Chapter *1*

Introduction to Adobe Premiere Pro CS6

Learning Objectives

After completing this chapter, you will be able to:

- *Start a new project with different settings*
- *Work with panels*
- *Work with the Workspace*
- *Understand the Source Monitor and the Program Monitor*
- *Customize preferences*
- *Customize keyboard shortcuts*

INTRODUCTION

Adobe Premiere Pro is one of the most powerful real-time professional grade video editing applications. It has flexible, precise, and reliable editing tools. Enhanced Mercury playback engine allows it to deliver astounding performance on both desktops and laptops. You can use the roundtrip audio workflow with the Adobe Audition CS6 application. In addition, you can render a great quality video for computers, TV, smart phones, films, and tablets by using Adobe Media Encoder CS6. You can drag and drop sequences from Adobe Premiere Pro CS6 directly into Adobe Media Encoder CS6 and can also integrate your Adobe Story scripts combined with metadata into Adobe Premiere Pro CS6. It also supports previewing of Canon XF footage in the Media Browser and utilization of the camera metadata. Premiere supports the latest Color Science and Firmware for RED ONE camera such as RED Rocket and Mysterium X.

In this chapter, you will start Adobe Premiere CS6, create a new project with proper settings, and learn to work with the interface of Adobe Premiere CS6. You will also learn how to work with the workspace, navigate through panels, and customize keyboard shortcuts.

Downloading Files

Download the *c01_premiere_cs6_tut.zip* and *media.zip* files from *www.cadcim.com*. The path of the files is as follows: *Textbooks > Animation and Visual Effects > Adobe Premiere Pro > Adobe Premiere Pro CS6: A Tutorial Approach*

Next, navigate to the *Documents* folder and create a new folder with the name *Adobe Premiere Tutorials* and then extract the contents of the zipped files to *\Documents\Adobe Premiere Tutorials*.

> **Note**
> *1. The path mentioned above for extracting the zip files depends on the operating system being used.*
>
> *2. The media.zip file contains all media files that are used in this book. Therefore, before proceeding, you need to download the media.zip file at least once.*

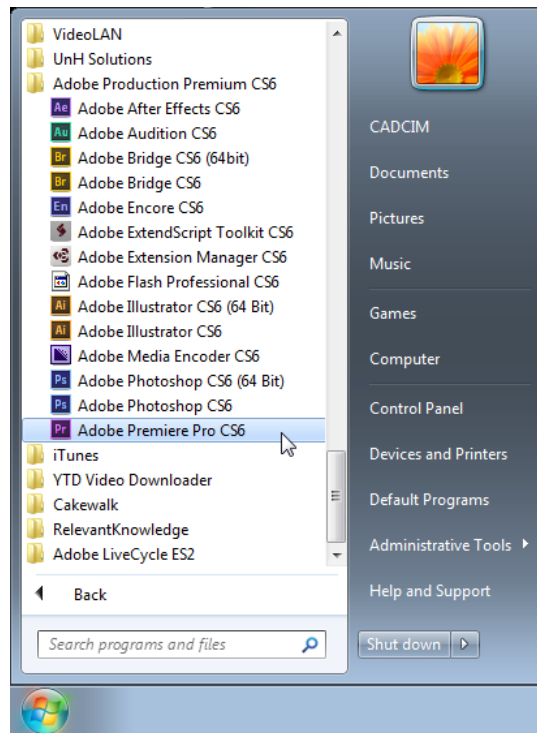## Starting Adobe Premiere Pro CS6 and a New Project

After installing Adobe Premiere Pro CS6 on your computer, follow the steps given below to start Adobe Premiere Pro CS6.

1. Choose the **Start** button on the taskbar to display the **Start** menu. Choose **All Programs > Adobe Production Premium CS6 > Adobe Premiere Pro CS6** from the **Start** menu, refer to Figure 1-1; the screen will be displayed along with **Welcome to Adobe Premiere Pro** dialog box, as shown in Figure 1-2.
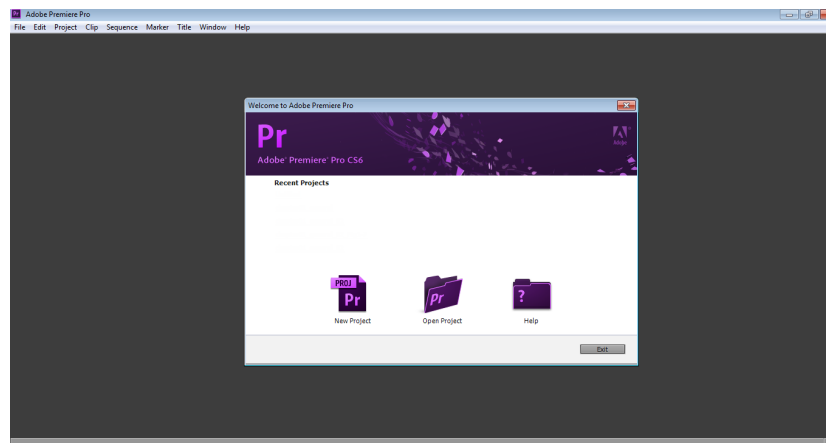
> **Note**
> *The path for starting Adobe Premiere Pro CS6 depends on the operating system being used.*

Figure 1-1 *Starting Adobe Premiere Pro CS6 using the* **Start** *menu*

Figure 1-2 *The* **Welcome to Adobe Premiere Pro** *dialog box*

2.   Choose the **New Project** button in the **Welcome to Adobe Premiere Pro** dialog box; the **New Project** dialog box is displayed, as shown in Figure 1-3.
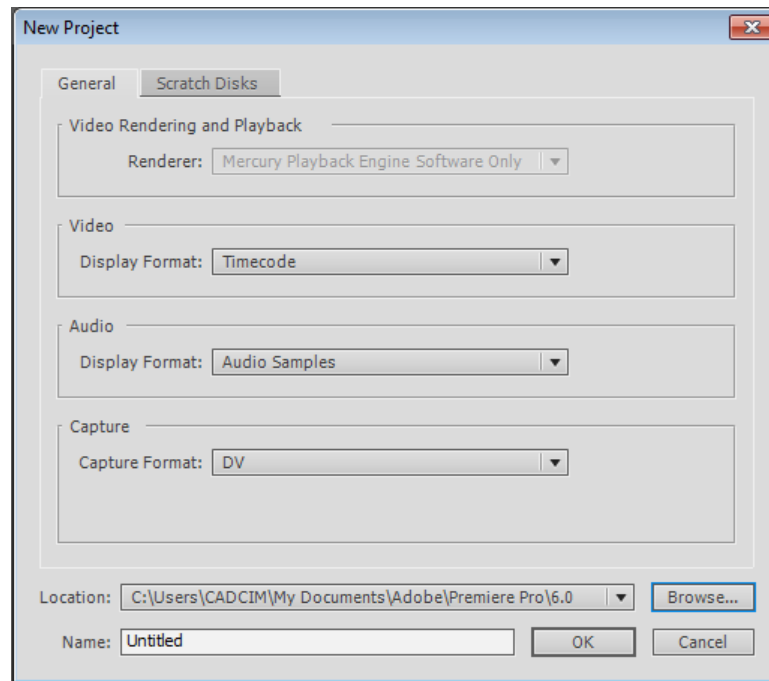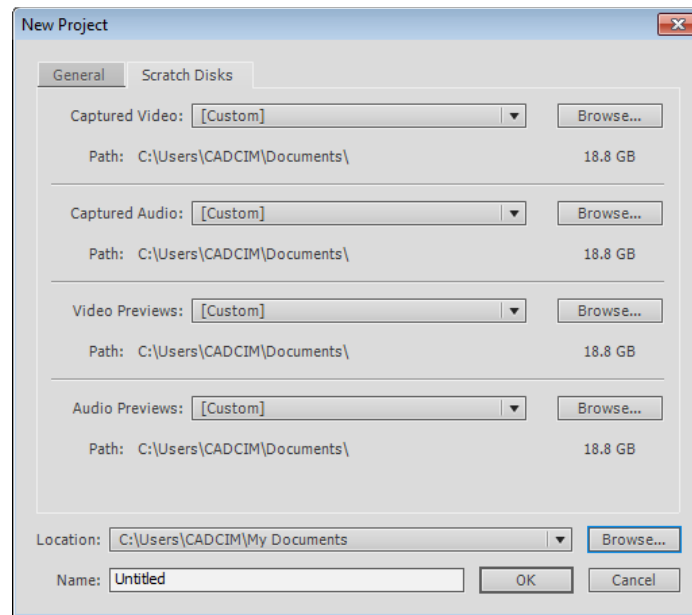
*Figure 1-3　The **New Project** dialog box*

