

# Chapter 3

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## Assembling Sequences in the Timeline

### Learning Objectives

**After completing this chapter, you will be able to:**

- *Organize assets in the Project panel*
- *Create a new sequence based on the specifications of a clip*
- *View clips in the Source Monitor*
- *Set the Source In and Source Out points*
- *Add clips to a sequence*
- *Add clips using the Overlay and Insert edits*
- *Use the Toggle Sync Lock and Toggle Track Lock buttons*
- *Perform the three-point Overlay and Insert edits*

## INTRODUCTION

In this chapter, you will learn how to view clips in the Source Monitor, assemble a sequence by dragging clips in the **Timeline** panel, set markers, set the In and Out points, and perform Overlay and Insert edits. You will also learn three-point editing with monitor controls.

## TUTORIALS

Before you start the tutorials, you need to download the *c03\_premiere\_cs6\_tut.zip* file from [www.cadcim.com](http://www.cadcim.com). The path of the file is as follows: *Textbooks > Animation and Visual Effects > Adobe Premiere Pro > Adobe Premiere Pro CS6: A Tutorial Approach*

Next, extract the contents of the zipped file to `\Documents\Adobe Premiere Tutorials`.

### Tutorial 1

In this tutorial, you will import a video clip, organize multiple clips, set markers on them and create a sequence. In addition, you will set the In and Out points in the Source Monitor and add clips to the sequence. The output of the sequence at frame 00:00:09:00 is shown in Figure 3-1.

(Expected Time: 30 min)



*Figure 3-1 The output of the sequence at frame 00:00:09:00*

The following steps are required to complete this tutorial:

- a. Create a new project.
- b. Import video clips.
- c. Organize video clips in the **Project** panel.
- d. Create a new sequence.
- e. View clips in the Source Monitor.
- f. Set Markers.
- g. Set the In and Out points in the Source Monitor.
- h. Add clips.
- i. Render the sequence.

## Creating a New Project

In this section, you will create a new project.

1. Start Premiere; the **Welcome to Adobe Premiere Pro** dialog box is displayed.
2. Choose the **New Project** button; the **New Project** dialog box is displayed.
3. In the **General** tab of the **New Project** dialog box, type **chapter03** in the **Name** text box.
4. In the **Location** area, browse to `\Documents\Adobe Premiere Tutorials` and choose the **Select Folder** button.
5. Choose the **Scratch Disks** tab. In the **Captured Video**, **Captured Audio**, **Video Previews**, and **Audio Previews** drop-down lists, select the **Same as Project** option.
6. Choose the **OK** button in the **New Project** dialog box; the **New Sequence** dialog box is displayed. Also, the file is saved with the name *chapter03.prproj*.
7. Select the default preset settings displayed in the **Available Presets** area. Make sure that the **Sequence 01** name is displayed in the **Sequence Name** text box and choose the **OK** button; the *chapter03* file is displayed, as shown in Figure 3-2.

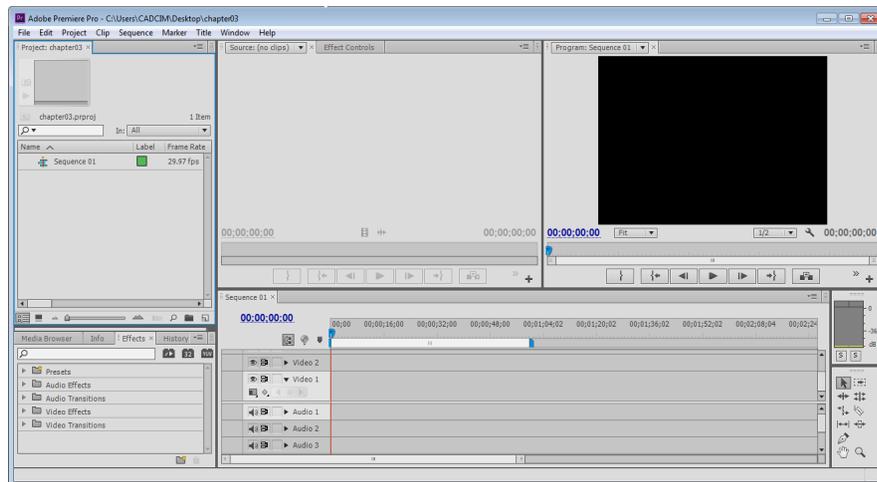


Figure 3-2 The *chapter03* file displayed

## Importing Video Clips

In this section, you will import video clips.

1. Press the CTRL+I keys on the keyboard; the **Import** dialog box is displayed.
2. Browse to `\Documents\Adobe Premiere Tutorials\Media\Video\Norway` and then select the **road drive (1).AVI** clip from it. Next, choose the **Open** button; the selected file is imported and displayed in the **Project** panel.

Next, you will import multiple media files.

3. Double-click on the empty area in the **Project** panel; the **Import** dialog box is displayed.
4. Browse to `|Documents\Adobe Premiere Tutorials\Media\Video\Norway`. Next, select all media files and then holding the CTRL key, click on the **road drive (1).AVI** clip to deselect it.
5. Choose the **Open** button; all selected media files in the *Norway* folder are imported and displayed in the **Project** panel, as shown in Figure 3-3.

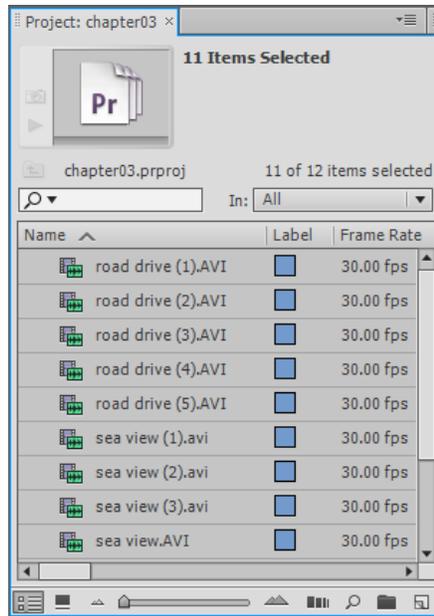
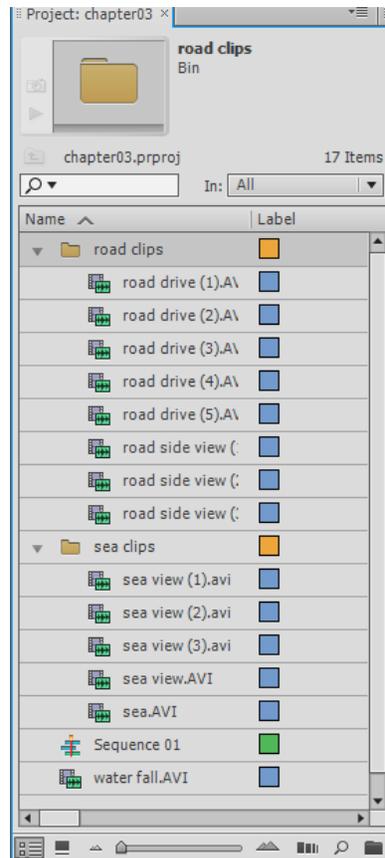


Figure 3-3 All clips in the **Project** panel

## Organizing Video Clips in the Project Panel

In this section, you will organize video clips in the **Project** panel.

