



Tryout Tutorial

Adobe Premiere[®] version 4.2

BASIC CONCEPTS

This file contains a short tutorial to familiarize you with the basic concepts of making movies with the Adobe Premiere program. Adobe Premiere is powerful nonlinear video- and audio-editing software designed to be a useful tool for the professional and novice alike. Adobe Premiere provides a comfortable and familiar working environment for those with both film and video experience. Those with no video experience will find the software to be a thorough introduction to the world of desktop video. Video and multimedia professionals will find Adobe Premiere a valuable tool for tasks such as online video editing or creating QuickTime or Video for Windows movies for presentations and CD-ROMs. Many of the program's features were previously available only on high-end professional video-editing systems.

In many instances, you will encounter terminology and interface designs drawn from traditional video production and postproduction.

***Note:** In this manual, commands in menus are indicated by a preceding greater-than sign (>). For example, the instruction "Choose File > Import > Project" means that you should choose Import from the File menu and Project from the submenu. Where information or features differ for the Macintosh and for Windows, the Macintosh information appears first, followed by the Windows information. Where commands differ for the Macintosh and for Windows, the keyboard or menu command is followed by the platform name in parentheses.*

CREATING DESKTOP VIDEO WITH ADOBE PREMIERE

Adobe Premiere lets you combine source material, or *clips*, to make a movie, and then view and play the movie using any application that supports the QuickTime or Video for Windows movie format. Your final Adobe Premiere movie is a file you create after assembling and editing clips.

Clips can include the following:

- Digitized video captured from cameras, VCRs, or tape decks
- QuickTime or Video for Windows movies made using Adobe Premiere or other sources
- Scanned images or slides
- Digital audio recordings
- Adobe Photoshop files

- Animation files
- Filmstrip format files created in Adobe Premiere and edited in Adobe Photoshop
- Titles
- Backdrops (Macintosh)

You can create your own video and audio clips by recording material to your computer's hard disk using a variety of hardware products.

Important: *You cannot save projects or use the Make Movie command in this tryout version of Adobe Premiere.*

CREATING AN ADOBE PREMIERE MOVIE: A TUTORIAL

Every Adobe Premiere movie starts as a *project*—a collection of clips organized along a timeline. This section provides step-by-step instructions for building a simple Adobe Premiere movie using clips supplied on your program disks.

Creating an Adobe Premiere movie involves the following basic tasks:

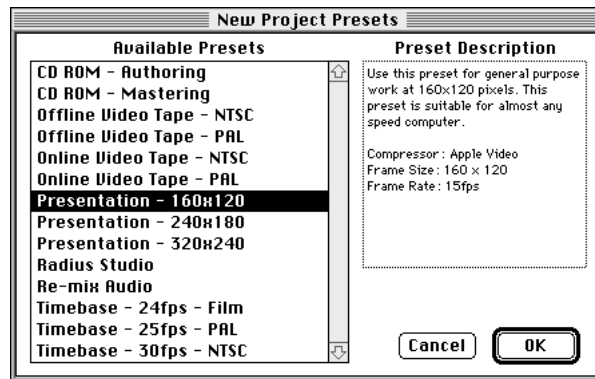
- Creating a new project and importing clips
- Assembling clips in the Construction window
- Viewing and editing clips in the Clip window
- Applying transitions and filters to the assembled clips
- Adding a superimposed title to the movie
- Compiling the assembled clips into a movie and playing it

Note: *The steps for making a movie vary depending on the intended use of the medium. If your goal is to make a videotape with full-screen images, you must understand the capabilities and limitations of your hardware.*

Create a new project and import clips

Before you start this tutorial, make sure that you installed the sample clips when you installed the Adobe Premiere program. If you chose the default location during installation, the samples are installed in the Sample Files folder in the Adobe Premiere folder (Macintosh) or in the Samples folder in the Premiere folder (Windows).

1 To start the program, double-click the Adobe Premiere program icon. (In Windows, the icon is located in the Adobe group.) The New Project Presets dialog box appears.