Note

*If you want to open the previously saved projects, choose the **Open Project** button in the **Welcome to Adobe Premiere Pro** dialog box. You can also open the recently saved projects by choosing them from the **Recent Projects** list in this dialog box.*

3.　In the **General** tab of the **New Project** dialog box, accept the default settings in the **Video Rendering and Playback**, **Video**, **Audio**, and **Capture** areas.

4.　Choose the **Scratch Disks** tab from the **New Project** dialog box. The options in this tab are shown in Figure 1-4.

The options in the **Scratch Disks** tab are used to specify the location of the scratch disks. By default, the files are saved at *\Documents\Adobe\Premiere Pro\6.0*. When you edit a project, Premiere uses the disk space to store files required by your project. Premiere stores captured video and audio files, preview files, and conformed audio files in the scratch disks. It is the best practice to assign a different disk to each asset type. It ensures real-time editing, optimized performance, and 32-bit floating point quality.

*Figure 1-4 The options in the **Scratch Disks** tab*

5. Choose the **Browse** button on the right of the **Location** drop-down list to specify the location of the new project; the **Please select the destination path for your new project** dialog box is displayed. Next, browse to the location *\Documents\Adobe Premiere Tutorials* and then choose the **Select Folder** button.

6. Type the name of the project as **Chapter01** in the **Name** text box in the **New Project** dialog box and then choose the **OK** button; the **New Sequence** dialog box is displayed, as shown in Figure 1-5. Also, you are prompted to specify the settings for the new sequence in the new project based on the footage or video clip. In this dialog box, the **Standard 48kHz** preset is selected by default in the **Available Presets** area.

Note
The settings for the new sequence should match the audio and video settings of the footage.

7. Make sure **Sequence 01** is entered in the **Sequence Name** text box.

8. Choose the **OK** button; a new project screen with the new sequence is displayed, as shown in Figure 1-6. The new project screen consists of various panels. These panels are discussed in the next section.
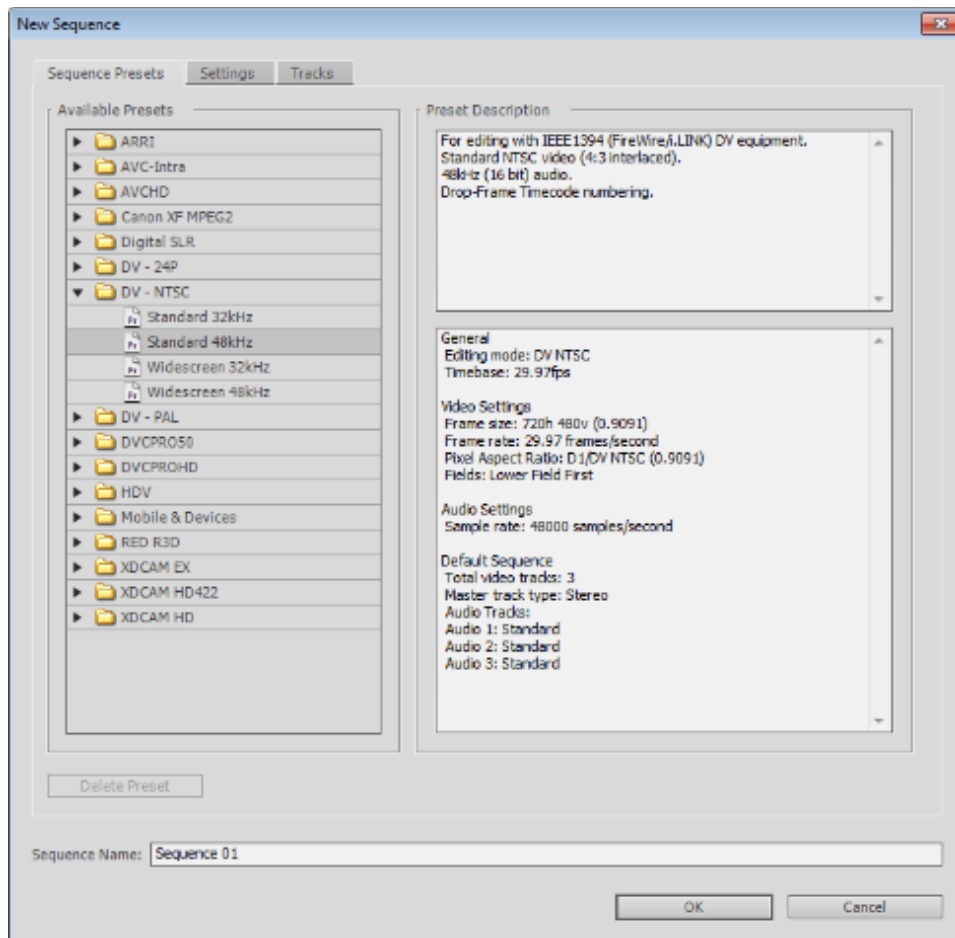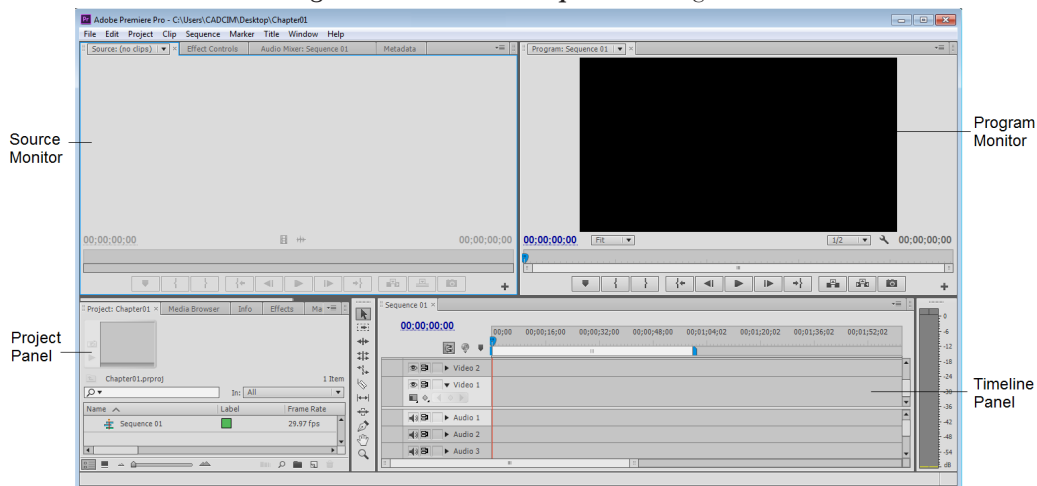
Figure 1-5 The **New Sequence** *dialog box*