1. Choose the **New Bin** button at the bottom of the **Project** panel; a new bin with the name **Bin01** is created in the **Project** panel. Modify its name to **sea clips**. 
2. Select all sea clips in the **Project** panel by pressing the CTRL key and then drag them to the **sea clips** bin; all selected files are moved into the **sea clips** bin.
3. Click on the empty area in the **Project** panel to deselect the files.
4. Create a new bin with the name **road clips** and move all road clips to it. All clips are organized in the **Project** panel, as shown in Figure 3-4.

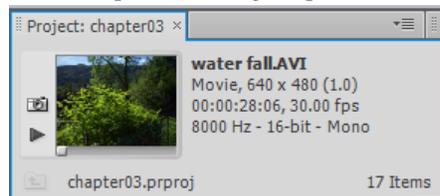


*Figure 3-4 All clips arranged in bins in the Project panel*

## Creating a New Sequence

In this section, you will create a new sequence based on the settings of your clips or footage in the **Project** panel.

1. Select **water fall.AVI** in the **Project** panel; the thumbnail preview of the clip and its specifications are displayed on the top of the **Project** panel, as shown in Figure 3-5.



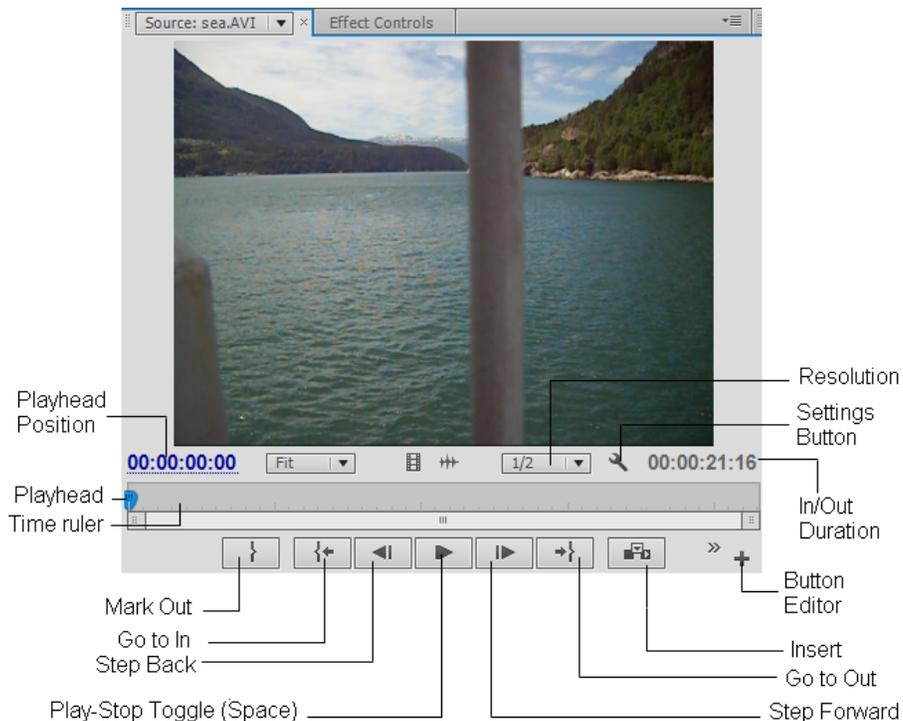
*Figure 3-5 The thumbnail preview and settings of the selected clip*

2. Choose the **New Item** button at the bottom of the **Project** panel; a flyout is displayed. Choose the **Sequence** option from the flyout; the **New Sequence** dialog box is displayed. 
3. Accept the default settings in the **Sequence Presets** tab.
4. Choose the **Tracks** tab from the dialog box; all areas in this tab are displayed. In the **Audio** area, select the **Mono** option from the **Master** drop-down list.
5. In the **Sequence Name** text box, make sure that the **Sequence 02** is displayed, and then choose the **OK** button; the **Sequence 02** is displayed in the **Timeline** and **Project** panels.

## Viewing Clips in the Source Monitor

In this section, you will view the imported clips in the Source Monitor.

1. Double-click on the **sea.AVI** clip in the **Project** panel; the clip is displayed in the Source Monitor, as shown in Figure 3-6.



**Figure 3-6** The *sea.AVI* clip in the Source Monitor

In the Source Monitor, you can preview the clip, control the playback of the clip, specify edit points, trim the audio and video clip, and specify some more viewing options. In other words, the Source Monitor allows you to preview the audio and video clip and decide whether you need the entire footage or only a part of it to add to the **Timeline** panel.

2. Choose the **Play-Stop Toggle** button from the Source Monitor; the video clip starts playing in the Source Monitor. Choose the **Play-Stop Toggle** button again to stop the video clip. You can also press the SPACEBAR key on the keyboard to play and stop the video clip. 
3. Choose the **Step Forward** or **Step Back** button to move the video clip one frame forward or one frame backward, respectively. Alternatively, press the right arrow key on the keyboard to move the video clip one frame forward and press the left arrow key to move the video clip one frame backward.  

Press the HOME key to move the Playhead to the beginning of the clip and press the END key to move the Playhead to the end of the clip. If you want to play the clip forward, press the L key. If you want to play the clip backward, press the J key and press the K key to stop the clip. Press the SHIFT+L keys to play the clip forward in slow motion. Similarly, press the SHIFT+J keys to play the clip backward in slow motion.

The total duration of the video clip is displayed on the top right of the time ruler. Also, the current frame time is displayed on the top left of the time ruler; refer to Figure 3-6.

4. Drag the Playhead on the time ruler to set the current frame to another time.
5. Move the cursor over the end of the time navigator bar and drag it to zoom in the time ruler to view it in more detail, refer to Figures 3-6 and 3-7.



Time navigator bar

*Figure 3-7 The time navigator bar dragged*

6. Move the cursor over the **Playhead Position** in the Source Monitor; the cursor changes to a hand symbol, as shown in Figure 3-8. Next, click on the **Playhead Position**; it is converted into an edit box, as shown in Figure 3-9. Now, type **00:00:03:00**; the Playhead moves to the specified frame, refer to Figure 3-10.



