

1

# **Overview of Adobe Premiere Pro**

Premiere Pro is a powerful, feature-rich, cross-platform, non-linear editing application built for modern file-based video editing production (**Figure 1**). Every day, hundreds of thousands of filmmakers, broadcast editors, videographers, and journalists around the world rely on Premiere Pro to create a wide array of compelling content.



Figure 1 The Premiere Pro working area

Premiere Pro is resolution independent, allowing editors to work at HD, 4K, 8K, and beyond, freely mixing frame rates and video formats on the same timeline without the need for time-consuming transcoding. Extensive native media support allows creatives to get to work right away, no matter which device their footage is coming from, whether it's a broadcast camera, high-end digital device, mobile device, action camera, DSLR, or almost any other source. You can use Premiere Pro to easily assemble clips and sequences, edit, add audio and video effects, create titles, manipulate colors and light for the perfect aesthetic, and export your finished project to any screen and any format.

In this guide, you'll learn your way around the Premiere Pro interface, how to create your own custom workspaces, how to use panels, and review the Tools panel. You can work through this guide by creating a new, empty project using your own assets, or download the completed project file and assets used in this tutorial here. You can also use these same asset files for many of the step-by-step guides in this Premiere Pro curriculum series.

**Note**: More detail is available on creating and updating projects in the Premiere Pro guide *How to create and change a project*.

## **About workspaces**

All user interfaces across Adobe's video and audio applications provide options for consistent, customizable workspaces. Although each application has its own set of panels (such as Project, Metadata, and Timeline), you move and group panels in the same way across products.

The main window of a program is the *application window*. Panels are organized in this window in an arrangement called a *workspace*. The application window contains both grouped panels, and individual panels (**Figure 2**).



Figure 2 Adobe Premiere Pro user interface

2

## **Exploring workspaces**

Premiere Pro includes several predefined workspaces that optimize the layout of panels for specific tasks. When you choose one of these workspaces, the current workspace is rearranged accordingly. Workspace buttons in the Workspaces panel provide you one-click access to default or custom workspaces. You can switch to the different layouts by clicking the names at the top of the workspace (Figure 3). The default Workspaces panel includes the following layout options:

- Assembly Includes a larger Project panel to help you organize clips, and add them to new sequences.
- Editing An ideal layout for editing and adding clips to a sequence.
- Color Access additional tools and panels to perform color adjustments.
- Effects Contains the Effects and Effects Controls panel to apply and adjust video and audio effects.
- Audio Provides a range of audio mixers to make adjustments to your soundtrack.
- Graphics Includes tools, templates, and layouts to add text and graphics clips.
- Libraries CC Libraries makes your favorite assets available to you across other desktop and mobile apps.
- Click the chevron icon (>>) to open the Overflow menu, which includes workspace layouts that are not displayed in the Workspace panel.





You can use menus to easily change the order in which workspaces are displayed, move a workspace to the Overflow menu, or hide a workspace so that it is not displayed in the Workspaces panel. You can also delete a workspace from the panel.

3

## To choose a workspace:

1. Start Adobe Premiere Pro.

The Start screen opens (Figure 4). If you've previously used Premiere Pro, your recent files will be shown.

Start		×
Pr Premiere Pro		) 🚦
RECENT	Your recent work will appear here.	
CC FILES SYNC SETTINGS	Click on the "New " button to create something new, or click the "Open " button to continue working	
New Project		
Open Project	Create something new with your own settings.	
New Team Project	(Start new)	
Open Team Project		
	Show All	
GET TEN FREE IMAGES FROM ADDRE STOCK	GO Typ it 21 min	

Figure 4 The Start screen

- 2. Use the options in the **Start** screen to browse your recent files and libraries:
  - Access your assets View recently-opened files, define and browse libraries.
  - *Create a new project* Click either the **New Project** or **Start New** buttons, browse to a location where you want to save the project file, name the project, and click **OK**.
  - Open an existing project Click the **Open Project** button, browse to the project file, select it, and click **Open**.

The Premiere Pro project file opens, with the default Editing workspace available (Figure 5).

