

# **Chapter 1**

---

## ***Introduction to Adobe Premiere Pro CC***

### **Learning Objectives**

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

- *Work with panels*
- *Work with the Workspace*
- *Understand the Source Monitor and the Program Monitor*
- *Customize preferences*
- *Customize keyboard shortcuts*

## INTRODUCTION

Adobe Premiere Pro CC is a part of the Adobe Creative Cloud. With Creative Cloud, you have access to every Adobe creative tool and service. It also has a library of video tutorials that will make the learning process fast. In addition, you have access to Sync services, 20GB of online storage, access to Behance Community Hub, and updates (the moment they are released) to all programs.

Adobe Premiere Pro is one of the most powerful real-time professional grade video editing applications. It has flexible, precise, and reliable editing tools. It is a non-linear video editing software that allows you to place, replace, reorder, and modify video elements in the timeline. Adobe Premiere Pro supports latest technologies and cameras. It supports a wide range of video formats including AVCHD, XDCAM, Cannon XF, and QuickTime to name a few.

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

## Downloading Files

Download the *c01\_premiere\_cc\_tut.zip* and *media.zip* files from *www.cadcim.com*. The path of the files is as follows: *Textbooks > Animation and Visual Effects > Premiere Pro > Adobe Premiere Pro CC: 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 CC and a New Project

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

1. Choose the **Start** button on the taskbar to display the **Start** menu. Choose **All Programs > Adobe Premiere Pro CC** from the **Start** menu, as shown in Figure 1-1; the screen is displayed along with **Welcome to Adobe Premiere Pro** dialog box, as shown in Figure 1-2.
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.