*Figure 3-8 The cursor changed into a hand symbol*



*Figure 3-9 The current time display changed to an edit box*



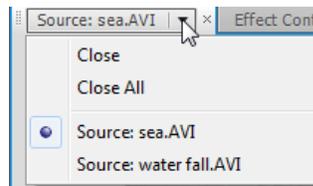
*Figure 3-10 The Playhead moved to another frame*

7. Enter **+25** in the **Playhead Position** edit box; the Playhead moves 25 frames forward, at 00:00:03:25, refer to Figure 3-11. Similarly, type **-30** in the **Playhead Position** edit box; the Playhead moves 30 frames backward, at 00:00:02:25.



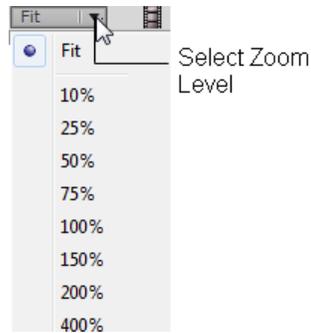
*Figure 3-11 The CTI moved to +25 frames*

8. Click on the down arrow next to the Source Monitor label, as shown in Figure 3-12; a drop-down list is displayed with the names of all the recently opened clips in the Source Monitor.



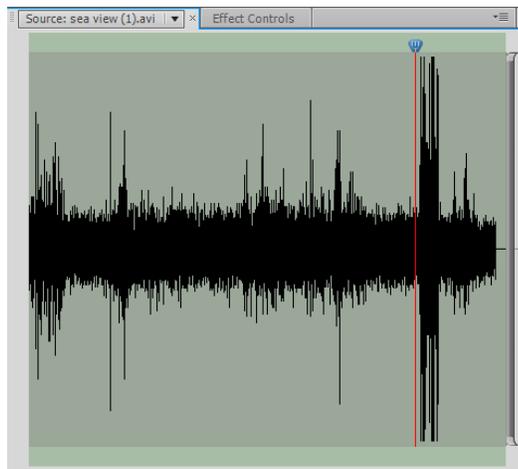
*Figure 3-12 Clicking the down arrow on the right of the Source Monitor label*

9. Select the required option from the drop-down list to reopen clip in the Source Monitor. You can select the **Close** option to close the currently opened clip. You can also select the **Close All** option to close all clips and clear the Source Monitor.
10. In the **Project** panel, select multiple video clips simultaneously using the SHIFT key. Next, drag and drop them to the Source Monitor; the selected clips are listed in the drop-down list at the top-left corner of the Source Monitor. Using this list, you can quickly switch to the required clip and view it in the Source Monitor.
11. Click the down arrow on the right of the **Select Zoom Level** option; a drop-down list is displayed, as shown in Figure 3-13. Now, select the required option to zoom the view of the clip in the Source Monitor.



*Figure 3-13* Various zooming options in the drop-down list

12. In the Source Monitor, choose the **Settings** button; a flyout is displayed. By default, the **Composite Video** option is chosen in this flyout. Choose the **Audio Waveform** option; the audio waveform of the video clip is displayed in the Source Monitor, as shown in Figure 3-14.



*Figure 3-14* The audio waveform displayed in the Source Monitor

## Setting Markers

In Premiere, you can set clip markers as well as sequence markers. In this section, you will set the clip markers on the important frames in a video clip for further reference.

1. In the **Project** panel, double-click on **sea view (1).AVI**; it is displayed in the Source Monitor.
2. Press the L key; the clip starts playing in the Source Monitor. Now, press the K key at 00:00:03:03 frame. Alternatively, you can type **03:03** in the **Playhead Position** edit box to jump to that frame, as shown in Figure 3-15.

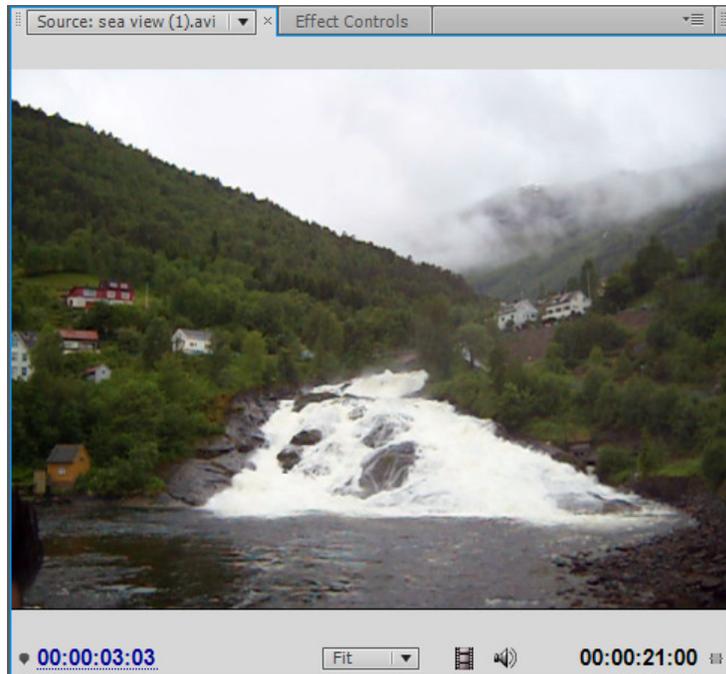


Figure 3-15 The view at 00:00:03:03 frame

3. Choose the **Button Editor** button from the lower right corner of the Source Monitor; the **Button Editor** dialog box is displayed. Next, click-drag the **Add Marker** button to the playback controls area and choose the **OK** button to close the dialog box. As a result, the **Marker** button is added in the playback controls area of the Source Monitor. Choose the **Add Marker (M)** button in the playback controls area of the Source Monitor; a clip marker is set to that frame. Also, an icon is displayed above the time ruler, refer to Figure 3-16.



Figure 3-16 The icon displayed above the time ruler



#### Note

1. To view the marker, you need to move the Playhead.
2. To show the marker in the Source Monitor, choose the **Settings** button; a flyout is displayed. Next, choose the **Show Markers** option from it.

4. Again, press the L key to play the clip and press the K key at 00:00:12:17 frame; the clip is paused.
5. Choose the **Add Marker (M)** button in the playback controls area of the Source Monitor.
6. Similarly, set the markers at 00:00:18:01 and 00:00:20:28 frames.
7. Move the cursor over the video clip in the Source Monitor. Next, press and hold the left mouse button over the clip and drag the clip to the **Video 1** track in the **Timeline** panel; the markers are displayed on the track, as shown in Figure 3-17.