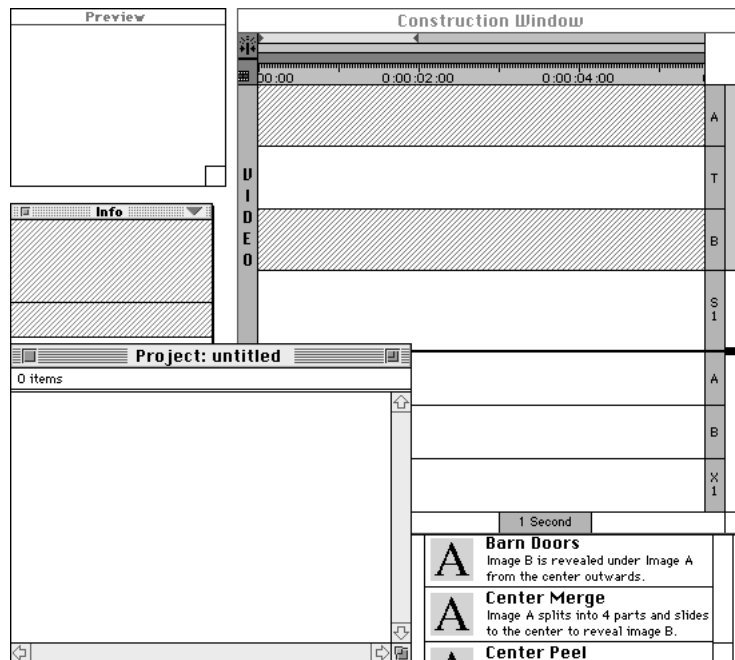


Every new Adobe Premiere project must be assigned a preset. A *preset* specifies the project time base, the movie frame rate, and options for compression, previewing, and output.

2 Choose Presentation–160 x 120 (the default) from the Available Presets list and click OK. Five windows appear:

- Project window, for importing and storing clips
- Construction window, for assembling clips
- Info window, for displaying detailed information about clips
- Transitions window, for selecting special-effects transitions between clips
- Preview window, for previewing the movie as you assemble it in the Construction window

When the program opens, the Project window is the active window. You use the Project window to stockpile clips for your movie.



3 Choose File > Import > File, or double-click the bottom area of the Project window below the last clip. The Import dialog box appears.

4 Locate the the files in the Sample Files folder in the Adobe Premiere folder (Macintosh) or in the Samples folder in the Premiere folder (Windows).

5 Choose one of two options:

- On the Macintosh, choose Spotlight and click Import. The clip name and a thumbnail appear in the Project window. For a movie clip, a *thumbnail* is an approximation of a frame in the clip.

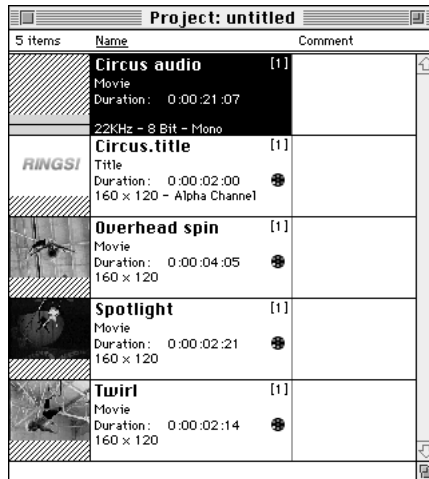
- In Windows, select the *Spotlite.avi* movie clip. A preview of the movie appears in the Import dialog box. To play the movie clip, click the Play button beneath the preview. Click OK to import the clip. The clip name and a thumbnail appear in the Project window. For a movie clip, a *thumbnail* is an approximation of a frame in the clip.



6 To import additional clips, choose one of two options:

- On the Macintosh, choose File > Import > Multiple. In the Adobe Premiere folder, locate the sample movie clips supplied with the program. Choose *Twirl*, and click Import. Use the same procedure to import the video clip *Overhead spin*, the title clip *Circus.title*, and the audio clip *Circus audio*. When you have imported these clips, click Done.

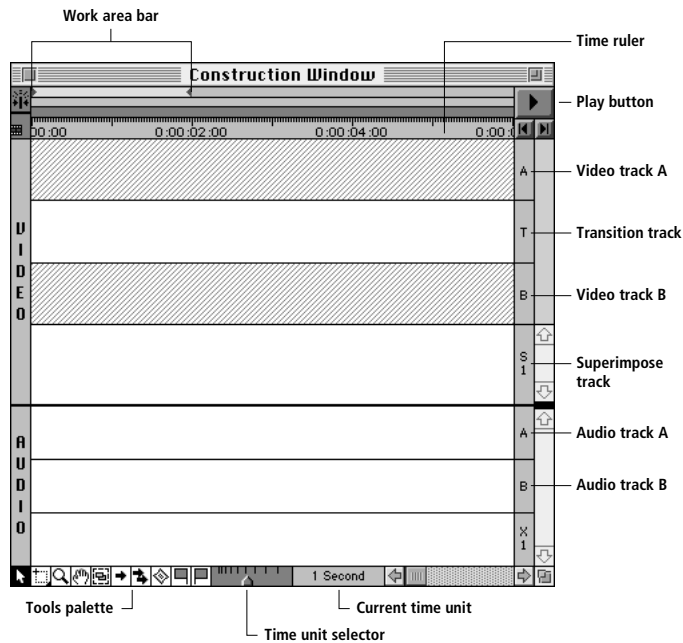
- In Windows, choose File > Import > File (Ctrl+I). In the Premiere folder, locate the sample movie clips supplied with the program. Hold down the Ctrl key and select the video clips *Twirl.avi* and *Overspin.avi*, the title clip *Circus.ptl*, and the audio clip *Circus.wav*. Click OK to import the files.