### 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 **Open a Recent Item** list in this dialog box.

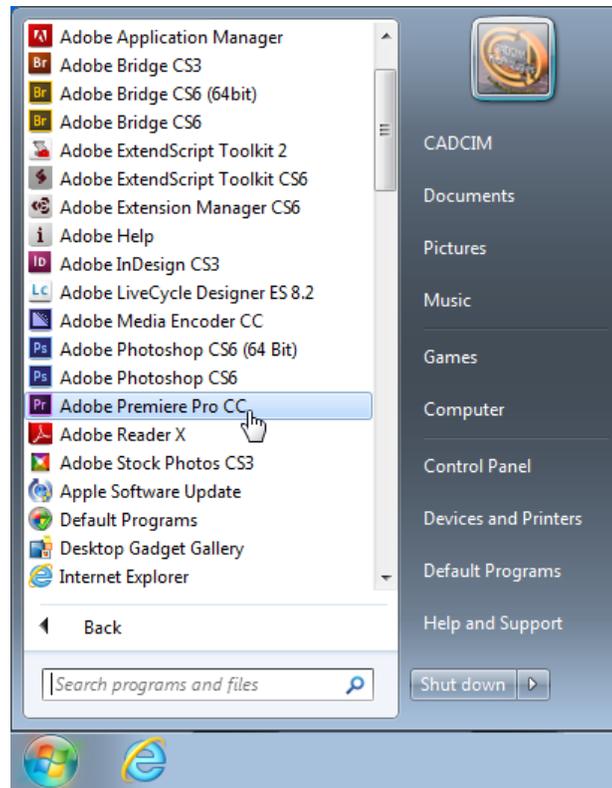


Figure 1-1 Starting Adobe Premiere Pro CC using the Start menu

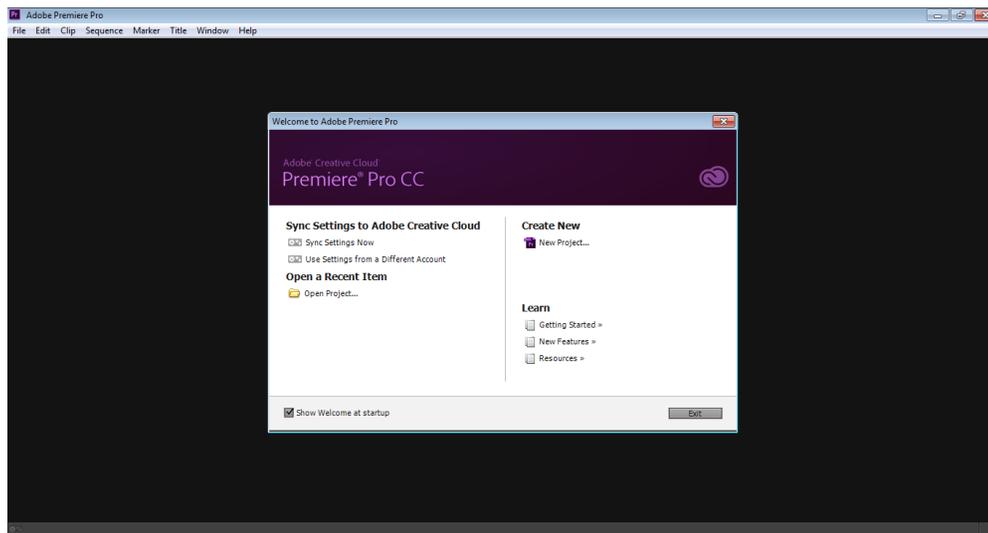


Figure 1-2 The Welcome to Adobe Premiere Pro dialog box

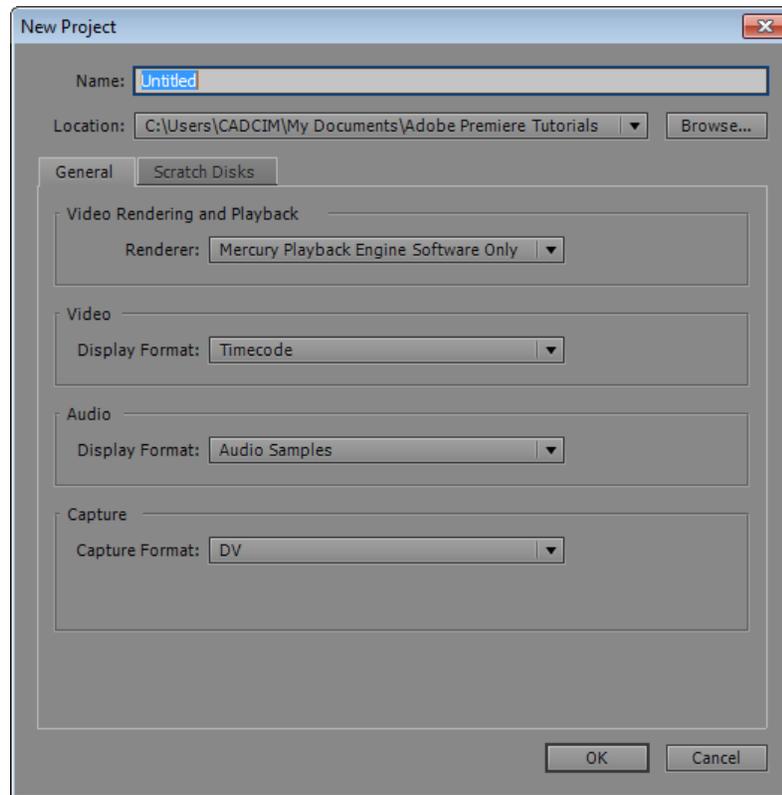
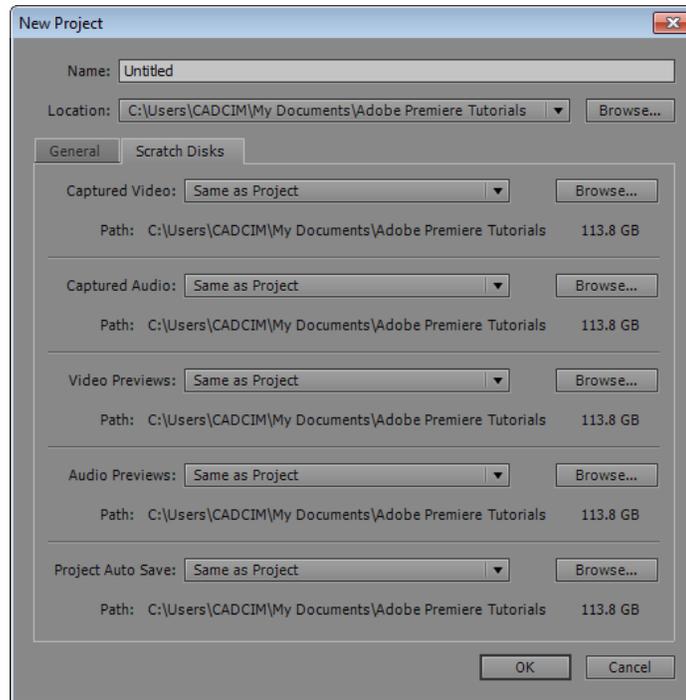


Figure 1-3 The New Project dialog box

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\7.0`. 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.

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.



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

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; a new project screen with the new sequence is displayed, as shown in Figure 1-5. The new project screen consists of various panels. These panels are discussed in the next section.

## Panels

Adobe Premiere Pro CC interface consists of various panels such as the **Project** panel, the **Timeline** panel, the **Media Browser** panel, and so on, refer to Figure 1-5. 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 1-6.



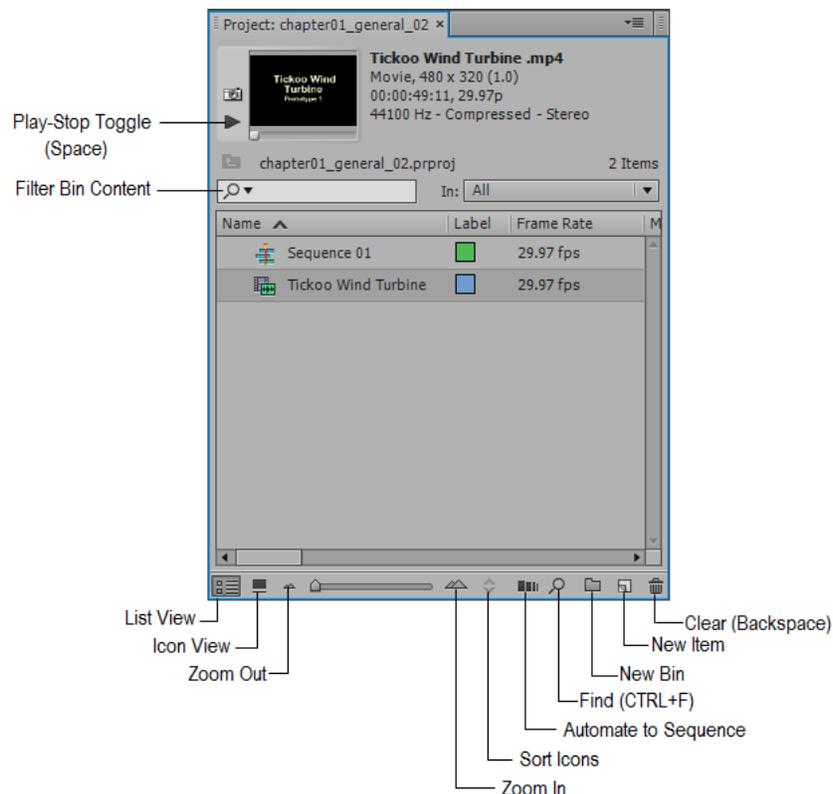
**Note**

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.