Adobe Premiere Pro CC 2017 - C:\Users\jay\Dropbox (Numen)\Adobe	CC Curriculum 2016\Den	no Assets\Prem	iereProCC_Oct_2016	5\View from a Blue	e Moon.prpro	j*			-	
File Edit Clip Sequence Marker Graphics Window Help										
Source: 1 Blue Moon BG for Live Text Template Titles: bm_stormy.mov: 00:00:10	6:14			Program: 1 Blue		ive Text Templat				
	Arrive	0								
00:00:20:14 Fit Y		× 4	00:00:08:06						1/4 ~ 🔧 0	0:01:16:22
•										
● + + + • ●		Ó	+			•		I ► I► +} #3. #3	la la	
Were from a Base Moon paperal D T T T T T T T T T T T T T T T T T T	Info Effects 10 Item Frame Rate Medi 12 0.75 6+ 0.04	as 👻		2 ▼ ● ◀ Video 1 ◀ ○ ♪	::00:0 Cr 2 2		00:00:14:23			6 112 18 24 -39 0 -39 0 -42 -48 -54
					0					

Figure 5 Existing project, with Editing workspace selected

4

3. Click through the options in the Workspace panel, including **Assembly**, **Editing**, **Color**, and others.

Observe how the workspace layout and panels are rearranged according to the selection (Figure 6).



Figure 6 Assembly (left), Audio (center), and Graphics (right) workspaces

## To modify the order, hide, or delete workspaces:

- 1. Click the Workspace menu icon, which appears next to the currently active workspace.
- 2. In the Workspace menu that is displayed, click **Edit Workspaces (Figure 7**).

The **Edit Workspaces** dialog opens (**Figure 8**). Here you can drag items to reorder workspaces, move them into the Overflow menu or hide them from view.

You can also delete a workspace by selecting an item and clicking the **Delete** button.

## Workspace menu icon



## Figure 7 Workspace menu

Edit Workspaces	>
~ Bar:	
Assembly	
Editing	
Color	
Effects	
Audio	
Graphics	
Libraries	
Verflow Menu:	
All Panels	
Metalogging	
Do Not Chaus	
0 Drag workspaces into the order you would like them to appear.	
Delete OK Cancel	

Figure 8 Workspace menu

## **Customizing workspaces**

In addition to the default workspace layouts, you can also customize a workspace by arranging panels in the layout that best suits your working style. As you rearrange panels, the other panels resize automatically to fit the window or to suit your work style. You can create and save several custom workspaces for different tasks—for example, one for editing and one for previewing.

As you customize a workspace, the application tracks your changes, storing the most recent layout. To store a specific layout more permanently, save it as a custom workspace. Saved custom workspaces appear in the Workspace menu, where you can return to and reset them.

#### To save a custom workspace:

- To create a custom workspace, move and manipulate 1. panels in Premiere Pro to a create a unique layout (Figure 9).
- 2. Click the Workspace menu icon and select Save as New Workspace (Figure 10).

The New Workspace dialog box appears (Figure 11).

- 3. Name your workspace.
- 4. Click OK.

Your new workspace is added to the Workspace panel (Figure 12).

## To save changes to default workspaces:

1. To save the changes made to one of the default workspaces, click the Workspace menu icon and select Save Changes to this Workspace.

#### To reset a workspace:

To reset the current workspace to return to its original, 1. saved layout of panels, click the Workspace menu icon and select Reset to Saved Layout.



Figure 9 Custom Audio workspace layout



Figure 10 Workspace menu

New Works	pace	$\times$
Name:	Blue's audio	
	OK Cancel	$\supset$

#### Figure 11 Workspace menu

Graphics	Libraries	Blue's audio	≡	>	<b>&gt;</b>
Source: (no clips)	Effect Controls		<b>&gt;&gt;</b>	×Т	imeline:
				0	0:00:

## Figure 12 Workspace panel options

## Working with panels

Premiere Pro includes many powerful panels that allow you to perform a wide range of editing, color, audio, effects, titles and other tasks. To see the full list of panel options, select Window from the Premiere Pro menu and review the options.