Assemble clips in the Construction window

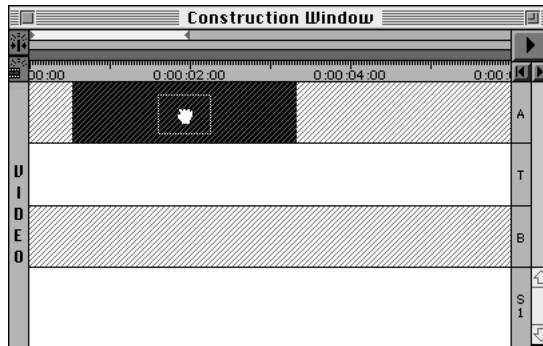
You use the Construction window to assemble clips into a movie. The Construction window contains multiple tracks for placing video and audio clips. The video tracks include the main video tracks A and B, the T track for transitions, and the S1 track for superimposed video clips. The lower set of tracks is for audio clips. Tracks are identified in the vertical bar at the right of the window.

At the top of the Construction window is a *time ruler* that indicates elapsed time in the movie. The tick marks on the ruler can represent anything from a single frame to a 2-minute interval, depending on the time unit selected. You can use the slider at the bottom of the Construction window to change the time unit, thereby changing the level of detail displayed in the window; a smaller time unit causes more frames in the clip to be displayed.

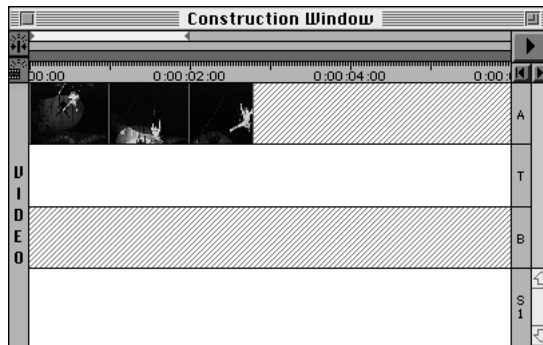


- 1** Position the pointer over the thumbnail of the Spotlight clip in the Project window. The pointer changes to a hand.

2 Hold down the mouse button, and drag the clip onto the top track (track A) of the Construction window. The track turns dark gray to show where the clip will be placed.

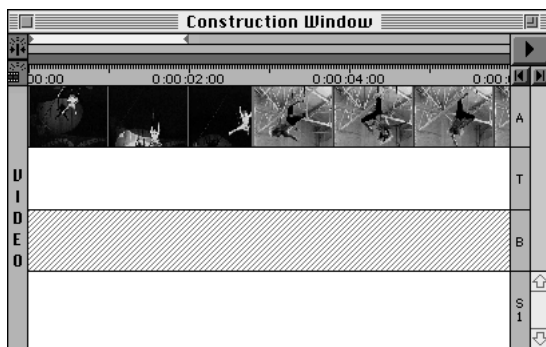


3 Drag to align the left edge of the clip with the left edge of the Construction window. Release the mouse button to place the clip.



When you place a clip in the Construction window, it is displayed as a series of thumbnails that represent frames of the clip. The width of the strip of thumbnails represents the duration of the clip. You can move clips in the Construction window by dragging them.

- 4 Drag the Twirl clip from the Project window onto track A so that its left edge butts up against the right edge of the Spotlight clip.

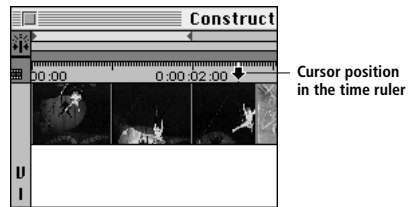


Positioning the two clips like this creates a *cut*, or transition, from the Spotlight clip to the Twirl clip.