Figure 3-17 The markers displayed in the Video 1 track

## Setting the In and Out Points in the Source Monitor

If you want to use only a part of the video clip in your sequence, then you need to trim that part from the clip. The first frame of the trimmed clip is known as the In point and the last frame of the trimmed clip is known as the Out point. In this section, you will set the In and Out points in the Source Monitor to use a particular part of the clip in the sequence.

1. Make sure that the **sea view (1).avi** clip is opened in the Source Monitor. The markers have already been set in the clip and displayed on the time ruler.
2. Press the L key; the clip starts playing in the Source Monitor. Next, press the K key at the 00:00:03:03 frame; the clip is paused.
3. Choose the **Mark In** button from the playback controls of the Source Monitor; an icon similar to the open bracket is displayed on the time ruler to specify the In point. You need to move the Playhead to view the icon. 



### Note

To add **Mark In** button in playback controls of the Source Monitor, choose the **Button Editor** button from the lower right corner of the Source Monitor; the **Button Editor** dialog box is displayed. Next, click-drag the **Marker** button in the playback controls area and choose the **OK** button to close the dialog box.

4. Choose the **Go to Next Marker** button; the CTI is moved to the next marker at 00:00:12:17 frame. Next, choose the **Mark Out** button; another icon is created similar to the closed bracket on the time ruler to specify the Out point. The area between the In and Out points is highlighted, as shown in Figure 3-18. Also, the total duration of the trimmed clip (00:00:09:15) is displayed on the top right of the time ruler, refer to Figure 3-18.  



**Tip.** Press the **I** or **O** key on the keyboard to set the **In** or **Out** point, respectively in the Source Monitor.



Figure 3-18 The trimmed clip highlighted

Choose the **Play In to Out** button to play the trimmed clip in the Source Monitor. To play the trimmed clip in a loop, choose the **Loop** button and then choose the **Play In to Out** button. To move the Playhead to the In or Out point, choose the **Go to In** or **Go to Out** button, respectively.



**Tip.** Press the **Q** key to move the Playhead to the In point and the **W** key to move it to the Out point.

If you need to change the In or Out point, then move the Playhead to the required frame and choose the **Mark In** or **Mark Out** button again. To remove the In point, press the ALT key and choose the **Mark In** button. Similarly, to remove the Out point, press the ALT key and choose the **Mark Out** button.

## Adding Clips to the Sequence

Once you have viewed and trimmed the required part of the video clip by specifying the In and Out points, you need to add the trimmed clip to the sequence.

1. Make sure the clip is selected in the **Timeline** and then press by **DELETE** on the clip. Next, make sure that the **sea view (1).avi** clip is opened in the Source Monitor. Also, the In and Out points are set in the clip based on your requirement.
2. Move the cursor over the Source Monitor. Press and hold the left mouse button and drag the clip from the Source Monitor to the **Video 1** track in the **Timeline** panel. Next, release the left mouse button at the beginning of the **Timeline** panel; the clip is placed in the sequence. Also, it is displayed in the Program Monitor, refer to Figure 3-19. Since this video clip has both audio and video components, the video is placed on the video track and the audio is placed on the corresponding audio track.
3. In the **Project** panel, double-click on the **road drive (5).AVI** clip; it is displayed in the Source Monitor, as shown in Figure 3-20.
4. Press the **L** key to play the clip and press the **K** key when the Playhead reaches to the 00:00:02:28 frame; it pauses at that frame.

- Choose the **Mark In** button at 00:00:02:28 frame; an icon similar to open bracket is displayed, which specifies the In point.

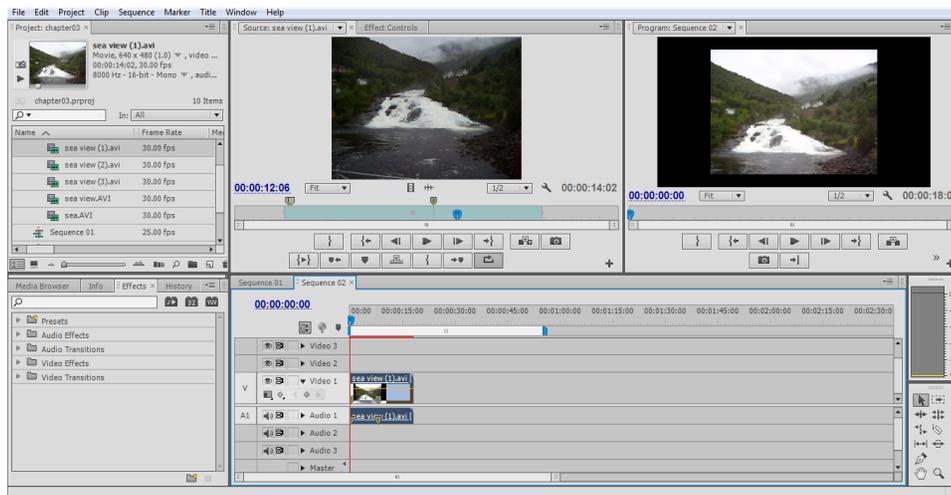


Figure 3-19 The clip placed in the sequence and displayed in the Program Monitor

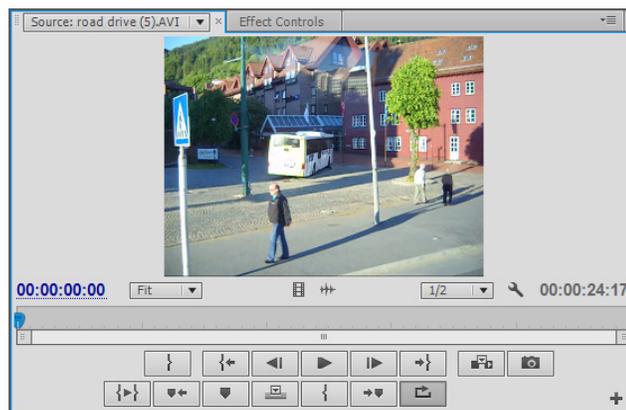


Figure 3-20 The road drive (5).AVI clip in the Source Monitor

- Again, press the L key to play the clip and press the K key when the Playhead reaches to the 00:00:14:11 frame; the clip pauses at this frame.
- Choose the **Mark Out** button at 00:00:14:11 frame; an icon similar to open bracket is displayed, which specifies the Out point. Also, the area between the In and Out points is highlighted, which specifies the trimmed clip, refer to Figure 3-21. The total duration of the trimmed clip is 00:00:11:14.