Figure 1-6 *The new project screen displaying various panels*

Panels

Adobe Premiere Pro CS6 interface consists of various panels such as the **Project** panel, the **Timeline** panel, the **Media Browser** panel, and so on, refer to Figure 1-6. Some of these panels are discussed next.

Project Panel

The **Project** panel is used to import all media files such as videos, audios, and stills that you will use in the project. By default, the **List View** button is chosen at the bottom of the **Project** panel. As a result, the media files are displayed as a list.

1. Choose **File > Open Project** from the menu bar; the **Open Project** dialog box is displayed. In this dialog box, navigate to *Documents\Adobe Premiere Tutorials* and select the **chapter01_general** file that you have downloaded from the CADCIM website and choose the **Open** button to close the dialog box.

2. Choose **File > Save As** from the menu bar; the **Save Project** dialog box is displayed. Browse to *Documents\Adobe Premiere Tutorials*. Type the name **chapter01_general_02** in the **File name** text box and choose the **Save** button; the opened file is saved with the specified name, refer to Figure 1-7.

> **Note**
> *The **Tickoo Wind Turbine** file is already imported and saved in the **Project** panel. You will learn more about importing media files in Chapter 2.*
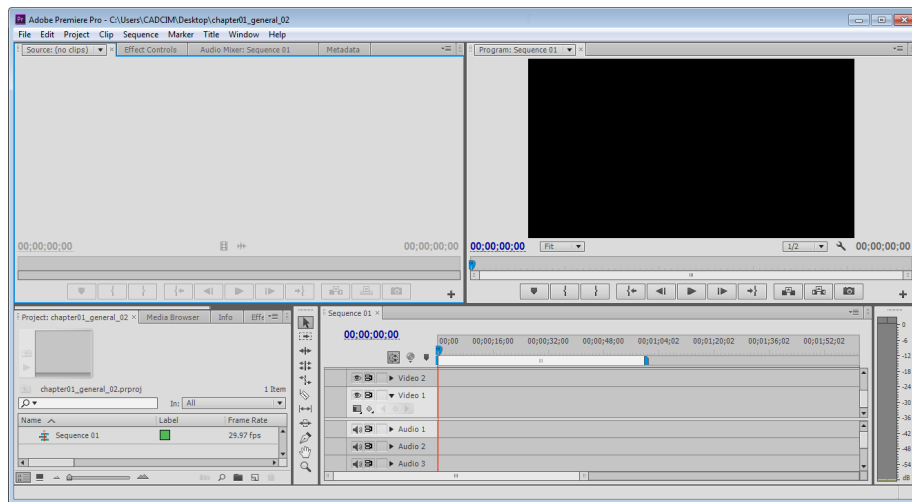

Figure 1-7 The chapter01_general_02 file displayed in the Premiere Pro interface

3. Choose the **Icon View** button at the bottom of the **Project** panel, refer to Figure 1-8; the *Tickoo Wind Turbine* file and the **Sequence 01** are displayed as icons.

When the **Icon View** button is chosen, you can arrange clips in the **Project** panel in a storyboard style. It helps you in quickly visualizing and assembling the sequence. Then, you can use the **Automate to Sequence** button on the lower right of the **Project** panel to move the assembled storyboard to a sequence in the **Timeline** panel.
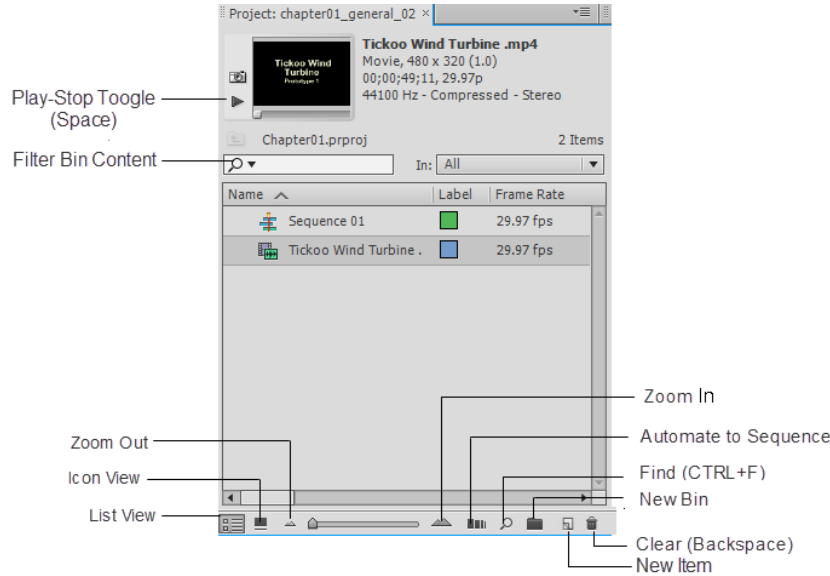

*Figure 1-8 The **Project** panel with various buttons*

4. Choose the **List View** button from the **Project** panel and then select the **Tickoo Wind Turbine** media file in the **Project** panel; its preview is displayed at the top of the **Project** panel. Also, the details of the media file are displayed on the right of the preview thumbnail, refer to Figure 1-8. You can choose the **Play-Stop Toggle (Space)** button to view the preview of the selected video clip.

To view full details of the media files in the **Project** panel, you need to drag the slider located at the bottom of the **Project** panel. Alternatively, you can increase the size of the **Project** panel to view the details.

Tip: *You can expand a panel to display it in the full screen mode. To do so, hover the cursor over the panel and press the accent key (`). The accent key is also referred to as back quote key or the tilde key. Alternatively, select the panel by clicking on it and then choose **Window > Maximize Frame** from the menubar or press SHIFT+`.*

To delete a media file from the **Project** panel, select the file and then choose the **Clear** button. If you have a number of media files in the **Project** panel and you want to delete a specific media file, use the **Filter Bin Content** search field to search the required media file from the list. To do so, type few characters of the required media file in the **Filter Bin Content** search field; a list of files having the typed characters in their names will be displayed, refer to Figure 1-9. Next, select the required option from the list and choose the Close button displayed on the right of the **Filter Bin Content** field; the required media files will be displayed in the **Project** panel.