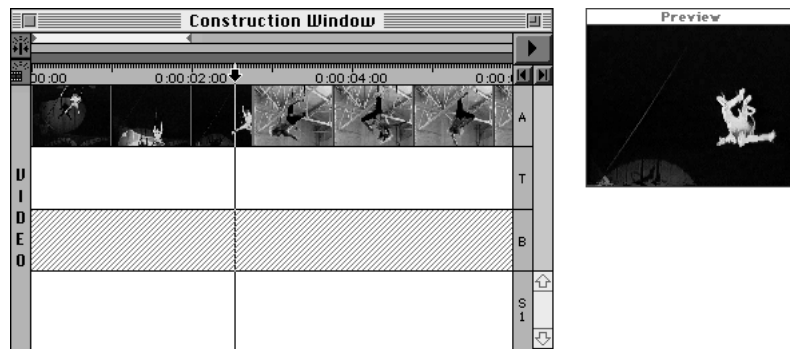
Preview the movie

You can preview the movie at any time to view the results of your work in the Construction window.

1 Place the pointer in the time ruler at the top of the Construction window. The pointer changes to a downward pointing arrow.



2 Hold down the mouse button. The Preview window displays the movie frame that corresponds to the current location in the time ruler.



Note: If the pointer is not positioned correctly, the Controller window may appear when you hold down the mouse button. If this happens, simply close the Controller window and try again.

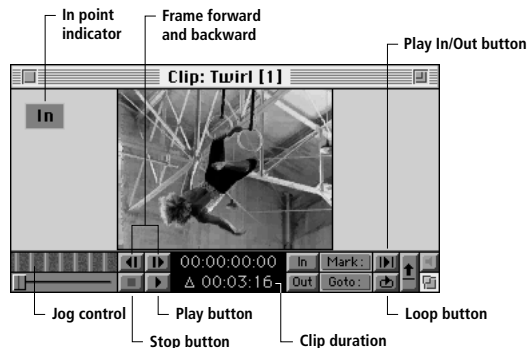
3 To play a preview of the movie in the Preview window, drag to the right while holding down the mouse button. Note that when the first clip ends, the second clip begins playing.

Change the duration of a clip

After previewing, you may decide that you don't need to include an entire clip in your movie. You can use the Clip window to view a clip and choose which frames you want to include in the Construction window. The frames that are included are defined by the clip's *in point* (the position of the starting frame) and *out point* (position of the ending frame). The process of changing these points is called *trimming* the clip. Changes made to a clip in the Clip window are automatically applied to the clip in the Construction window.

1 Double-click a thumbnail of the Twirl clip in the Construction window.

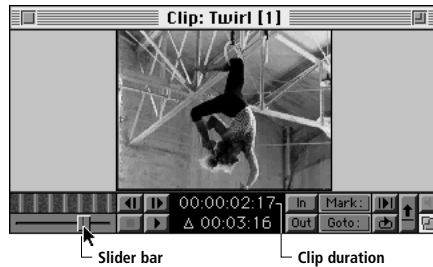
The Clip window opens with the starting frame of the Twirl clip. Notice that an in-point indicator appears in the upper left corner of the window.



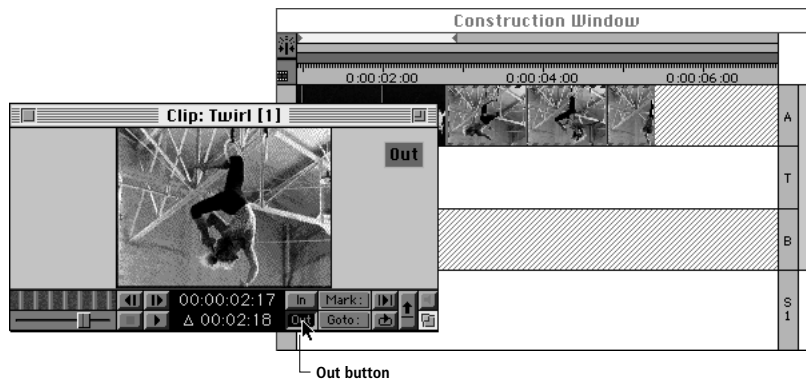
Controls for viewing and playing the clip are located in the lower portion of the window. The frame indicator in the center displays the address of the current frame in the timecode format of hours:minutes:seconds:frames, used by the Society of Motion Picture and Television Engineers (SMPTE). Below the frame indicator, the duration of the clip is displayed using the same format.