3. Choose the **Icon View** button at the bottom of the **Project** panel, refer to Figure 1-7; 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.

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 1-7. You can choose the **Play-Stop Toggle (Space)** button to view the preview of the selected video clip.



**Figure 1-7** The **Project** panel with various buttons

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.



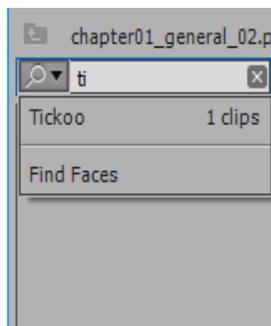
**Tip:** You can expand a panel to display it in the full screen mode. To do so, hover the cursor over the panel and press the accent key (`). The accent key is also referred to as back quote key or the tilde key. Alternatively, select the panel by clicking on it and then choose **Window > Maximize Frame** from the Menu bar 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 1-8. Next, select the required option from the list and choose the **Close** button to displayed on the right of the **Filter Bin Content** search field; the required media files will be displayed in the **Project** panel.

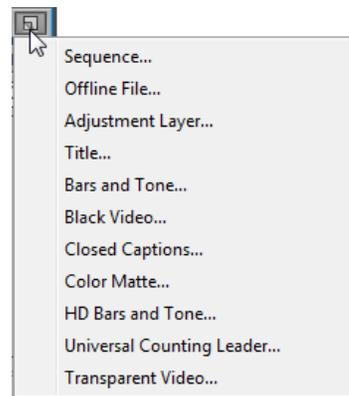
5. Choose the **New Bin** button; a new folder (Bin01) is created in the **Project** panel.

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 1-9. You can create a new sequence, a new title, and so on by using the options in this flyout.



**Figure 1-8** The list showing searched media file



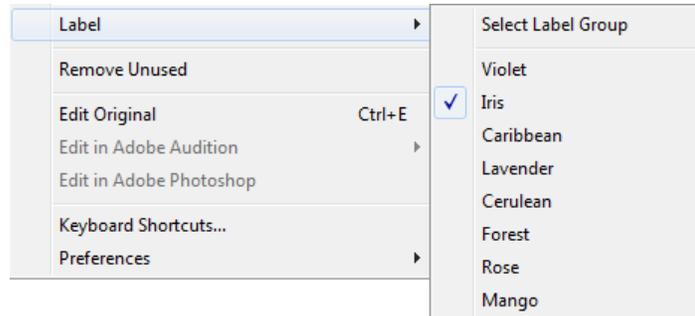
**Figure 1-9** A flyout displayed on choosing the **New Item** button

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 Premiere Pro, the **Label** color swatch 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 1-10.



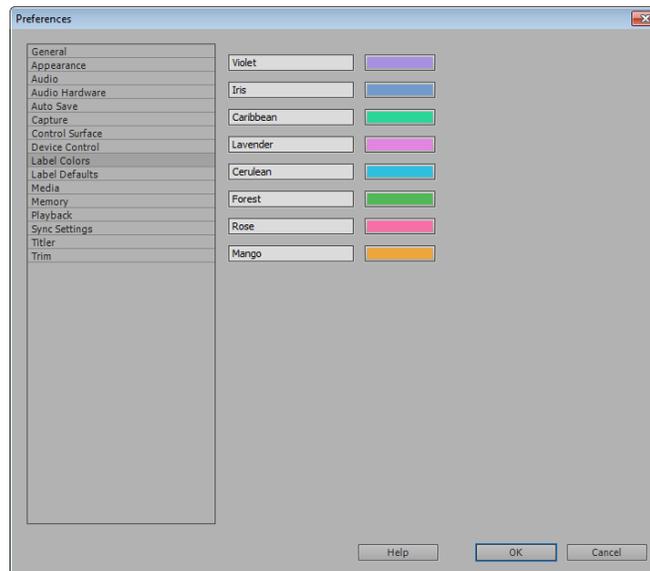
*Figure 1-10 The cascading menu displayed on choosing the **Label** option*

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 1-11.



*Figure 1-11 The **Preferences** dialog box with the **Label Colors** option selected*

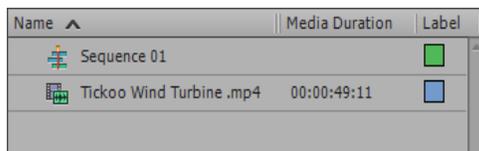
Note that the default label colors and their names are displayed on the right, refer to Figure 1-11.

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.

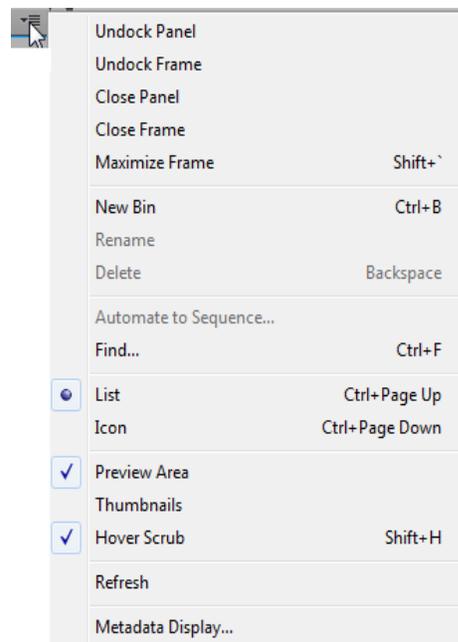
Also, you can move a column to reposition the other column header.

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 1-12.
14. Choose the button on the top right of the **Project** panel; a flyout is displayed, as shown in Figure 1-13.