While there are many panels that you can choose from, thse are the ones you will use most often:

- *Project* The repository for links to project assets; video clips, audio files, graphics, still images, and sequences (**Figure 13**).
- *Tools* Each icon in this small panel represents a tool that performs a specific function, typically a type of edit.
- Audio Mixer Click the Audio Mixer tab to the right of the Effect Controls tab to display the Audio Mixer (Figure 14). This interface looks a lot like audio production studio hardware, with volume sliders and panning knobs—one set of controls for each audio track in the Timeline, plus a Master track.
- Monitors Use the Source Monitor to view and trim your original footage. Double-clicking a video clip in the Project panel opens the clip in the Source Monitor. The Program Monitor shows video that has been placed in the Timeline panel (Figure 15). Use the Program Monitor to view your project in progress and to perform some video-effect and sequence editing.



Figure 13 Project panel (left) and Tools panel (right)



Figure 14 Audio Mixer panel



Figure 15 Program Monitor

- Effect Controls When you click a clip or transition in the Timeline panel, its properties are displayed in the Effect Controls panel (Figure 16). You can apply and adjust video and audio effects in this panel. You do most of your editing in the Effect Controls panel and the Timeline panel.
- Effects Not to be confused with the Effect Controls panel. The Effects panel is the repository of video and audio effects as well as transitions and effect presets, organized into bins (Figure 17).
- Info panel Presents a data snapshot of any asset currently selected in the Project panel or any clip or transition selected in a sequence (Figure 18).
- History Tracks every step you take in your video production and lets you backtrack if you don't like the latest edits.
- Timeline Most of the actual video editing is done here. You create sequences (edited video segments or entire projects) in the Timeline panel (Figure 19). One strength of sequences is that you can nest them—place sequences in other sequences—to break up a production into manageable chunks. You can layer (also known as composite0 video clips, images, graphics, and titles in up to 99 tracks. And you can have up to 99 audio tracks.

Sometimes you need to view a panel in full-screen to preview, fine tune an edit, or apply an effect. You may also need to use panel menus or context menus to perform advanced actions. Panel menus display commands relative to the active panel. Context menus display commands relative to the active tool or selected item.

Effect Controls = Lume	etri Scopes Source: b	om_boat_dive.mov Auc	lio Clip Mi: 🛛 🏼 🚿
Master * bm_boat_dive	✓ View from a Blue Mo	▶ 19:23 00:00:24:	23 00:
Video Effects		bm_boat_dive.mov	
✓ fx □ Motion		ন	
Ö Position	960.0 540.0	হ	
> 💍 Scale	100.0	ন	
		ন	
	Uniform Scale	ন	
> 💍 Rotation	0.0	บ	
💍 Anchor Point	960.0 540.0	ন	
> 💍 Anti-flicker Filter	0.00	ন	
> fx Opacity		হ	
> fx Time Remapping			
		0	0
00:00:26:03			

Figure 16 Effect Controls panel



## Figure 17 Effects panel



Figure 18 Info and History panels



## Figure 19 Timeline panel

## To display any panel full-screen:

- 1. Hover your mouse over the panel you want to maximize.
- 2. To make a panel full-screen within the application window, press the accent key (`). Typically, this key lies just to the left of the numeral one (1) key. Some see this key as the back quote key or the tilde key. Press the accent key once more to restore the panel size (**Figure 20**).



Figure 20 Regular-sized panel (left) and maximized panel (right)

 To preview a sequence in full-screen mode without the application window, press Ctrl+' (Windows) or Control+' (Mac OS).

The workspace hides temporarily and the current sequence appears full-screen.

- 4. Press the spacebar to play and stop the video in full-screen mode.
- 5. Press Ctrl+' (Windows) or Control+' (Mac OS) again to exit full-screen mode and return to the workspace.

## To display panel menus and context menus:

1. To display a panel menu, click the panel menu icon beside the panel title (**Figure 21**).



# Figure 21 Panel menu

## Panel menu icon

2. To display context menus, right-click on a panel (Figure 22).

Note: Not all panels include context menus.



Figure 22 Context menu

## **Using tools**

Premiere Pro provides an integrated set of tools to help you perform a range of basic to advanced actions to your video production project (**Figure 23**). Some tools are arranged in groups, with only one tool shown for each group and the other tools in the group hidden behind that tool. A small triangle in the lower right corner of a tool icon is your clue to look for hidden tools. Select a hidden tool by clicking and holding down the small triangle. Select any tool to activate it for use in a Timeline panel by clicking it or pressing its keyboard shortcut. Let the cursor hover over a tool to view a tooltip showing its name and keyboard shortcut.