2 Click the Play button to play the clip in the Clip window. You can also drag the slider control or the Jog control to view the clip as it plays in the forward or reverse direction.

3 Drag the slider bar (located to the left of the Play button) back to rewind the clip until 00:00:02:17 appears in the frame indicator. For more precision in locating the frame, drag the Jog control above the slider bar, use the Frame Forward and Frame Backward buttons, or use the Left and Right Arrow keys. The displayed frame will be the new out point for the clip.



4 Set the new out point by clicking the Out button in the lower right corner of the window.



An out-point marker appears in the upper right corner of the window. The clip is shortened in the Construction window accordingly.

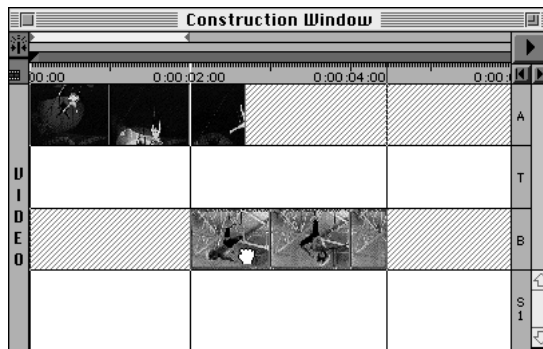
Note: You can also drag the edges of a clip in the Construction window to change its in and out points.

5 To keep the screen from becoming too cluttered, close the Clip window when you have finished adjusting the clip duration.

Add transitions

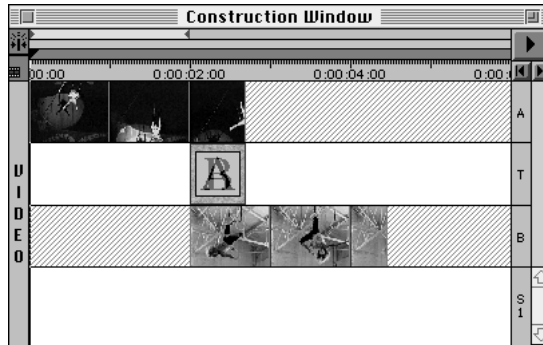
You can create gradual transitions between clips. However, clips must be located on the separate video tracks A and B to apply a transition between them.

- 1 Make the Construction window active by clicking in the window or by choosing Windows > Construction.
- 2 Drag the Twirl clip from track A to track B and position it so that the clip overlaps the Spotlight clip on track A by about 1 inch (slightly less than 1 second on the time ruler). The amount of overlap determines the length of the transition.



- 3 Choose Windows > Transitions to display the Transitions window.
- 4 In the Transitions window, scroll to the Cross Dissolve transition. (You can also type the first letter of a transition to scroll to that transition.)

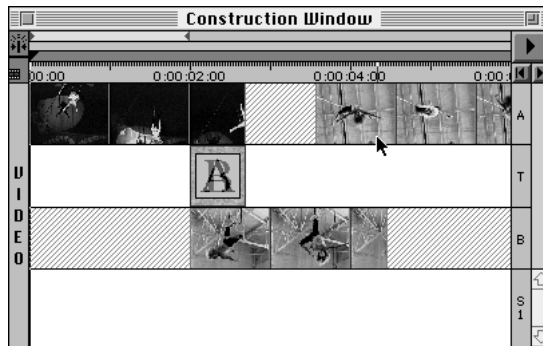
5 Click and drag the transition onto the T track between the two movie clips. As you drag the transition onto the space where the two movie clips overlap, the program automatically adjusts the length of the transition to fit the overlapping section.



6 Preview your movie again by holding down the mouse button and dragging the arrow through the time ruler. Notice how the Spotlight clip gradually fades out while the Twirl clip fades in.

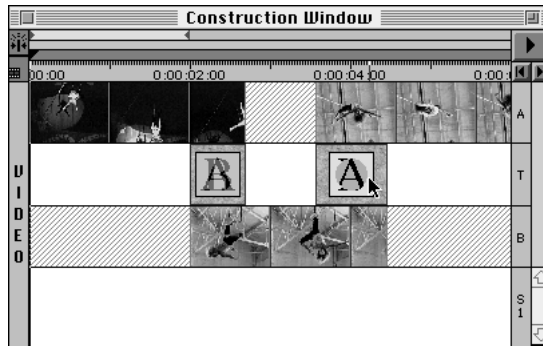
Next, you will add another clip and transition.

7 Drag the Overhead spin (Macintosh) or the Overspin.avi (Windows) clip from the Project window onto track A and position it so that it overlaps the clip on track B by about 1 second on the time ruler.