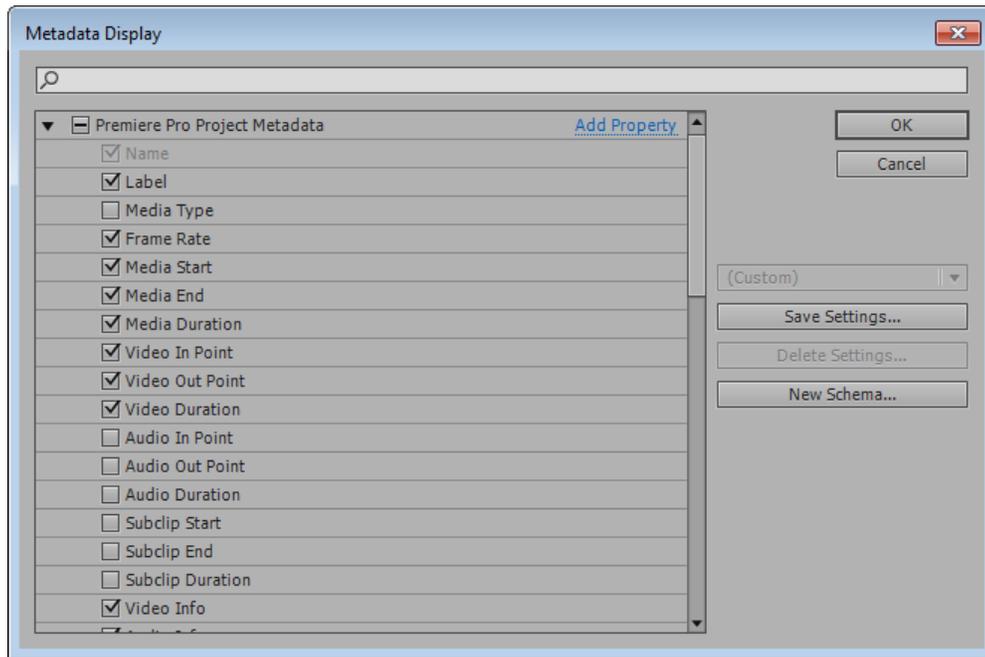


**Figure 1-12** The **Media Duration** column header moved to the left of the **Label** column header



**Figure 1-13** 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 1-14.



*Figure 1-14 The Metadata Display dialog box with the Premiere Pro Project Metadata node expanded*

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.

### 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 1-15.

### Info Panel

The **Info** panel displays the details of the media file selected in the **Project** panel, refer to Figure 1-16.

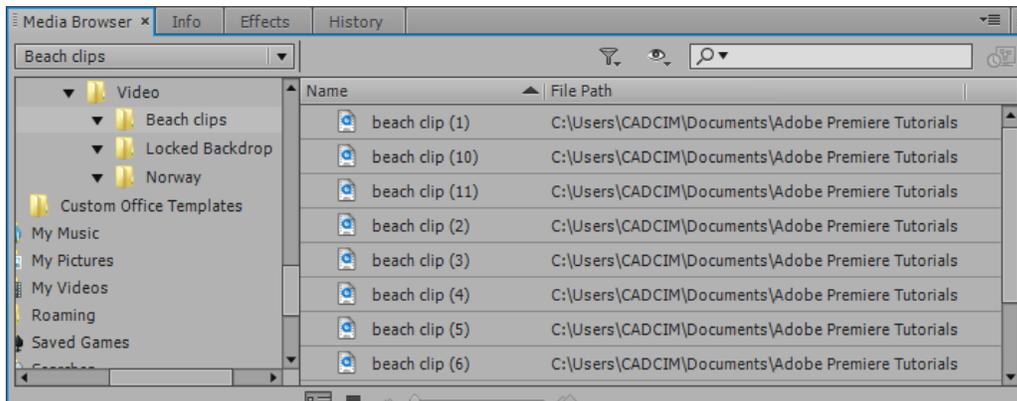


Figure 1-15 The media files displayed in the Media Browser panel

## Effects Panel

Adobe Premiere Pro CC 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**, **Video Transitions**, and **Lumetri Looks**, refer to Figure 1-17.

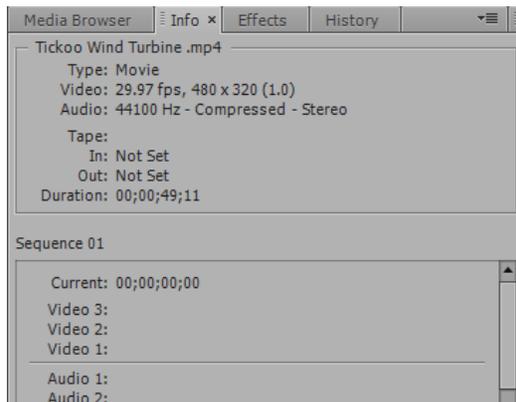


Figure 1-16 The Info panel

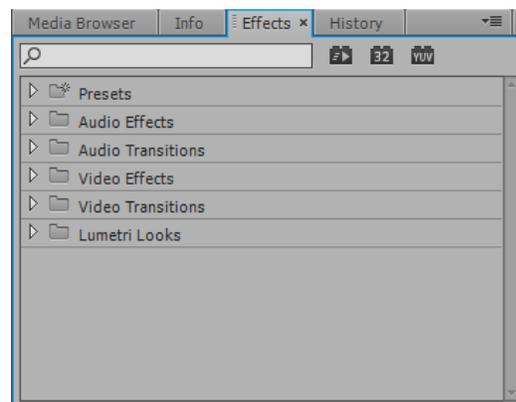


Figure 1-17 The Effects panel

## 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 1-18.

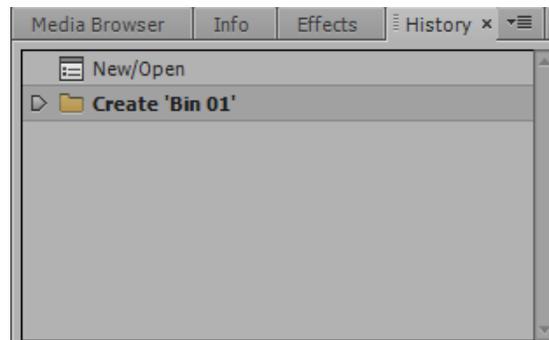


Figure 1-18 The *History* panel

## Timeline Panel

The **Timeline** panel is located on the lower middle portion of the Premiere Pro interface. You need to drag the media file from the **Project** panel and drop it on the **Timeline** panel, refer to Figure 1-19. 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.