5.   Choose the **New Bin** button; a new folder (bin) is created in the **Project** panel.

      Folders are used to organize media files in the **Project** panel. You can rename the newly created folder as per your requirement.

6.   Choose the **New Item** button; a flyout is displayed, as shown in Figure 1-10. You can create a new sequence, a new title, and so on by using the options in this flyout.
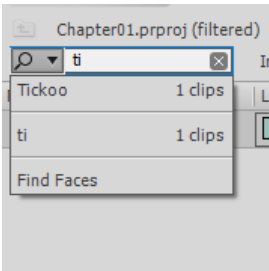
Figure 1-9   *The list showing searched media file*
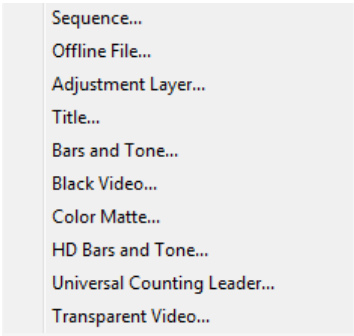
Figure 1-10   *A flyout displayed on choosing the **New Item** button*

A small arrow on the right of the **Name** column header in the **Project** panel indicates that the media files or assets in the **Name** column header are displayed in the alphabetical order. Click on the **Name** column header; the alphabetical order of the assets in the **Project** panel as well as the arrow will be reversed. Next, click on the **Label** column header; a small arrow is displayed on its right and the assets will be sorted according to the **Label** column header.

In Adobe Premiere Pro CS6, **Label** is a color swatch that helps you identify and associate the assets in the **Project** panel.

Next, you will learn how to assign a label to a media file.

7.   Select the **Tickoo Wind Turbine** file in the **Project** panel. Choose **Edit > Label** from the menu bar; a cascading menu is displayed, as shown in Figure 1-11.
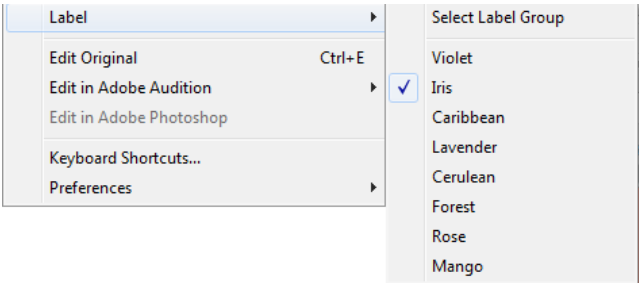
Figure 1-11 *The cascading menu displayed on choosing the **Label** option*

8. Choose a color of your choice from the cascading menu; the chosen label color is assigned to the selected clip.

    You can also select all media files having the same label color in the **Project** panel. To do so, select one of the media files. Next, choose **Edit > Label** from the menu bar; a cascading menu is displayed. Now, choose the **Select Label Group** option from the cascading menu; the media file having the same color as that of the selected file will be selected.

    In the following steps, you will learn to modify the name and color of the labels.

9. Choose **Edit > Preferences** from the menu bar; a cascading menu is displayed. Next, choose **Label Colors** from it; the **Preferences** dialog box is displayed with the **Label Colors** option selected in it, refer to Figure 1-12.
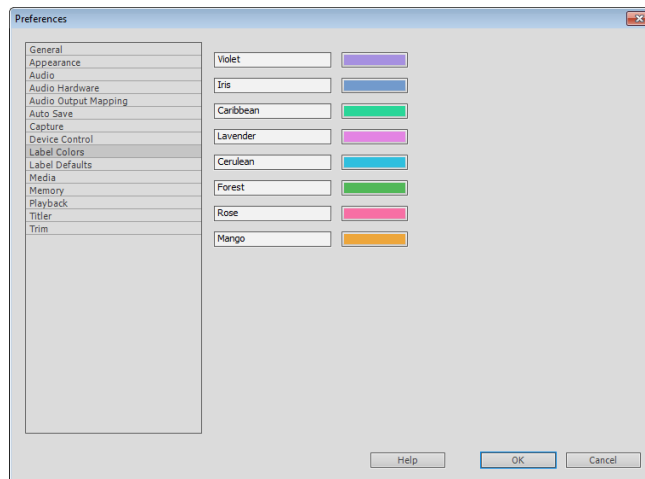

*Figure 1-12 The **Preferences** dialog box with the **Label Colors** option selected*

    Note that the default label colors and their names are displayed on the right, refer to Figure 1-12.

10. Choose the required color swatch; the **Color Picker** dialog box is displayed. Next, select the color of your choice and then choose the **OK** button; the selected color is displayed on the chosen color swatch.

11. Specify a new name for the new color in the text box corresponding to that color in the left of the color swatch. Choose the **OK** button in the **Preferences** dialog box to save the changes made.

    Also, you can move a column to replace the position of other column header.

    Next, you will learn how to customize the column header in the **Project** panel.

12. Drag the slider at the bottom of the **Project** panel and move the cursor over the **Media Duration** column header.

13. Press and hold the left mouse button on the **Media Duration** column header and drag the cursor to the left of the **Label** column header; the **Media Duration** column header is now placed on the left of the **Label** column header, refer to Figure 1-13.

14. Choose the button on the top right of the **Project** panel; a flyout is displayed, as shown in Figure 1-14.
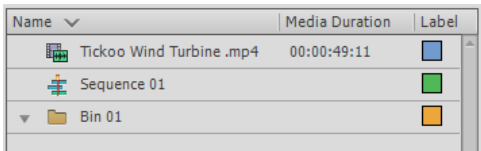
Figure 1-13   The **Media Duration** *column header moved to the left of the* **Label** *column header*
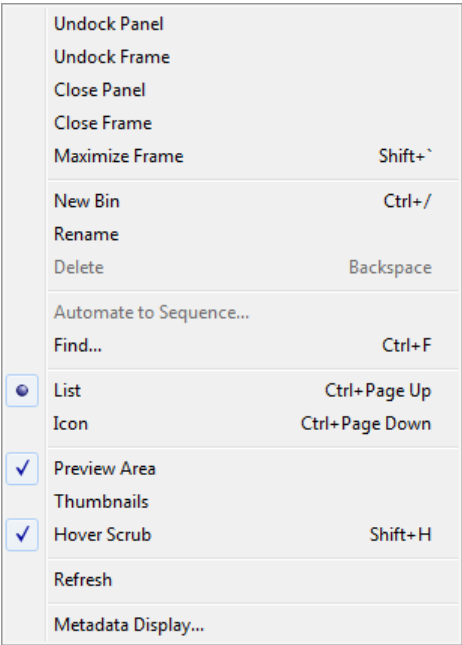

Figure 1-14 *The flyout displayed*

15. Choose the **Metadata Display** option from the flyout; the **Metadata Display** dialog box is displayed.

16. Click on the arrow on the left of the **Premiere Pro Project Metadata** node to expand it; a list of all column headers available in this node is displayed, as shown in Figure 1-15.

17. Select the check boxes on the left of the column names that you need to display in the **Project** panel. Also, clear the check boxes for the column headers that you do not need to display in the **Project** panel.

