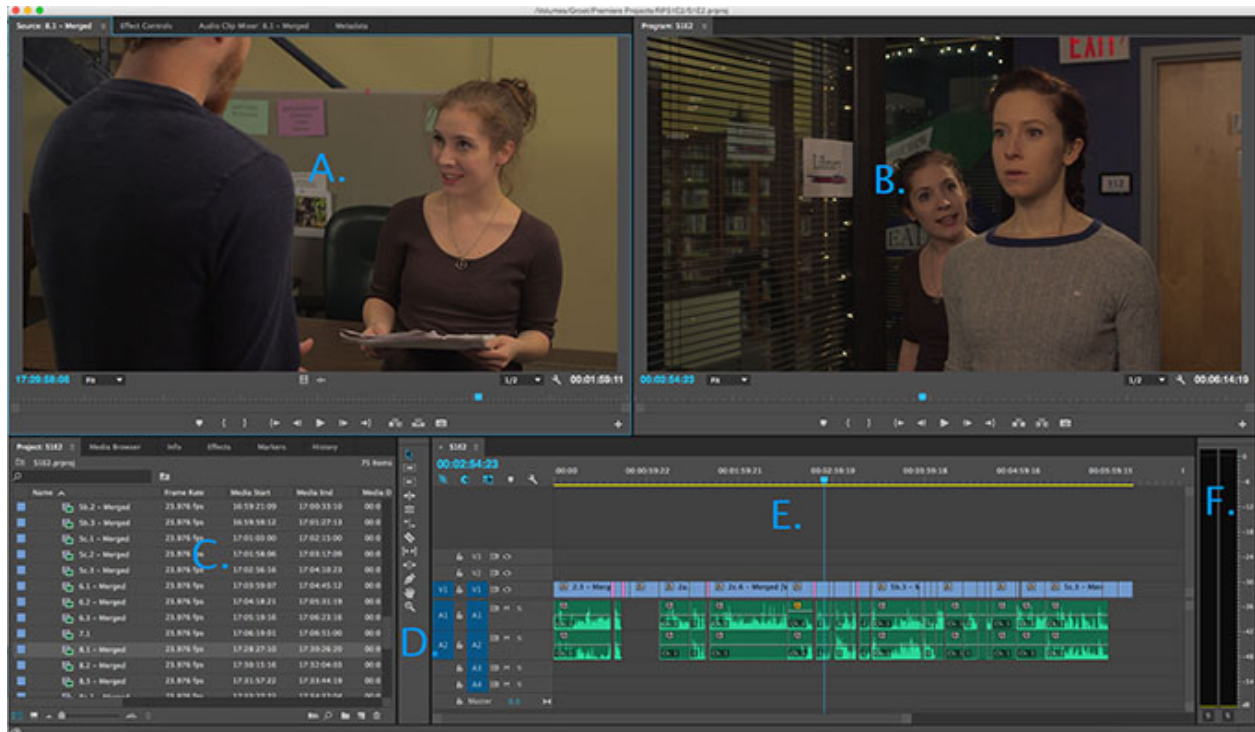
For now, the only preferences you need to worry about are the Premiere Pro>Preferences>General. Make sure they look like this:



As you continue using Premiere you will change some of these settings, but these are a good preference set for starting out.

5. Interface

The Editing Workspace interface, the one you will use most often, looks like this:



The Editing Workspace consists of 6 “panes.” Each pane consists of one or more “panels” which can be accessed by clicking on the corresponding tab in the pane. The default Panes and Panels are:

A. The Source Pane

a. The Source Monitor Panel

- shows a clip that you have opened by double-clicking or dragging into the panel.

b. Effects Control Panel

- shows all effects applied to clip in sequence or master clip in bin

c. Audio Clip Mixer Panel

- allows you to mix clip audio

d. Metadata Panel

- displays data for selected clip

B. The Program Pane

- tabs for any sequences currently in the Timeline Panel

- displays the frame under the playhead in the open sequence

C. The Project Pane

a. The Project Panel

- shows Bins and Clips for open project

b. Media Browser Panel

- allows you to select and import media on your computer and any connected drives

c. Info Panel

- shows information for current project

D. The Toolbar Pane

E. The Timeline Pane

- shows tabs for any open sequences in the project, or other projects

F. Audio Meter Pane

- shows your audio levels in real time playback

Panes and Panels can be resized by dragging the edges.