### Note

While dragging the clip from the **Project** panel to the **Timeline** panel, if the **Clip Mismatch Warning** message box is displayed, then you need to choose the **Change Sequence Settings** button.

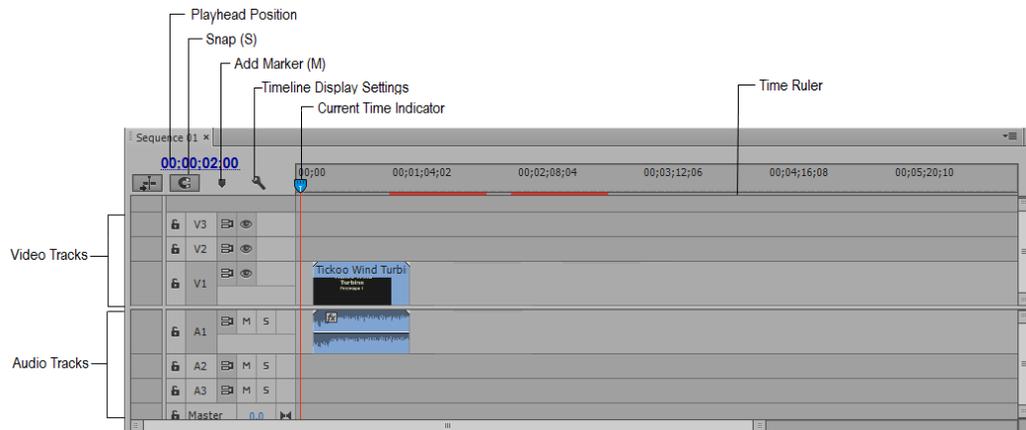


Figure 1-19 The *Timeline* panel

The **Playhead Position** shows the timecode for the current frame in the **Timeline** panel, refer to Figure 1-19. To move the CTI (Current Time Indicator) to a different position in the **Timeline**, click on the **Playhead Position**; it will get converted into an edit box. Now, enter a new time. Alternatively, place the cursor over the **Playhead Position**; the shape of the cursor will change. 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 1-20. You will learn to edit the clips using these tools in the later chapters.

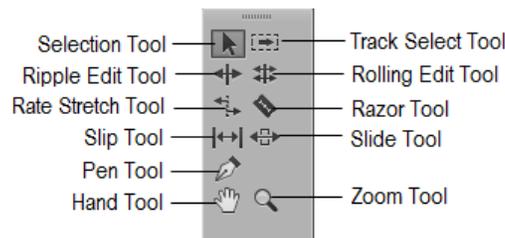


Figure 1-20 Tools in the **Tools** panel

## Working with the Workspace

In Premiere Pro interface, a workspace is an area where various panels of different sizes are located.

1. Choose **Window > Workspace** from the menu bar; a cascading menu is displayed, as shown in Figure 1-21.

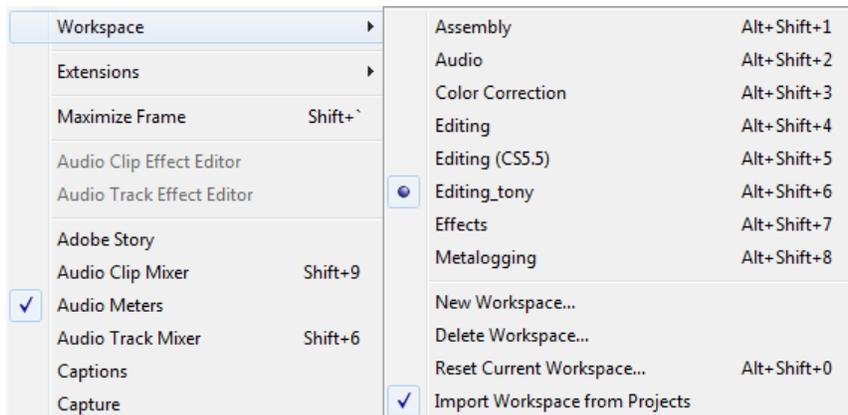


Figure 1-21 The cascading menu displayed on choosing **Workspace** from the **Window** menu

By default, the **Editing** workspace is selected for the new project. You can change your workspace to **Audio**, **Color Correction**, **Effects**, **Metalogging**, and so on, based on your requirement.

**Note**

In this textbook, all the tutorials are performed in a customized workspace. To work in the customized workspace, save the `UserWorkspace3.xml` file to `\Documents\Adobe\Premiere Pro\7.0\Profile-user\Layouts`. The xml file is in `c01_premiere_cc_tut.zip` file that you have downloaded.