Figure 3-21 The highlighted trimmed clip

Next, you need to add this clip just after the first clip in the **Timeline** panel.

8. Move the cursor over the clip in the Source Monitor. Press and hold the left mouse button and drag the clip from the Source Monitor to the **Timeline** panel just after the first clip. When you drag the clip, its edges snap to the first clip. Also, its edges get aligned with that of the first clip, refer to Figure 3-22. Next, release the left mouse button; the second clip is placed just after the first clip in the sequence.



*Figure 3-22 The second clip placed next to the first clip*



### Note

By default, the **Snap** button available on the top left of the **Timeline** is chosen. As a result, the snap feature will be available. You can deactivate this button to make the snap feature unavailable.



When you drag the video clip from the Source Monitor to the **Timeline** for assembling a sequence, the video and audio get linked together and both will be displayed on the corresponding tracks. If you need to add only the video or the audio to the sequence, you need to follow the steps given below.

9. To add only the video of the clip, move the cursor over the **Drag Video Only** button in the Source Monitor and drag it to the **Timeline** on the video track. Only the video of the clip is added to the sequence. 
10. To add only the audio of the clip, move the cursor over the **Drag Audio Only** button in the Source Monitor and drag it to the **Timeline** on the audio track. Only the audio of the clip is added to the sequence. 
11. Press CTRL+S to save the file.

## Rendering the Sequence

In this section, you will render the sequence.

1. Make sure the **Timeline** panel is active. Next, press the HOME key to move the CTI to the beginning of the sequence.
2. Press the ENTER key; a message box is displayed showing the progress of rendering. On completion of the rendering process, the message box will disappear and the output will be displayed in the Program Monitor.

The output of the sequence displayed at frame 00:00:09:00 is shown in Figure 3-23.



*Figure 3-23 The output of the sequence at frame 00:00:09:00*

## Tutorial 2

In this tutorial, you will add clips over the existing clips or between the clips in a sequence using the Overlay and Insert edits. Also, you will protect one or more tracks from being moved during insert edits using the **Toggle Sync Lock** and **Toggle Track Lock** buttons. The output of the sequence at a frame is shown in Figure 3-24. **(Expected Time: 20 min)**



*Figure 3-24 The output of the sequence at a frame*

The following steps are required to complete this tutorial:

- Open the project.
- Perform the Overlay Edit.
- Perform the Insert Edit.
- Protects tracks by using the **Toggle Sync Lock** and **Toggle Track Lock** buttons.

## Opening the Project

In this section, you will open the project.

1. First, open the *chapter03\_overlay\_insert\_edits.prproj* file that you have downloaded from the CADCIM website. Two clips are already placed in the sequence.
2. Choose **File > Save As** from the menu bar; the **Save Project** dialog box is displayed. Browse to *\Documents\Adobe Premiere Tutorials*. Type **chapter03\_overlay\_insert\_2** in the **File name** text box and choose the **Save** button; the opened file is saved with the specified name.

## Performing the Overlay Edit

In the Overlay edit, the new clip overlaps the existing clips in the **Timeline**, without shifting the frames in the tracks. Also, the Overlay edit does not change the total duration of the sequence. However, it changes the duration of any clip in the **Timeline**, if it gets overlapped by the new clip. In this section, you will perform the Overlay edit.

1. In the **Project** panel, double-click on the **road side view (3).AVI** clip; it is displayed in the Source Monitor.
2. Set the In and Out points, as discussed in Tutorial 1.
3. Press and hold the left mouse button over the Source Monitor and drag the clip to the track in the **Timeline** to the edit point of the first and second clips, which are already placed in the **Timeline**, refer to Figure 3-25. Note that while dragging the clip to the **Timeline**, the Program Monitor displays the current duration and view of the first and second clips, as shown in Figure 3-26. Next, release the left mouse button; the new clip is placed in the **Timeline**. Also, the duration of the first and second clips is reduced according to the overlapping area. However, the total duration of the sequence is not changed.

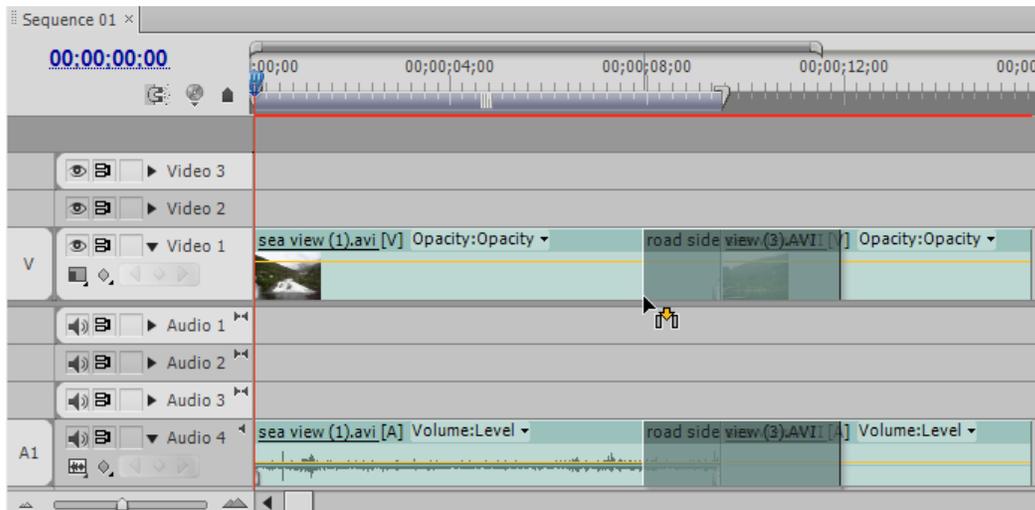
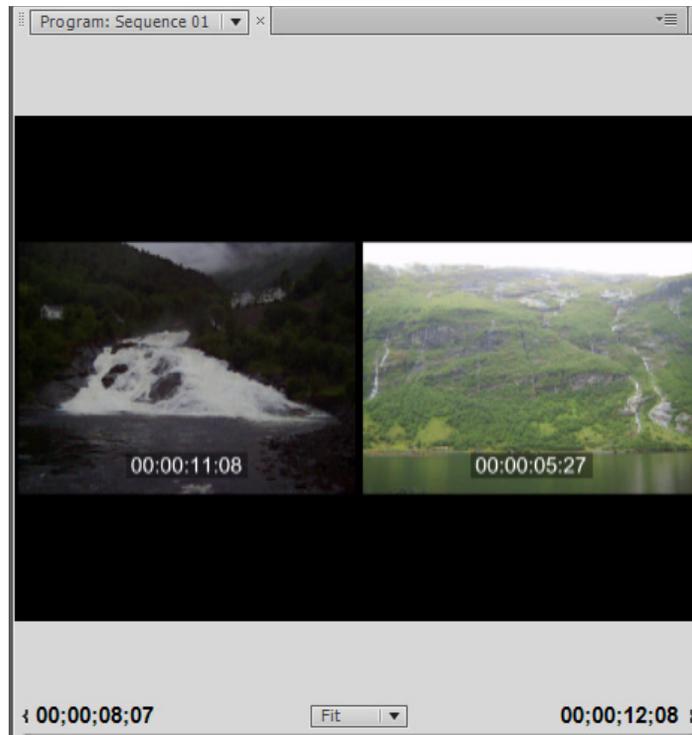