Figure 23 Tools panel with hidden tools visible

The default Tools panel includes the following items:

- Selection Tool The standard tool for selecting clips, menu items, and other objects in the user interface. It's a
  good practice to select the Selection Tool when you are done using any of the other, more specialized, tools.
  Note: The Selection tool is the default tool. It's used for everything other than specialized functions. If the
  program isn't responding as you expect, make sure that the Selection tool is selected.
- *Track Selection Tool* Select this tool to select all the clips to the right of the cursor in a sequence. To select a clip and all clips to the right in its own track, click the clip. To select a clip and all clips to its right in all tracks, Shift-click the clip. Pressing Shift changes the Track Selection Tool into the Multi-track Selection Tool.
- *Ripple Edit Tool* Select this tool to trim the In or Out point of a clip in a Timeline. The Ripple Edit Tool closes gaps caused by the edit and preserves all edits to the left or right of the trimmed clip.
- *Rolling Edit Tool* Select this tool to roll the edit point between two clips in a Timeline. The Rolling Edit Tool trims the In point of one and the Out point of the other, while leaving the combined duration of the two clips unchanged.
- *Rate Stretch Tool* Select this tool to shorten a clip in a Timeline by speeding up its playback, or to lengthen it by slowing it down. The Rate Stretch Tool changes speed and duration but leaves the In and Out points of the clip unchanged.
- *Razor Tool* Select this tool to make one or more incisions in clips in a Timeline. Click a point in a clip to split it at that precise location. To split clips in all tracks at that location, Shift-click the spot in any of the clips.
- *Slip Tool* Select this tool to simultaneously change the In and Out points of a clip in a Timeline, while keeping the time span between them constant. For example, if you have trimmed a 10-second clip to 5 seconds in a Timeline, you can use the Slip Tool to determine which 5 seconds of the clip appear in the Timeline.
- *Slide Tool* Select this tool to move a clip to the left or right in a Timeline while simultaneously trimming the two clips that surround it. The combined duration of the three clips, and the location of the group in the Timeline remain unchanged.
- *Pen Tool* Select this tool to set or select keyframes, or to adjust connector lines in a Timeline. Drag a connector line vertically to adjust it. Ctrl-click (Windows) or Command-click (Mac OS) on a connector line to set a keyframe. Shift-click noncontiguous keyframes to select them. Drag a marquee over contiguous keyframes to select them.
- *Hand Tool* Select this tool to move the viewing area of a Timeline to the right or left. Drag left or right anywhere in the viewing area.
- Zoom Tool Select this tool to zoom in or out in a Timeline viewing area. Click in the viewing area to zoom in by one increment. Alt-click (Windows) or Option-click (Mac OS) to zoom out by one increment.

When you select a tool, the pointer changes shape according to the selection. For example, when you select the Razor tool and position the pointer over a clip in a Timeline panel, the icon changes to a razor (**Figure 24**). The Selection tool icon also change to reflect the task currently being performed, like when you drag the cursor to extend a clip (**Figure 25**). Sometimes, pressing a modifier key (such as Shift) as you use a tool changes its function, and its icon changes accordingly. You can resize the Tools panel and orient it vertically or horizontally.



Figure 24 Using the Razor Tool in the Timeline

: <b>09</b> *	01:00:11:09	01:00:26:08	01:00:41:08	01:00:56:08
		Captions		<b>X</b>

*Figure 25 Drag the cursor to extend a clip* 

For more information and video tutorials about using Premiere Pro tools, see the Tools section of Abobe Help Guide.

#### For more information

Get instant access to free courses, workshops, & teaching materials and connect with the creative education community on the Adobe Education Exchange: https://edex.adobe.com/.



Adobe Systems Incorporated 345 Park Avenue San Jose, CA 95110-2704 USA www.adobe.com Adobe and the Adobe logo are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. All other trademarks are the property of their respective owners.

© 2017 Adobe Systems Incorporated. All rights reserved.

This work is licensed under a Creative Commons Attribution Noncommercial-Share Alike 3.0 Unported License.