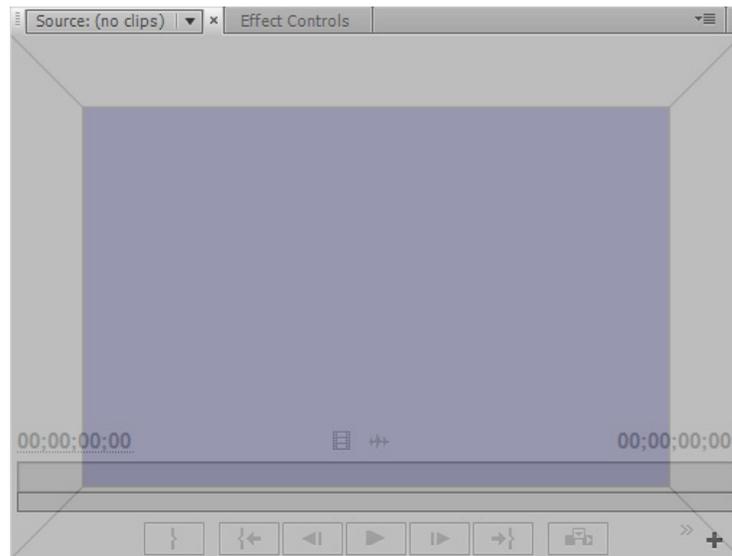
You can also modify the current workspace by moving the panels and changing their size, based on your requirement. Now, you will learn how to change the location of the panels and modify their size.

2. Move the cursor over the top-left point of any panel label, refer to Figure 1-22. Now, click and drag it to the location 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 1-22 The cursor placed to move the panel*

If a rectangular highlight is displayed while dragging the panel, as shown in Figure 1-23, then after releasing the mouse button, the panel will become an additional tab to the set of panels, refer to Figure 1-24. If a trapezoid highlight is displayed at the time of dragging the panel, as shown in Figure 1-25, then the panel will be displayed in between the existing panels.



*Figure 1-23 A rectangular highlight displayed while dragging*

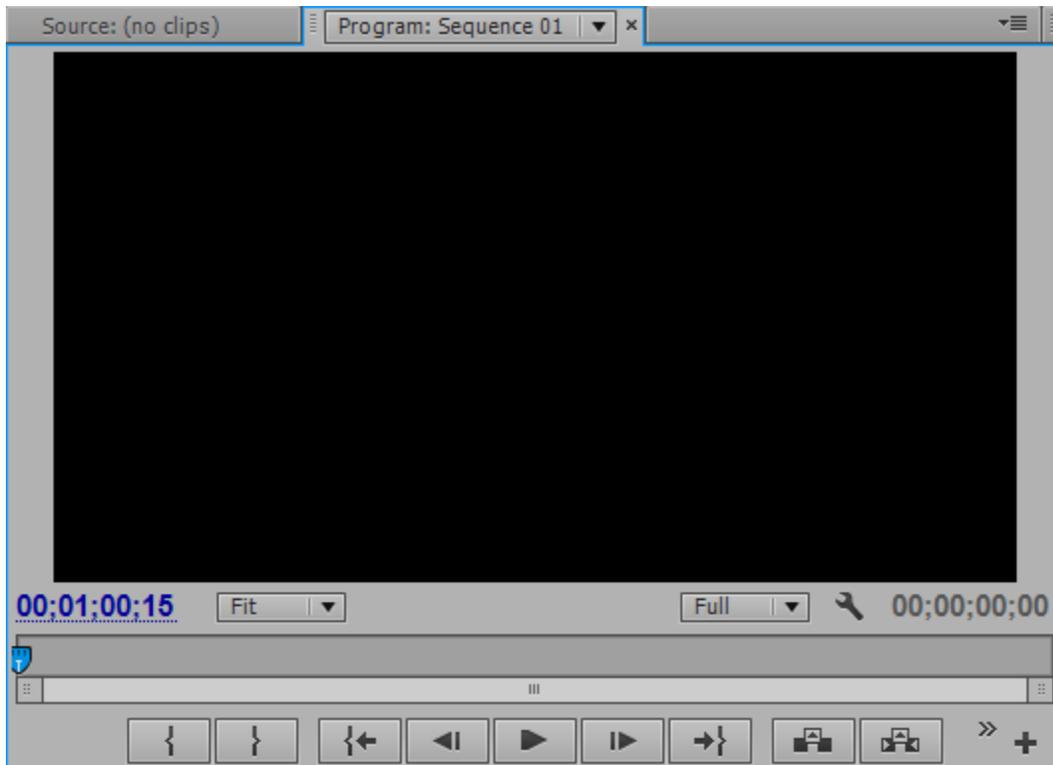


Figure 1-24 The panel displayed as an additional tab

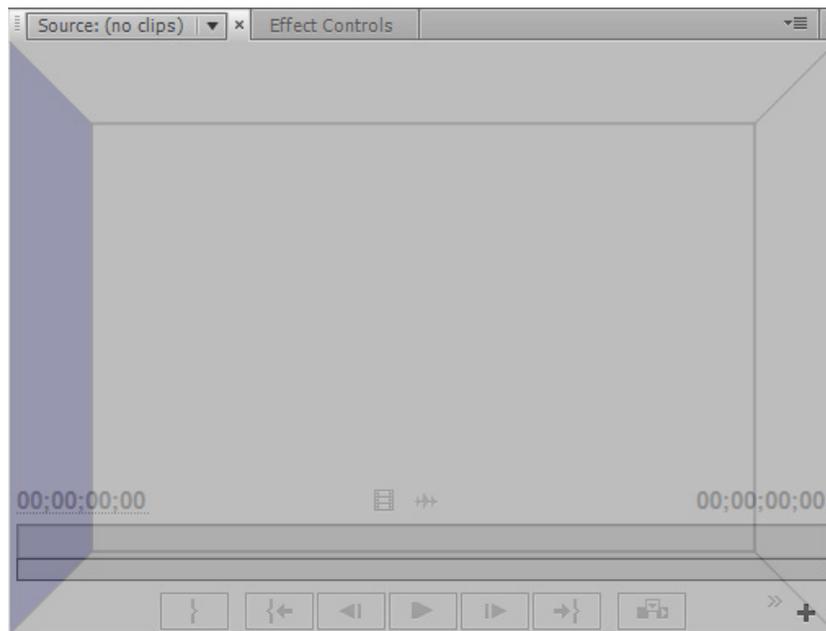


Figure 1-25 A trapezoid highlight displayed

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 1-26. Now, drag the mouse button to resize the panel based on your requirement and release the mouse button.