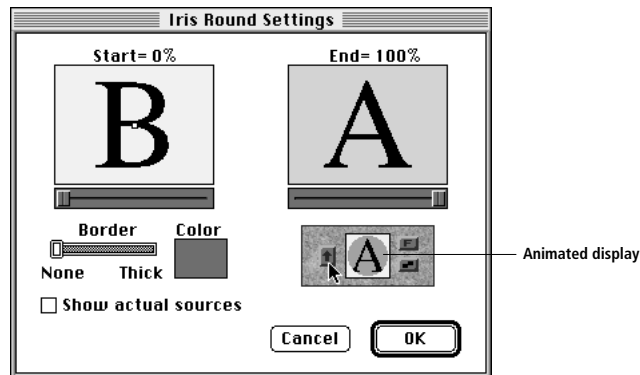
8 In the Transitions window, scroll to the Iris Round transition.

- 9 Drag the transition onto the T track between the Twirl clip on track B and the Overhead spin (Macintosh) or the Overspin.avi (Windows) clip on track A.



In most situations, Adobe Premiere automatically sets the correct direction of a transition when it is placed between clips in the Construction window. In this case, a circular wipe should reveal the image on track A as it replaces the image on track B.

- 10 To check the direction of the Iris Round transition, double-click the transition in the Construction window. The Iris Round Settings dialog box appears.



The animated display in the lower right corner of the dialog box should indicate that image A is wiping over image B. If this is not the case, click the blue arrow to the left of the display so that the arrow is pointing upward.

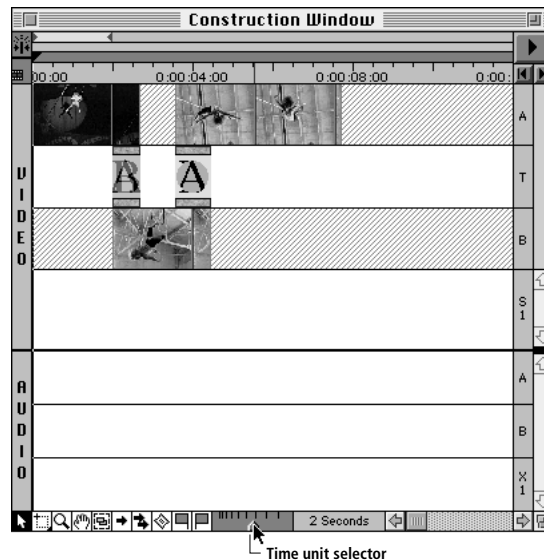
Note: In the tryout version of Adobe Premiere, rendered frames are indicated by a red square.

- 11 Click OK.

Change the time unit in the Construction window

At this point, your movie is about 8 seconds long. Depending on the size of the Construction window on your monitor, the entire movie may not be visible. To see more frames of your movie in the Construction window, change the time unit. The time unit is currently set to 1 second, which means that the Construction window displays 1 thumbnail for each second of a clip.

1 Drag the slider at the bottom of the Construction window to the right one notch. The time unit changes to 2 seconds, which means that the Construction window shows one thumbnail for every 2 seconds of a clip. As a result, you can see more of the movie in the Construction window.



2 To quickly see the entire movie in the Construction window, no matter how long the movie is, press the backslash key (\) while the Construction window is active. The time unit selector adjusts accordingly.

Apply a filter to a clip

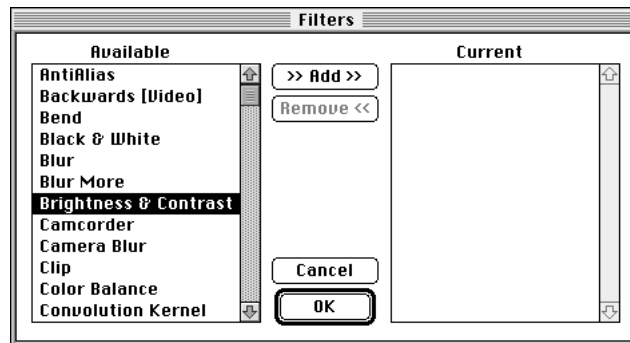
You can apply filters to clips to change their appearance or sound. Adobe Premiere includes about three dozen movie and still-image filters, along with four audio filters.