Any Panel can be enlarged to fill the screen by hitting the tilde (~) key . Hitting ~ again returns the Panel to its previous size.

Dragging tabs in a Pane can change the order in which Panels appear from left to right.

Any Panel can be pulled out of its default Pane and can “float” above the interface by dragging the tab out of its Pane. Dragging it back returns it to its default position.

6. Importing

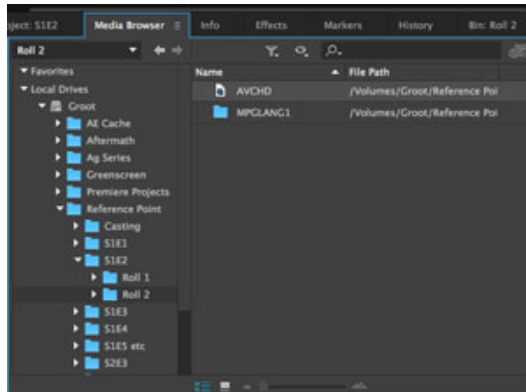
There are two ways to import footage into Premiere.

A. File>Import

- navigate to folders and media files to import them into the project. If your files are in folders, the folder structure will become the bin structure in the Project Panel.

B. The Media Browser

The Media Browser Panel shows the directory structure of your computer and any connected drives. Navigate to the media you want to import by opening the disclosure triangles or double-clicking folders.



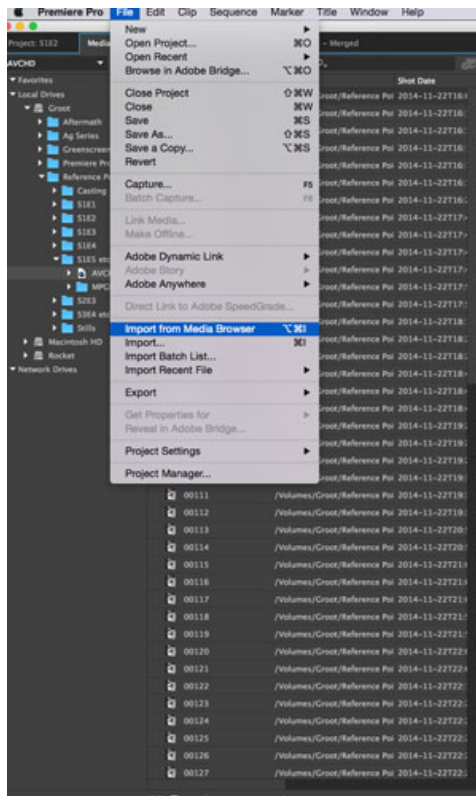
When you reach the files you want, select them:

- Shift-click to select contiguous clips (and all clips in between)
- CMD-click to select non-contiguous clips
- CMD-A to select all clips in a folder

Then right-click (CTL-click) and choose

“Import from Media Browser” (OPT-CMD-I)

- the clips will appear in your Project Panel



IMPORTANT NOTE:

Unlike other editing programs, when Premiere “imports” files, it is NOT creating a new file to use for editing. It is ALWAYS linking to, and playing back, the original camera or audio file. For this reason, you should NEVER import directly from the camera, because when the camera is removed the files will disappear from Premiere.

Instead, when you connect the camera or media card, copy the contents onto your hard drive. Then disconnect the camera and import the media from your hard drive into Premiere. Once you’ve confirmed that Premiere has imported the media correctly, you can then clear the camera or media card.