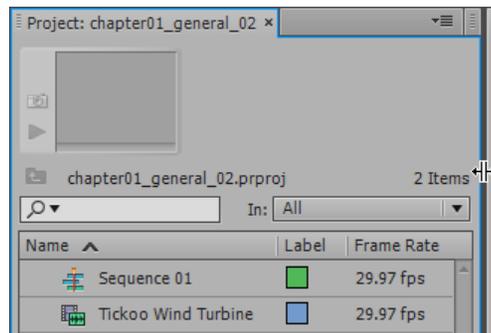


Figure 1-26 The changed shape of the cursor

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 1-27. 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.

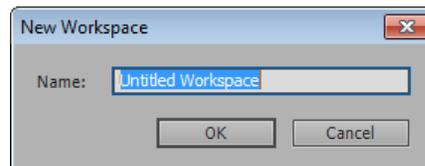


Figure 1-27 The New Workspace dialog box

## Source Monitor and Program Monitor

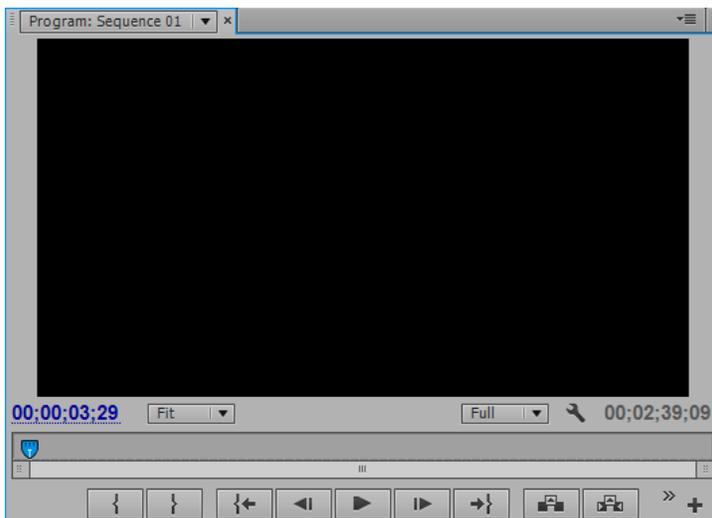
By default, the Source Monitor is located at the top middle of the Premiere Pro interface, refer to Figure 1-28. It is used to edit the video and audio clips that you want to use in the sequence. It plays back individual clips that you will use in the sequence. In the Source Monitor, you can set the 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 Premiere Pro screen, refer to Figure 1-29. It plays back the sequence of clips that had been assembled in the **Timeline** panel.

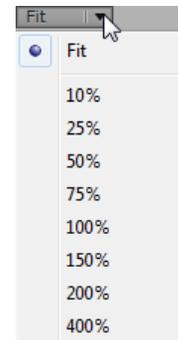


*Figure 1-28 The Source Monitor*

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 1-30. Next, select the magnification based on your requirement.



*Figure 1-29 The Program Monitor*

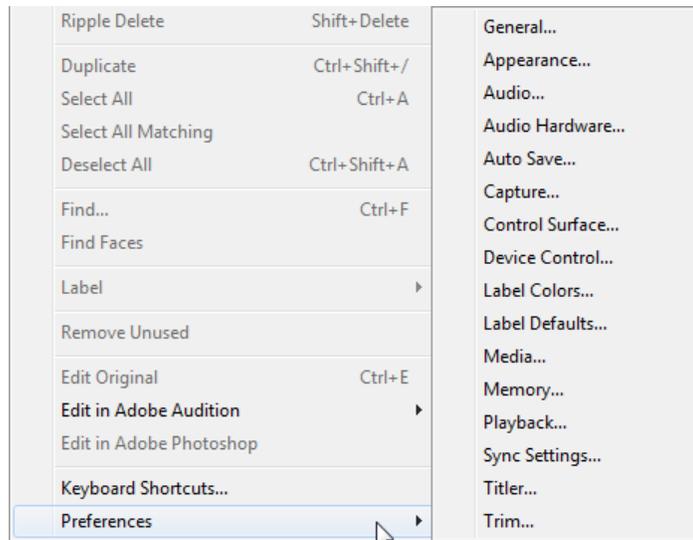


*Figure 1-30 The drop-down list displayed on choosing the Select Zoom Level button*

## 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 1-31.



*Figure 1-31 The cascading menu displayed on choosing the **Preferences** option from the **Edit** menu*