18. Choose the **OK** button; the selected column headers are displayed in the **Project** panel.
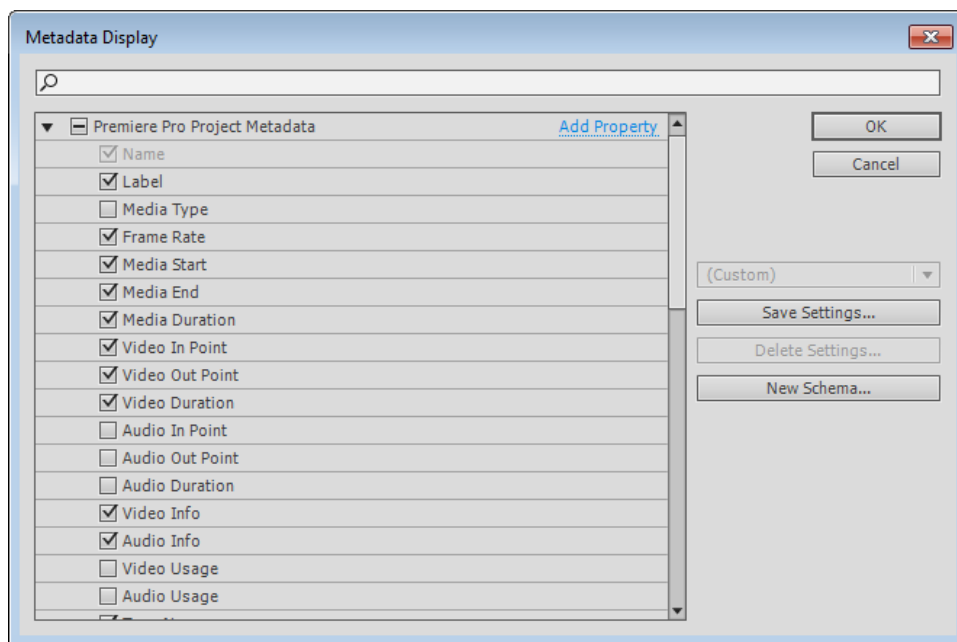
Figure 1-15 The **Metadata Display** dialog box with the **Premiere Pro Project Metadata** node expanded

Media Browser Panel

The **Media Browser** panel is used to navigate to the media files such as video, audio, and stills on your hard drive. When you navigate to the media folder, all media files inside that folder are displayed on the right of the panel, as shown in Figure 1-16.
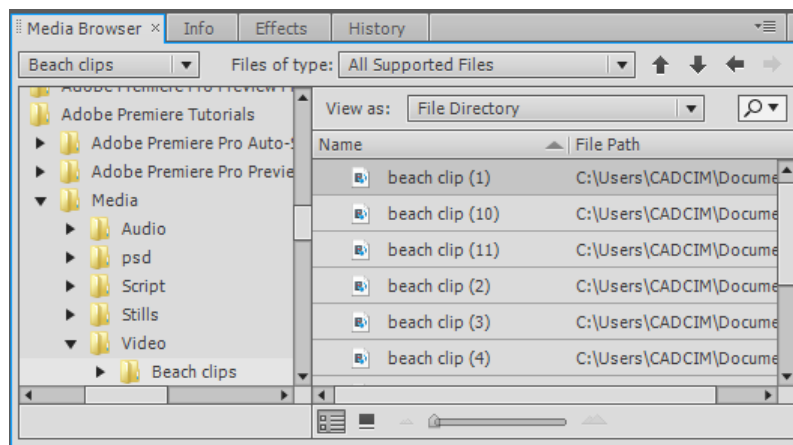
Figure 1-16 The media files displayed in the **Media Browser** panel

Info Panel

The **Info** panel displays the details of the media file selected in the **Project** panel, refer to Figure 1-17.
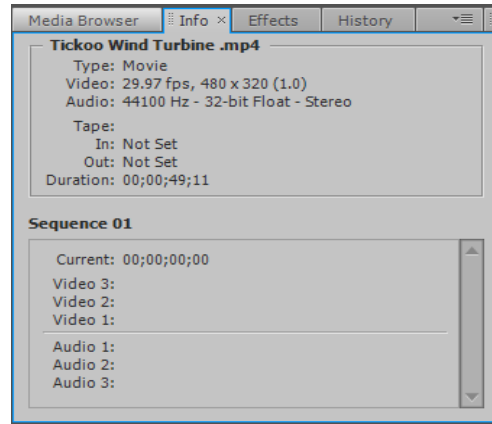

*Figure 1-17 The **Info** panel*

Effects Panel

Adobe Premiere Pro CS6 has a variety of audio and video effects that can be used to make a project more appealing. All these effects are contained in the **Effects** panel and are divided into several categories such as **Presets**, **Audio Effects**, **Audio Transitions**, **Video Effects**, and **Video Transitions**, refer to Figure 1-18.
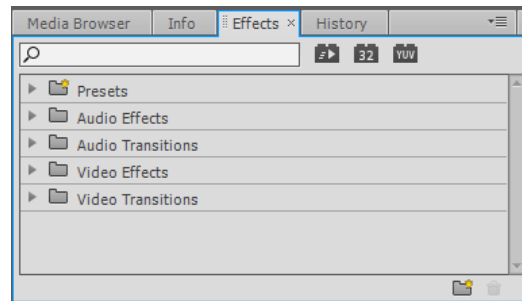

*Figure 1-18 The **Effects** panel*

History Panel

The **History** panel displays the records of all the actions performed on the project. It is used to jump to any previous state of the project. Each time you make a change to the project, the new state of the project is added to the **History** panel, refer to Figure 1-19.
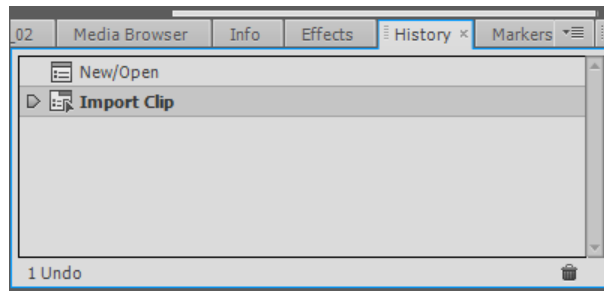
*Figure 1-19 The **History** panel*

Timeline Panel

The **Timeline** panel is located on the lower middle portion of the Adobe Premiere Pro CS6 interface. You need to drag the media file from the **Project** panel and drop it on the **Timeline** panel, refer to Figure 1-20. Every Premiere Pro project may contain one or more sequences. You can assemble and rearrange sequences in one or more **Timeline** panels. You can open a specific sequence on a tab in the **Timeline** panel or assign a separate **Timeline** panel for it.
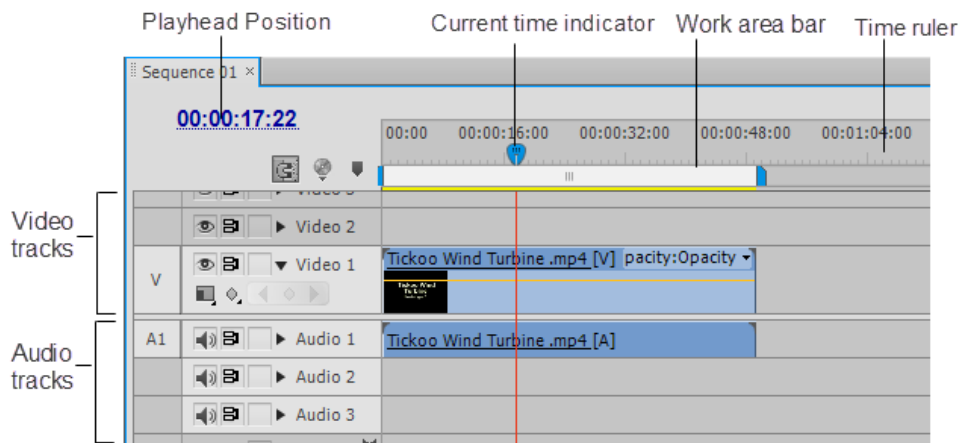