Figure 3-25 The *road side view (3).avi* clip dragged to the edit point of the first and second clips



*Figure 3-26* The current duration of the first and second clips in the Program Monitor

4. Press CTRL+Z to undo the last step. Now, you will perform the Insert Edit.

### Performing the Insert Edit

In the Insert edit, the new clip shifts the already placed clips on the track to make room for itself. Also, the Insert edit changes the total duration of the sequence but it does not change the duration of any clip in the **Timeline**. In this section, you will perform the Insert edit.

1. In the **Project** panel, double-click on the **road drive (5).AVI** clip; the clip opens in the Source Monitor.
2. Set the In and Out points, as discussed earlier.
3. Press and hold the left mouse button over the Source Monitor and drag the clip between the first and second clips in the **Timeline**; the shape of the cursor changes, as shown in Figure 3-27. Next, press the CTRL key; a vertical line is displayed with forward arrows on it, as shown in Figure 3-28. These arrows indicate the direction in which the clips will be shifted in the **Timeline** panel. Now, release the left mouse button; all clips after the insertion point shift forward to make room for the new clip. Also, the new clip is placed between the first and second clips, refer to Figure 3-29. Note that the total duration of the sequence increases in this process.

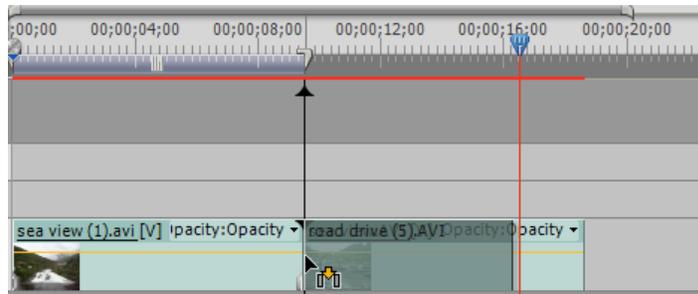


Figure 3-27 The changed shape of the cursor after placing the cursor between the clips

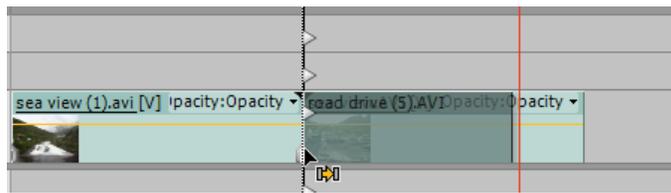


Figure 3-28 The vertical line with forward arrows

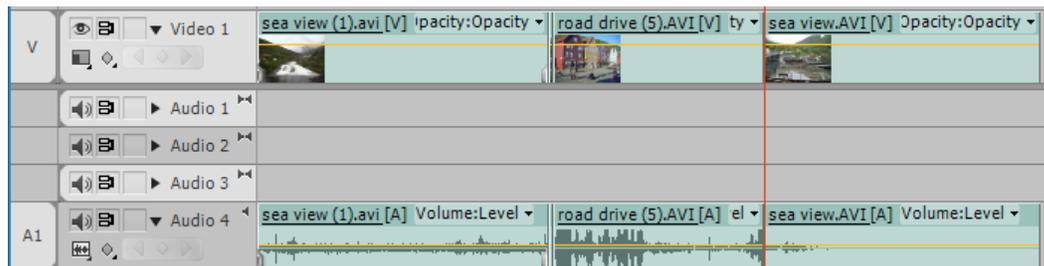
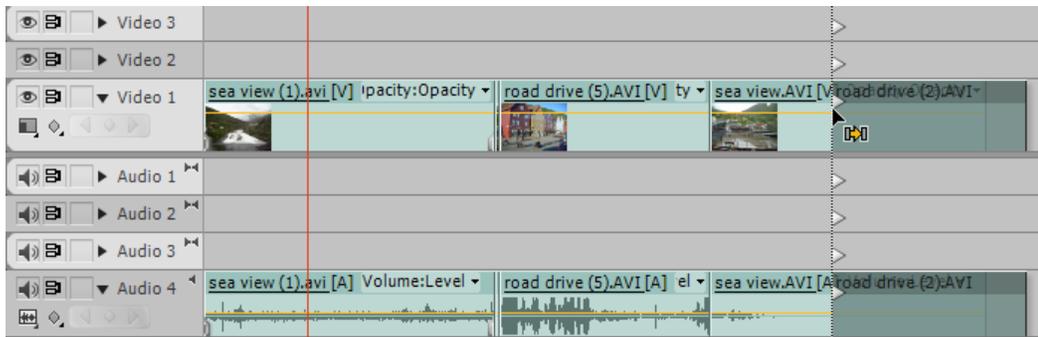


Figure 3-29 The new clip placed between the two clips

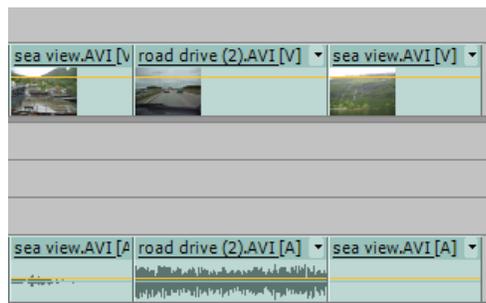
4. Press the SPACEBAR key to view the sequence; the clip starts playing in the Program Monitor.

You can also split an existing clip by using the new clips. To do so, you need to follow the steps given below:

5. In the **Project** panel, double-click on the **road drive (2).AVI** clip; it is opened in the Source Monitor.
6. Set the In and Out points, based on your requirement.
7. Press and hold the left mouse button over the Source Monitor and drag the clip in the middle of the **sea view.AVI** clip in the **Timeline** panel. Next, press the CTRL key; a vertical line is displayed with forward arrows on it, as shown in Figure 3-30. Next, release the left mouse button; the **sea view.AVI** clip is split into two parts and the second part is shifted forward in the **Timeline** panel. Also, the new clip is placed in the middle of the two parts, refer to Figure 3-31.