1 Click the Twirl clip on track B to select it. A dashed line appears around the border of the clip.

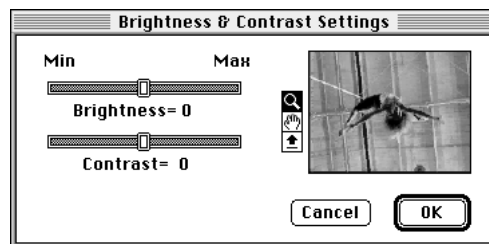
2 Choose Clip > Filters.

In Windows, you can also position the pointer over the selected clip in the Construction window and click the right mouse button to display a pop-up menu of commonly used commands for clips. To choose a filter from the pop-up menu, click the left mouse button on Filters.

3 Scroll through the Available list and select the Brightness & Contrast filter.



4 Click Add. The Brightness and Contrast Settings dialog box appears.



5 Drag the Brightness slider to change the brightness of the clip.

6 Drag the Contrast slider to increase or decrease the contrast in the clip.

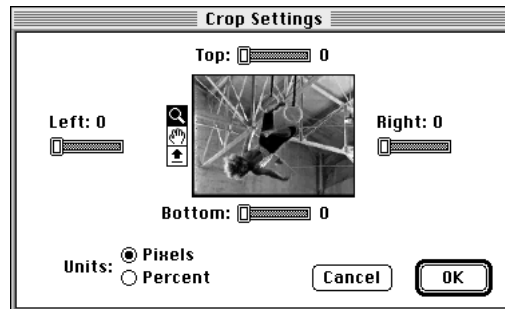
7 Click OK when you have finished adjusting the settings, but keep the Filters dialog box open.

Apply another filter to the same clip

You can add multiple filters to a clip. Adobe Premiere applies the filters in the order that you list them in the Current list in the Filters dialog box.

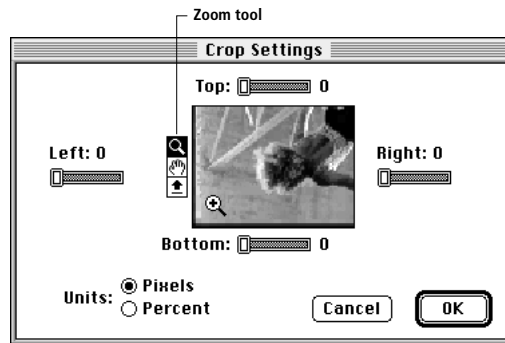
When you play the Twirl clip in the Clip window, you can see a dark border along the bottom and left edges of the clip. Borders are frequently caused by video noise during the capture process. You can remove the border by cropping the edges of the clip with the Crop filter.

1 Select the Crop filter from the Available list; then click Add.



The Crop Settings (Macintosh) or the Cropping Settings (Windows) dialog box contains a preview image from the clip and slider controls for trimming unwanted pixels from the edges of the clip. On the Macintosh, the dialog box also contains a zoom tool and a hand tool for observing the effects of a filter more clearly. Note that the preview of the clip shows the effects of the Brightness & Contrast filter.

2 On the Macintosh, click the zoom tool and position it in the lower left corner of the preview image. Click twice to magnify the preview image by two levels. You can now easily see the dark border along the left and bottom edges of the clip.



3 Select the Pixels option, and then drag the Bottom slider to the right until it reads 2 (pixels). Do the same with the Left slider. This crops the image by 2 pixels on the bottom and left sides. (Adobe Premiere resizes the cropped clip to its original frame size.)

4 On the Macintosh, double-click the hand tool to return the display to the entire preview image.

5 Click OK to close the Crop Settings (Macintosh) or the Cropping Settings (Windows) dialog box; then click OK to close the Filters dialog box.

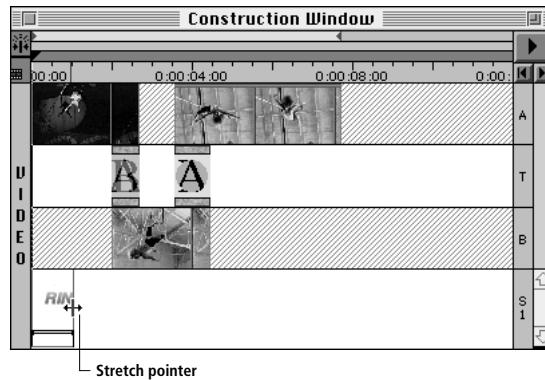
The program adds a blue line at the top of the clip in the Construction window to indicate that one or more filters have been applied.