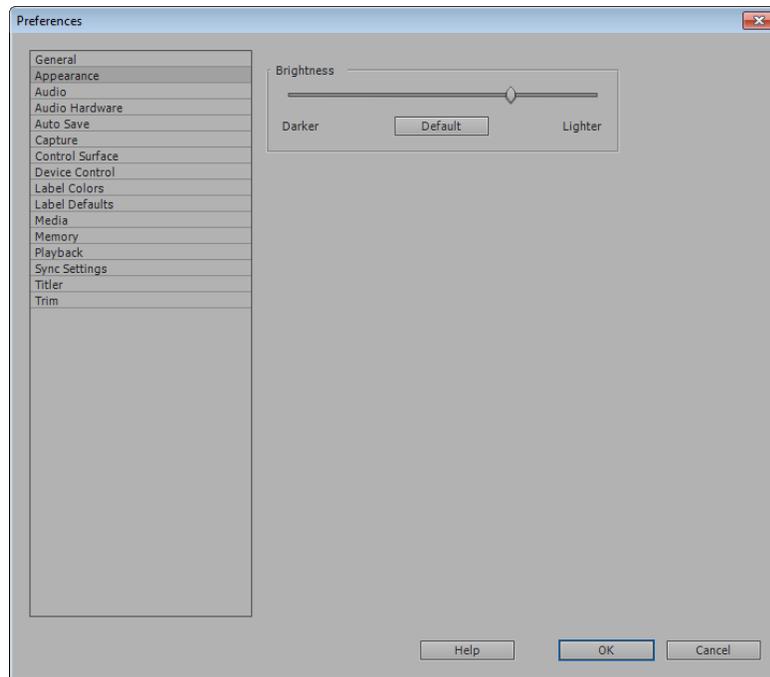
2. Choose the **Appearance** option from the cascading menu; the **Preferences** dialog box is displayed, refer to Figure 1-32.
3. In the **Brightness** area, drag the slider; the brightness of the Premiere Pro interface is changed, as shown in Figure 1-32.

You can choose the **Default** button to restore the appearance of the Premiere Pro 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 1-33.



*Figure 1-32 The Preferences dialog box*

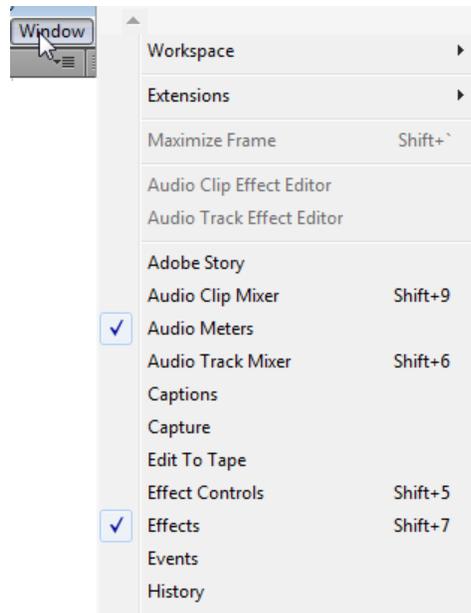


*Figure 1-33 The tool tip showing the name and shortcut key*

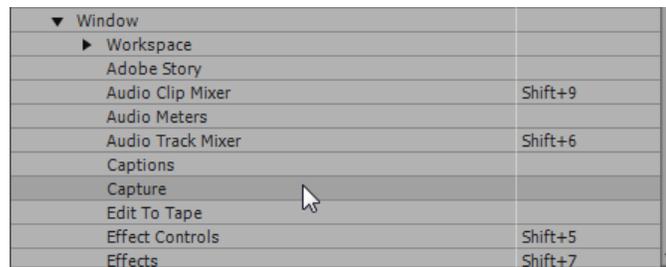
You can view the shortcuts of buttons, panels, and commands from menus. Figure 1-34 displays the shortcut commands for some of the options.

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 1-35. Next, choose the **Edit** button.



*Figure 1-34* Partial view of the **Window** menu displaying different options and their shortcuts



*Figure 1-35* 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 Default** 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:

- Which of the following buttons in the **Welcome to Adobe Premiere Pro** dialog box is used to create a new project?
  - Open Project**
  - Help**
  - New Project**
  - All of the above
- Which of the following panels is used to import all media files such as videos, audios, and stills to your project?
  - Project**
  - Info**
  - Effects**
  - Timeline**
- Which of the following panels is used to navigate through the media files such as video, audio, and stills on your hard disk?
  - Project**
  - Effects**
  - Info**
  - Media Browser**
- Which of the following panels is used to select, trim, and edit the clips in a sequence?
  - Project**
  - Tools**
  - Info**
  - Media Browser**
- 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 CC.
- The \_\_\_\_\_ button in the **Project** panel is used to display the preview of the selected video clip.
- The **New Bin** button is used to create a new folder in the **Project** panel to organize files or assets. (T/F)
- You can open an existing project by choosing the **Open Project** button in the **Welcome to Adobe Premiere Pro** dialog box. (T/F)
- The **Timeline** panel is placed in the lower middle portion of the Adobe Premiere Pro CC screen. (T/F)
- 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:

- Which of the following buttons in the **Welcome to Adobe Premiere Pro** dialog box is used to open the online help?
  - Open Project**
  - New Project**
  - Resources**
  - All of the above
- Which of the following monitors is used to playback the sequence of clips that you have assembled in the **Timeline** panel?
  - Source Monitor
  - Reference Monitor
  - Program Monitor
  - None of the above
- Which of the following panels has a variety of audio and video effects that you can use in a project?
  - Effects**
  - Media Browser**
  - Info**
  - History**
- Which of the following options in the **Edit** menu of the menu bar is used to customize the preferences of Adobe Premiere Pro CC?
  - Preferences**
  - Label**
  - Keyboard shortcuts**
  - None of these
- Which of the following options in the **Preferences** dialog box is used to set the brightness of the Adobe Premiere Pro CC interface?
  - General**
  - Media**
  - Appearance**
  - Capture**
- The \_\_\_\_\_ is used to measure the sequence time horizontally.
- 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.
- The Source Monitor is used to playback and prepare the video and audio clips that you need to use in your sequence. (T/F)

## EXERCISE

### Exercise 1

Create a new project in Adobe Premiere CC 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.

*Evaluation Copy. Do not reproduce. For information visit [www.cadcim.com](http://www.cadcim.com)*

#### 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