**Figure 3-30** The cursor in the middle of the *sea view.AVI* clip



**Figure 3-31** Partial view of the track after placing the new clip in the middle of the *sea view.AVI* clip

8. Press the SPACEBAR key to view the sequence; the clip starts playing in the Program Monitor.

## Protecting Tracks by Using the Toggle Sync Lock and Toggle Track Lock Buttons

In a typical video editing project, you may have multiple tracks of video and audio clips in the **Timeline**. While performing the Insert or Ripple edits, if one track shifts, all other tracks will also shift. However, sometimes you do not want to shift a particular track. In such a case, you can protect one or more tracks from being moved by using the **Toggle Sync Lock** and **Toggle Track Lock** buttons. In this section, you will use these buttons to protect tracks.

1. In the **Project** panel, double-click on the **water fall.AVI** clip; the clip opens in the Source Monitor.
2. Set the In and Out points, based on your requirement.
3. Move the cursor over the **Drag Video Only** button in the Source Monitor and drag it to the **Timeline** in the **Video 2** track; the video portion of the clip is displayed on the **Video 2** track, as shown in Figure 3-32.



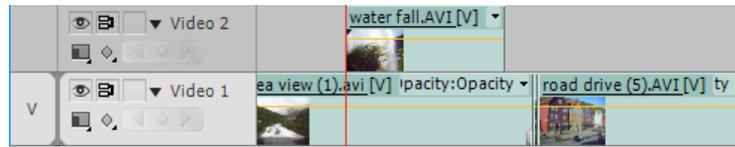


Figure 3-32 Video 1 and Video 2 tracks

- Expand the **Video 2** track by choosing the **Collapse-Expand Track** button in the **Timeline**, refer to Figure 3-32.

Next, you need to insert a new clip in the **Video 1** track in such a way that the clip in the **Video 2** track is not affected by the Insert edit.

- In the **Project** panel, double-click on the **sea view (2).AVI** clip; the clip opens in the Source Monitor.
- Set the In and Out points, based on your requirement.
- In the **Video 2** track, choose the **Toggle Sync Lock** button; the button gets deactivated.
- Move the cursor over the **Drag Video Only** button in the Source Monitor and drag it to the **Timeline** in the **Video 1** track in the middle of the **sea view (1).AVI** clip, refer to Figure 3-33. Next, press the CTRL key; a vertical line is displayed with forward arrows on it, refer to Figure 3-34. Next, release the left mouse button; the new clip shifts the other clips forward in the **Timeline** and it is placed in the middle of the **sea view (1).AVI** clip in the **Video 1** track, refer to Figure 3-35. However, the clip in the **Video 2** track is not affected by the Insert edit.



Figure 3-33 The cursor in the middle of the sea view (1) clip in the Video 1 track

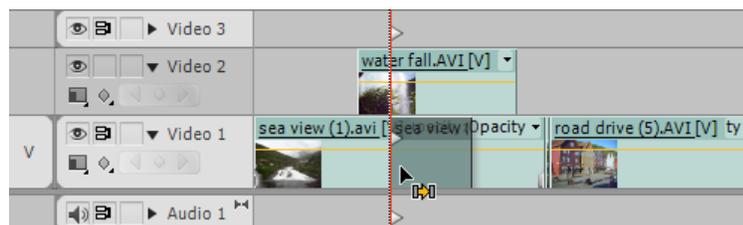


Figure 3-34 The vertical line with arrows displayed on pressing the CTRL key



Figure 3-35 The new clip inserted in the **Video 1** track

9. In the **Video 1** track, choose the **Toggle Track Lock** button; this button becomes available now. Also, diagonal lines are displayed in the **Video 1** track, as shown in Figure 3-36. Next, insert a new clip in the **Video 1** track. You will notice that you cannot perform any action in the **Video 1** track as you had chosen button.

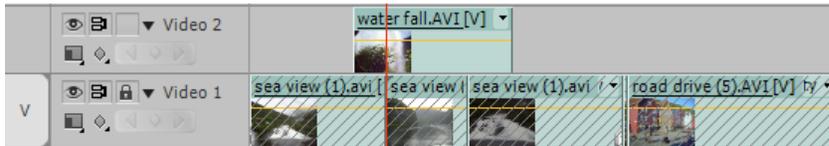


Figure 3-36 Diagonal lines in the **Video 1** track

10. Press CTRL+S to save the file. Next, press the ENTER key to view the output of the sequence in the Program Monitor. The output of the sequence at a frame is shown in Figure 3-37.



Figure 3-37 The output of the sequence at a frame

### Tutorial 3

In this tutorial, you will perform the Three-Point Overlay and Insert edits using the editing buttons available in the Source Monitor. The output of the sequence at frame 00:00:09:12 is shown in Figure 3-38.

(Expected Time: 20 min)

The following steps are required to complete this tutorial:

- a. Open the project.
- b. Perform the Three-Point Overlay and Insert Edits.



Figure 3-38 The output of the sequence at frame 00:00:09:12

## Opening the Project

In this section, you will open the project.

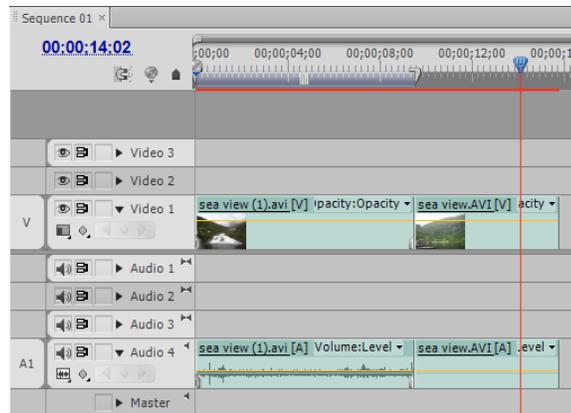
1. First, open the *chapter03\_overlay\_insert\_edits.prproj* file that you have downloaded from the CADCIM website. Two clips are already placed in the sequence.
2. Choose **File > Save As** from the menu bar; the **Save Project** dialog box is displayed. Browse to `|Documents\Adobe Premiere Tutorials`. Type the name **chapter03\_three\_point\_edit** in the **File name** text box and choose the **Save** button; the opened file is saved with the specified name.