Add a superimposed title to the S1 track

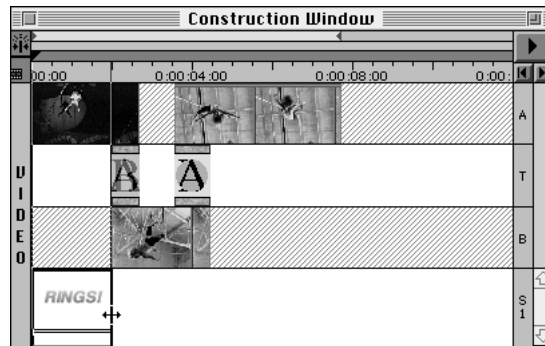
Adobe Premiere treats titles as clips. They are usually added to a superimpose (S1) track so that they can be superimposed, or *keyed*, over a movie clip. You can change the duration of a title clip by choosing Clip > Duration or by dragging the edges of the clip in the Construction window.

1 Drag the Circus.title (Macintosh) or the Circus.ptl (Windows) clip from the Project window onto track S1 so that the left edge of the clip aligns with the beginning of the track.

- 2 Position the pointer over the right edge of the Circus.title (Macintosh) or the Circus.ptl (Windows) clip. The pointer changes into a stretch pointer.



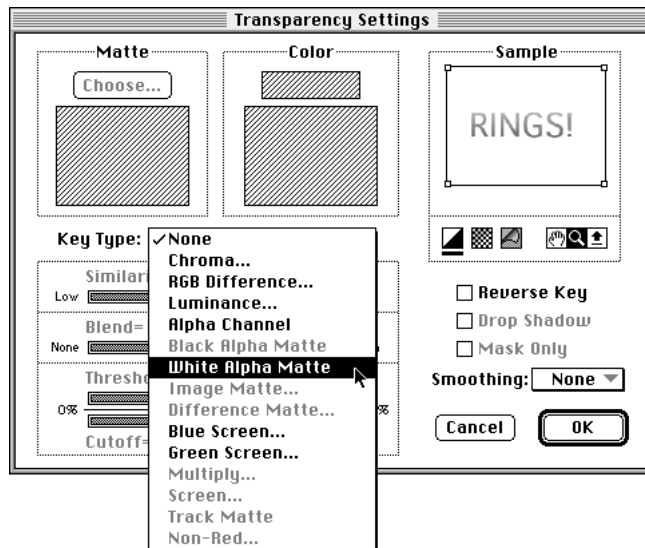
- 3 Drag the edge of the clip until it aligns with the left edge of the Twirl clip on track B. This extends the duration of the title clip to approximately 2 seconds.



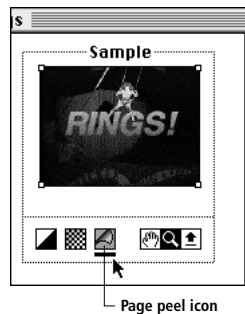
- 4 With the Circus.title (Macintosh) or the Circus.ptl (Windows) clip selected in the Construction window, choose Clip > Transparency.

With Windows, you can also position the pointer over the clip, click the right mouse button to display the Construction window pop-up menu, and choose Transparency from the pop-up menu.

5 To key the title against the background image of the Spotlight clip, choose White Alpha Matte from the Key Type menu. Adobe Premiere uses the title's existing alpha channel to create a mask for superimposition.



6 To see a preview of the title over the actual background image, click the page peel icon under the Sample box.



The title appears superimposed over the first frame of the Spotlight clip.

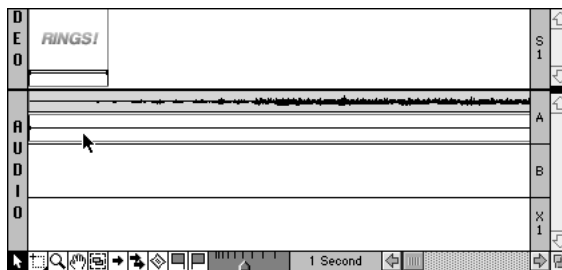
7 Click OK.

Note: The Circus clip was created with the Adobe Premiere Titler.

Add sound to the movie

You add sound to a movie by dragging audio clips onto the audio tracks in the Construction window.

- 1 Drag the thumbnail of the Circus audio (Macintosh) or the Circus.wav (Windows) clip from the Project window onto audio track A in the lower half of the Construction window.
- 2 Align the left edge of the audio clip with the left edge of the Construction window.



- 3 To preview your movie with sound, adjust the yellow work area bar to select the part of the movie you want to preview, and press Return.

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Adobe Premiere Tryout Tutorial for Macintosh and Windows

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