*Figure 1-20 The **Timeline** panel*

The **Playhead Position** shows the timecode for the current frame in the **Timeline** panel, refer to Figure 1-20. To move the CTI (Current Time Indicator) to a different position in the **Timeline**, click on the **Playhead Position**; it will be converted into an edit box. Now, enter a new time. Alternatively, place the cursor over the **Playhead Position**; the shape of the cursor will be changed. Now, drag the cursor to a new time.

The time ruler is used to measure sequence time horizontally. It also displays icons for markers and the In and Out points of the sequence. You will learn more about these points and markers in the later chapters.

The **Work area bar** is located at the bottom of the **Time ruler**. It specifies the duration of the sequence that you need to preview or export.

The video and audio tracks are located below the **Work area bar**. It displays the video and audio clips in the sequence. You can add, delete, or rename a track using the options displayed in the shortcut menu which is displayed on right-clicking on the track name.

Tools Panel

This panel is located on the lower right of the interface. The tools in the **Tools** panel are used to select, trim, and edit the clips of a sequence, refer to Figure 1-21. You will learn to edit the clips using these tools in the later chapters.
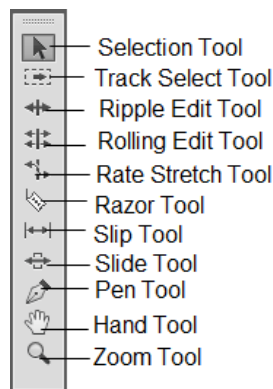

*Figure 1-21 Tools in the **Tools** panel*

Working with the Workspace

A workspace is an area where various panels of different sizes are located on the Adobe Premiere Pro CS6 interface.

1. Choose **Window > Workspace** from the menu bar; a cascading menu is displayed, as shown in Figure 1-22.

   By default, the **Editing** workspace is selected for the new project, refer to Figure 1-22. You can change your workspace to **Audio**, **Color Correction**, **Effects**, **Metalogging**, and so on, based on your requirement.
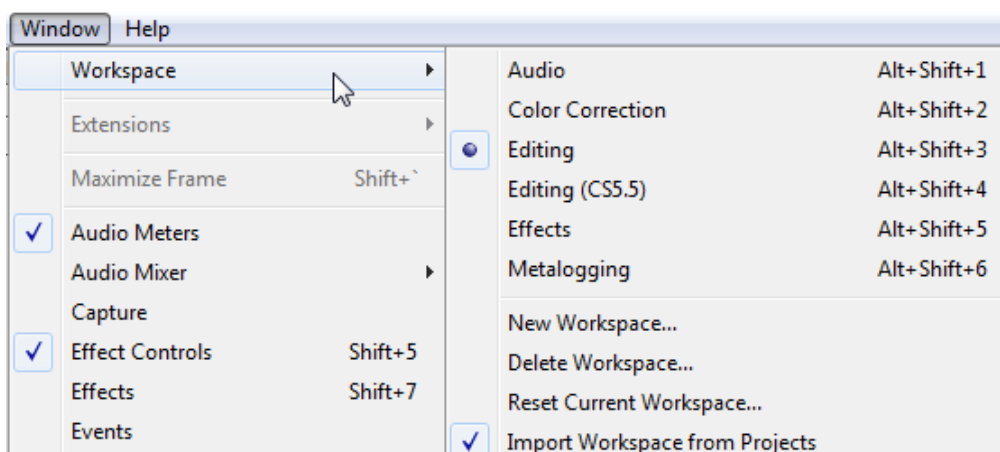
Figure 1-22 *The cascading menu displayed on choosing* **Workspace** *from the* **Window** *menu*

Note

In this textbook, all the tutorials are performed in a customized workspace. To work in the customized workspace, save the UserWorkspace5.xml file to \Documents\Adobe\Premiere Pro\6.0\ Layouts. The xml file is in c01_premiere_cs6_tut.zip file that you have downloaded.

You can also modify the current workspace by moving the panels and changing their size, based on your requirement. Now, you will learn how to change the location of the panels and modify their size.

2. Move the cursor over the top-left point before any panel label, refer to Figure 1-23. Now, click and drag it to the position where you want to place it; a light blue colored highlight is displayed to show the preview of the area where the panel will be placed. Release the mouse button to move the panel to the highlighted location.
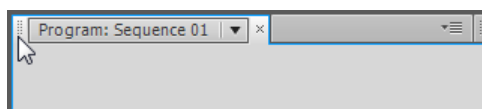

Figure 1-23 *The cursor placed to move the panel*

If a rectangular highlight is displayed while dragging the panel, as shown in Figure 1-24, then after releasing the mouse button, the panel will become an additional tab to the set of panels, refer to Figure 1-25. If a trapezoid highlight is displayed at the time of dragging the panel, as shown in Figure 1-26, then the panel will be displayed in between the existing panels.
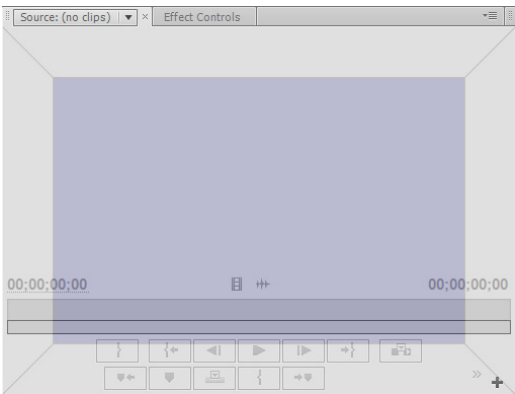
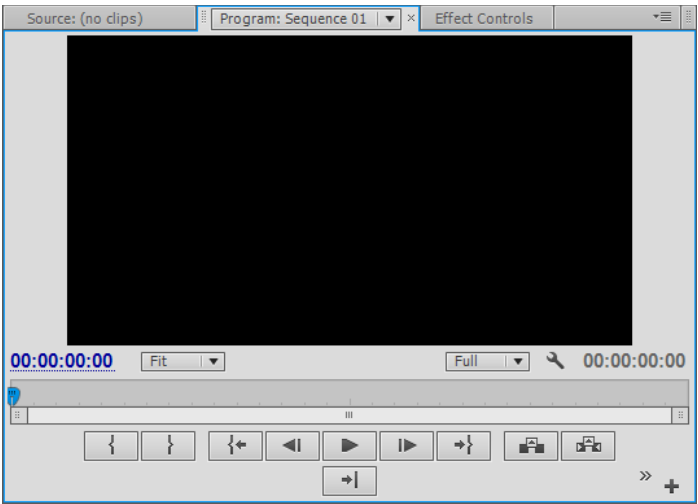*Figure 1-24* *A rectangular highlight displayed while dragging*