## Performing the Three-Point Overlay and Insert Edits

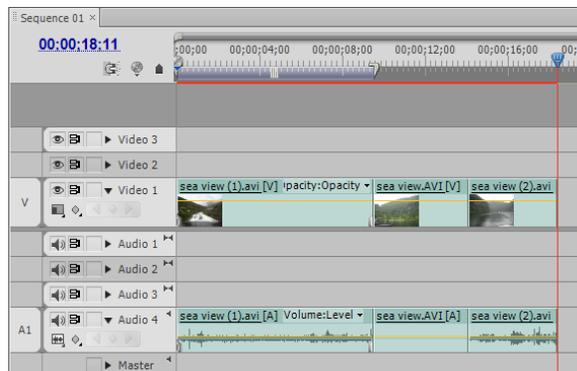
In this section, you will perform the three-point Overlay and Insert edits.

1. In the **Project** panel, double-click on the **sea view (2).AVI** clip; the clip opens in the Source Monitor.
2. Set the In and Out points, based on your requirement.
3. In the **Timeline** panel, set the CTI at a position where you want to set the starting point of the new clip, refer to Figure 3-39.
4. Choose the **Button Editor** button from the lower right corner of the Source Monitor; the **Button Editor** dialog box is displayed. Next, click-drag the **Overwrite** button in the playback controls area and then choose the **OK** button to close the window. Next, choose the **Overwrite** button in the playback controls area of the Source Monitor to perform the Overlay edit; the new clip is placed in the sequence. Also, the CTI is moved to the end of the new clip, as shown in Figure 3-40.





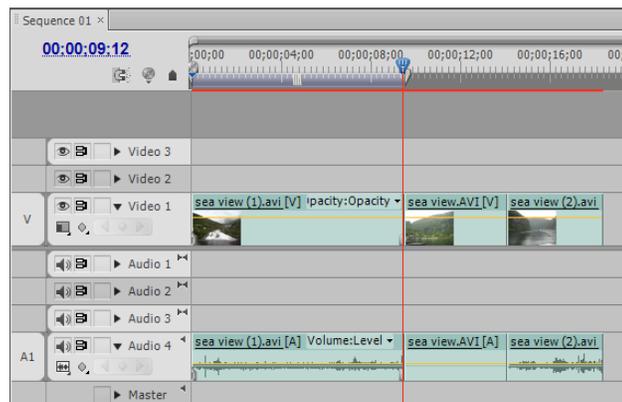
*Figure 3-39 The CTI set over the clip*



*Figure 3-40 The CTI placed at the end of the new clip*

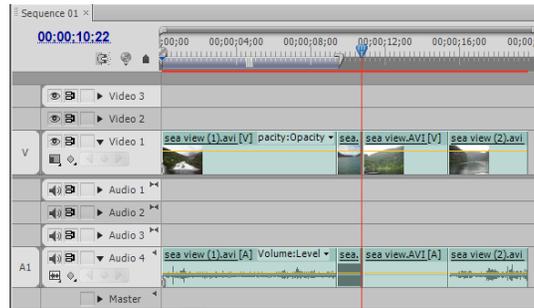
Next, you will perform the Insert edit using the editing buttons.

5. Move the CTI to the end of the first clip and at the starting point of the second clip, refer to Figure 3-41.



*Figure 3-41 The CTI set in the Timeline*

6. In the **Project** panel, double-click on the **sea.AVI** clip; the clip opens in the Source Monitor.
7. Set the In and Out points, based on your requirement.
8. Choose the **Insert** button in the playback controls area of the Source Monitor; the new clip is inserted, shifting the other clips forward in the **Timeline**, refer to Figure 3-42.



*Figure 3-42 The new clip inserted*



**Note**

*You can also press the period (.) key for performing the Overlay edit and the comma (,) key for performing the Insert edit.*

9. Press CTRL+S to save the file. Next, press the ENTER key to view the output of the sequence in the Program Monitor. The output of the sequence at frame 00:00:09:12 is shown in Figure 3-43.



*Figure 3-43 The output of the sequence at frame 00:00:09:12*

**Self-Evaluation Test**

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

- Which of the following shortcut keys is used to invoke the **Import** dialog box?
  - I
  - CTRL + I
  - SHIFT + I
  - CTRL + SHIFT + I
- Which of the following buttons is used to create a new bin in the **Project** panel?
  - New Item**
  - Icon view**
  - New Bin**
  - None of these
- Which of the following shortcut keys is used to perform the Overlay edit?
  - Period (.)
  - Comma (,)
  - I
  - O
- Which of the following shortcut keys is used to perform the Insert edit?
  - Period (.)
  - Comma (,)
  - I
  - O
- The first frame of a trimmed clip is known as the \_\_\_\_\_ point and the last frame of the trimmed clip is known as the \_\_\_\_\_ point.
- You can remove the In points first pressing the ALT key and then choosing the \_\_\_\_\_ button.
- To view the marker in the Source Monitor, you need to move the Playhead. (T/F)
- The **Drag Video Only** button in the Source Monitor is used to add only the video of the clip to the **Timeline**. (T/F)
- In the Overlay edit, the new clip overlaps the already placed clips in the **Timeline** panel and it shifts the frames in the tracks. (T/F)
- The Insert edit changes the total duration of the sequence, but it does not change the duration of any clip in the **Timeline**. (T/F)

## Review Questions

Answer the following questions:

1. Which of the following buttons is used to protect one or more tracks from being moved while performing the Insert edit?
 

(a) <b>Toggle Track Lock</b>	(b) <b>Toggle Sync Lock</b>
(c) <b>Collapse-Expand Track</b>	(d) None of these
  
2. Which of the following buttons is used to collapse or expand the tracks in the **Timeline**?
 

(a) <b>Toggle Track Lock</b>	(b) <b>Toggle Sync Lock</b>
(c) <b>Collapse-Expand Track</b>	(d) All
  
3. Which of the following buttons in the Source Monitor is used to perform the Overlay edit?
 

(a) <b>Insert</b>	(b) <b>Overwrite</b>
(c) <b>Set In Point</b>	(d) <b>Set Out Point</b>
  
4. In the Source Monitor, you can control playback, specify edit points, trim the audio and video clip, and specify some more viewing options. (T/F)
5. The Overlay edit does not change the total duration of the sequence, but it changes the duration of any clip in the **Timeline**. (T/F)
6. Press the \_\_\_\_\_ key to move the clip forward. Press the \_\_\_\_\_ key to move the clip backward and press the \_\_\_\_\_ key to pause the clip.

## Exercise

### Exercise 1

Create a new project in Premiere based on the settings of your video clip. Next, import the video clips in the **Project** panel. Try to set the In and Out points of the clips in the Source Monitor. Also, perform the Insert and Overlay edits using the shortcut keys.

### Answers to Self-Evaluation Test

1. b, 2. c, 3. a, 4. b, 5. In, Out, 6. Mark In, 7. T, 8. T, 9. F, 10. T