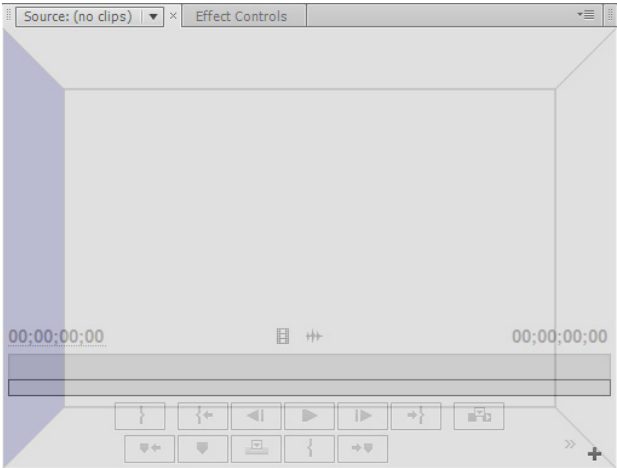*Figure 1-25* *The panel displayed as an additional tab*

Figure 1-26 *A trapezoid highlight displayed*

3.   Choose **Window > Workspace** from the menu bar; a cascading menu is displayed. Next, choose the **Reset Current Workspace** option from the cascading menu; the **Reset Workspace** message box is displayed. Choose the **Yes** button; the current workspace is displayed with the default layout.

To display the additional panels, select them from the **Window** menu in the menu bar. To close a panel, choose the **Close** button located on the right of the panel label. To resize the panel, move the cursor over the boundary of the panel; the shape of the cursor gets changed, as shown in Figure 1-27. Now, drag the mouse button to resize the panel based on your requirement and release the mouse button.
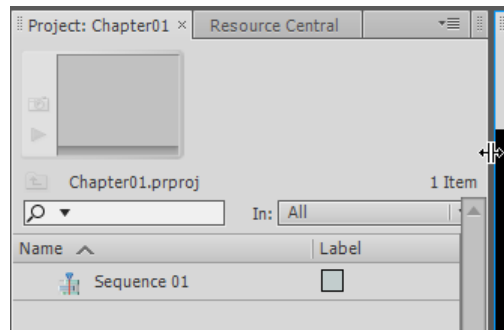

Figure 1-27 *The changed shape of the cursor*

4.   Choose **Window > Workspace > New Workspace** from the menu bar to save your own workspace; the **New Workspace** dialog box is displayed, as shown in Figure 1-28. Type the name of the workspace and then choose the **OK** button; the new workspace is added to the **Window** menu with the specified name.
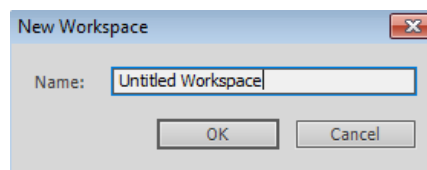

Figure 1-28 *The **New Workspace** dialog box*

Source Monitor and Program Monitor

By default, the Source Monitor is located at the top middle of the Adobe Premiere Pro CS6 interface, refer to Figure 1-29. It is used to edit the video and audio clips that you want to use in the sequence. It plays back individual clips that you will use in the sequence. In the Source Monitor, you can the set In and Out points for a clip (audio or video), insert clip markers based on your requirement, and add the clip to the sequence. You can also specify the video or audio track of the clip in the Source Monitor. You will learn more about these features in the later chapters.

The Program Monitor is placed on the top right portion of the Adobe Premiere Pro CS6 screen, refer to Figure 1-30. It plays back the sequence of clips that had been assembled in the **Timeline** panel.
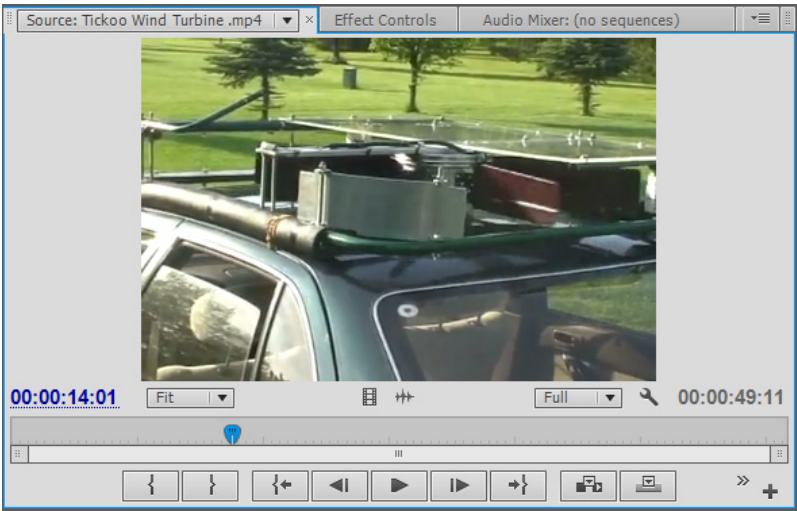
Figure 1-29 The Source Monitor

The Source and Program Monitors have playback controls at their bottom. These playback controls are used to playback and cue the current frame of the source clip or sequence. To change the magnification settings of the clip displayed in the Source or Program Monitor, click on the arrow on the right of the **Select Zoom Level** button; a drop-down list is displayed, as shown in Figure 1-31. Next, select the magnification based on your requirement.

Figure 1-30 The Program Monitor

*Figure 1-31 The drop-down list displayed on choosing the **Select Zoom Level** button*

Customizing Preferences

In Premiere Pro, you can customize the preferences such as appearance of the interface, audio settings, capture, and so on. Next, you will adjust the brightness of the Premiere interface.
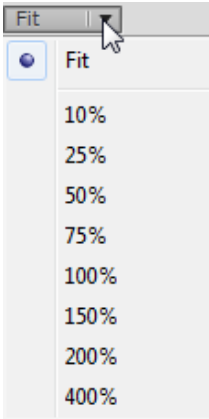
1. Choose **Edit > Preferences** from the menu bar; a cascading menu is displayed, as shown in Figure 1-32.
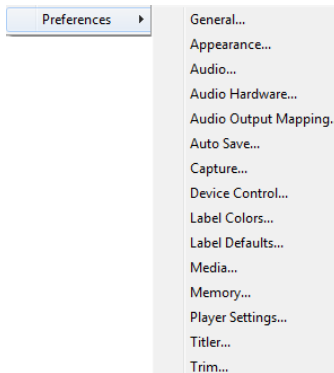
Figure 1-32 *The cascading menu displayed on choosing the **Preferences** option from the **Edit** menu*

2. Choose the **Appearance** option from the cascading menu; the **Preferences** dialog box is displayed, as shown in Figure 1-33.
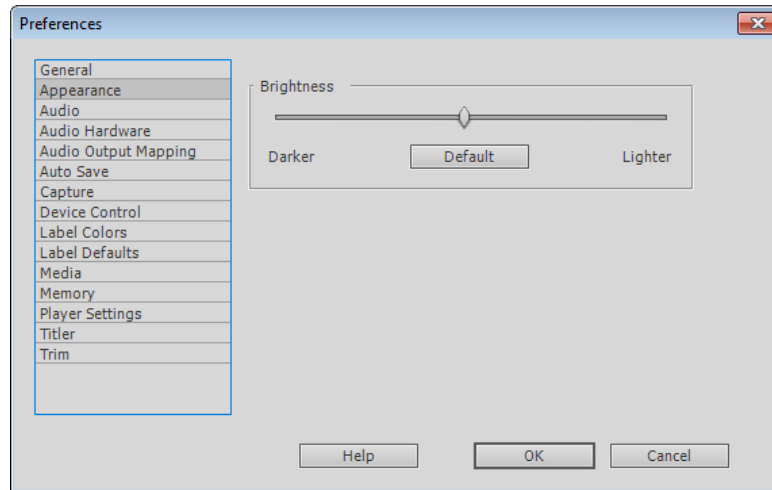
Figure 1-33 *The **Preferences** dialog box*

3. In the **Brightness** area, drag the slider; the brightness of the Adobe Premiere Pro CS6 interface is changed.

   You can choose the **Default** button to restore the appearance of the Adobe Premiere Pro CS6 interface to default.

4. After specifying the settings for appearance, choose the **OK** button to save the changes made.

Customizing Keyboard Shortcuts

In this section, you will understand how to customize keyboard shortcuts. When you move the cursor over a button or tool; the name of the button or tool with its keyboard shortcut is displayed on the tool tip, as shown in Figure 1-34.
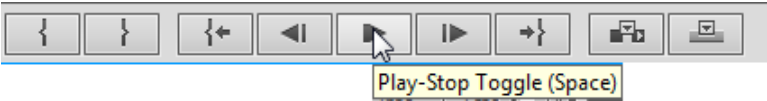
Figure 1-34 The name and shortcut key displayed on the tool tip

You can view the shortcuts of buttons, panels, and commands from menus. Figure 1-35 displays the shortcut commands for some of the options.
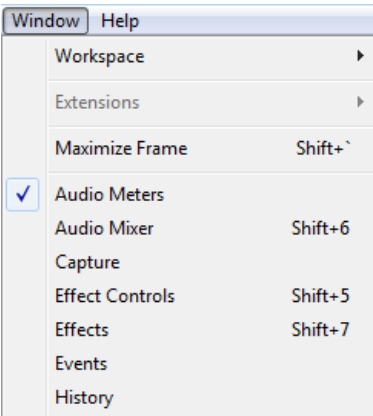
*Figure 1-35 Partial view of the **Window** menu displaying different options and their shortcuts*

Next, you will change the shortcut of the **Capture** command.

1. Choose **Edit > Keyboard Shortcuts** from the menu bar; the **Keyboard Shortcuts** dialog box is displayed. By default, the **Application** option is selected in the drop-down list located below the **Keyboard Layout Preset** drop-down list. Also, all commands related to the **Application** option are displayed in the **Command** column.

2. Click on the arrow on the left of the **Window** command in the **Command** column; various options under the **Window** node are displayed.

3. Select the **Capture** row; it is highlighted, as shown in Figure 1-36. Next, choose the **Edit** button.

Figure 1-36 *The **Capture** row highlighted*

4. Now, press the J key on the keyboard; a warning message "**The Shortcut J was already in use by the Application > Shuttle Left command**. **That command will no longer have a keyboard shortcut"** is displayed at the bottom of the dialog box**.**

5. Make sure the edit mode is enabled for the **Capture** row. Next, press the CTRL+SHIFT+J keys. Now, choose the **OK** button from the **Keyboard Shortcuts** dialog box; the CTRL+SHIFT+J key combination is assigned to the **Capture** command.

    You can reset the default keyboard shortcut settings by choosing **Adobe Premiere Pro CS6.0** from the **Keyboard Layout Preset** drop-down list from the **Keyboard Shortcuts** dialog box.

Self-Evaluation Test

Answer the following questions and then compare them to those given at the end of this chapter:

1. Which of the following buttons in the **Welcome to Adobe Premiere Pro** dialog box is used to create a new project?

    (a) **Open Project**   (b) **Help**
    (c) **New Project**   (d) All of the above

2. Which of the following panels is used to import all media files such as videos, audios, and stills to your project?

    (a) **Project**   (b) **Info**
    (c) **Media Browser**   (d) **Timeline**

3. Which of the following panels is used to navigate through the media files such as video, audio, and stills on your hard disk?

    (a) **Project**   (b) **Effects**
    (c) **Info**   (d) **Media Browser**

4.   Which of the following panels is used to select, trim, and edit the clips in a sequence?

(a) **Project**   (b) **Tools**
(c) **Info**   (d) **Media Browser**

5.   The options in the _____ tab in the **New Project** dialog box are used to specify the location of various types of files in Adobe Premiere Pro CS6.

6.   The _____ button in the **Project** panel is used to display the preview of the selected video clip.

7.   The **New Bin** button is used to create a new folder in the **Project** panel to organize files or assets. (T/F)

8.   You can open an existing project by choosing the **Open Project** button in the **Welcome to Adobe Premiere Pro** dialog box. (T/F)

9.   The **Timeline** panel is placed in the lower middle portion of the Adobe Premiere Pro CS6 screen. (T/F)

10. The **Current time indicator** (CTI) is used to specify the current frame displayed in the Source Monitor. (T/F)

Review Questions

Answer the following questions:

1.   Which of the following buttons in the **Welcome to Adobe Premiere Pro** dialog box is used to open the online help?

(a) **Open Project**   (b) **Help**
(c) **New Project**   (d) All of the above

2.   Which of the following monitors is used to playback the sequence of clips that you have assembled in the **Timeline** panel?

(a) Source Monitor   (b) Reference Monitor
(c) Program Monitor   (d) None of the above

3.   Which of the following panels has a variety of audio and video effects that you can use in a project?

(a) **Effects**   (b) **Info**
(c) **Media Browser**   (d) **History**

4. Which of the following options in the menu bar is used to customize the preferences of Adobe Premiere Pro CS6?

    (a) **Edit**   (b) **Window**
    (c) **File**   (d) **Title**

5. Which of the following options in the **Preferences** dialog box is used to set the brightness of the Adobe Premiere Pro CS6 interface?

    (a) **General**   (b) **Media**
    (c) **Appearance**   (d) **Capture**

6. The Source Monitor is used to playback and prepare the video and audio clips that you need to use in your sequence. (T/F)

7. The **Viewing area bar** is used to specify the visible part of the sequence in the **Timeline** panel. (T/F)

8. The _____ is used to measure the sequence time horizontally.

9. The _____ is located at the bottom of the time ruler and is used to specify the area of the sequence that you need to preview or export.

Exercise

Exercise 1

Create a new project in Adobe Premiere CS6 as per the specifications of your video clip. Try to create your own workspace by dragging the panel boundaries to modify their sizes and to change their location. Create a new sequence in the same project.

Answers to Self-Evaluation Test
1. c, **2.** a, **3.** d, **4.** b, **5. Scratch Disks**, **6. Play-Stop Toggle**, **7.** T, **8.** T, **9.** T, **10.** F