

[illegible]

*Editing a video program is at the heart of the work you'll do with Adobe Premiere. Adobe Premiere makes it easy to trim video clips or other source files. You can then assemble the polished result for playback on a variety of media.*

In this lesson, you'll create a 20-second video program about a horse training technique called *dressage*. You'll use these basic editing techniques:

- Assembling clips in the Timeline.
- Using the Monitor window to trim and insert clips.
- Previewing the video program.
- Setting In and Out points.
- Performing a ripple edit and a rolling edit.
- Making a QuickTime movie.

## Getting started

For this lesson, you'll create a new project and then import the video clips. Make sure you know the location of the files used in this lesson. Insert the CD-ROM disc if necessary. For help, see "Using the Classroom in a Book files" on page 4.

To ensure that the Premiere preferences are set to the default values, exit Premiere, and then delete the preferences file as explained in "Restoring default preferences" on page 5.

**1** Start Premiere.

**2** In the New Project Settings dialog box, choose QuickTime for the Editing mode, and choose 30 for the Timebase.

The timebase specifies the frame rate (number of frames per second) that Premiere uses to calculate the precision of your editing.

Let's set some options Premiere will use when you export a movie at the end of this lesson.

**3** Click the Next button to display the video settings.

**4** (Windows only) Choose Video for the Compressor.

**5** Type **240** in the first Frame Size field. Premiere automatically inserts 180 in the second field.

**6** Choose 15 for the Frame Rate.

**7** Click OK to close the New Project Settings dialog box.

The three main windows appear: the Project window, the Monitor window, and the Timeline window.

8 If necessary, rearrange windows and palettes so they don't overlap.

Before importing files, you'll simplify the interface by closing several palettes that you don't need right now.

9 Click the close box on the Transitions/Commands palette and on the Navigator/Info palette.

## Viewing the finished movie

If you'd like to see what you'll be creating, you can take a look at the finished movie.

1 Choose File > Open and double-click the 03Final.mov file in the Final folder, inside the 03Lesson folder.

The video program opens in the Source view.

2 Click the Play button (▶) to view the video program.

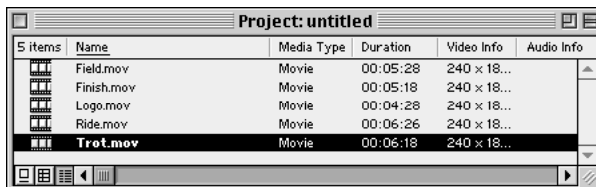
## Importing clips

Now you'll add files to the Project window.

1 Import files in one of the following ways, depending on your system:

- In Windows, choose File > Import > File and open the 03Lesson folder. Select all the files (but not the Final folder) by selecting the first file, holding down the Shift key, and then selecting the last file. Then click Open.
- In Mac OS, choose File > Import > Multiple, open the 03Lesson folder, select Field.mov, and then click Import. Do the same for the remaining files, but do not import the Final folder. Then click Done.

The video files are added to the Project window.



To make your clips a little easier to see in the Timeline, you'll change the view somewhat.

2 Click the title bar of the Timeline window to make it active. Then choose Window > Timeline Window Options. Select the medium icon size on the left and click OK.



3 Click the arrow next to the Video 1A track to collapse it.

Now you'll save and name the project.

4 Choose File > Save, type **Dressage.ppj** for the name, and 04Lesson folder for the location. Then click Save.

In Windows, the default file extension for Premiere projects, ppj, is added to your filename automatically. In Mac OS, type the extension as part of the filename.

**Note:** Each step in this lesson that directs you to make an edit includes the exact timecode used in the final movie. We recommend you locate the general area described in the step, then fine-tune the edit point by going to the timecode given. Using the timecode enables you to check your results against the figures in the procedure.

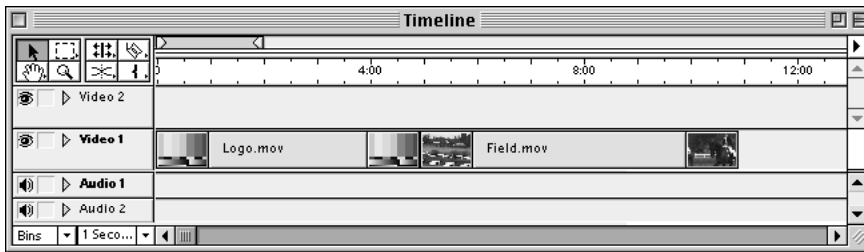
## Methods of working in Premiere

Premiere provides two fundamental ways of assembling and trimming clips: dragging clips directly into the Timeline and trimming them there, and trimming clips in the Monitor window and then adding them to the Timeline. The method you use depends on your specific situations and tasks. You'll use the Source view of the Monitor window in this lesson. Throughout the Classroom in a Book lessons, you'll use both methods.

## Dragging clips into the Timeline

When you want to quickly assemble a series of clips with little or no trimming (usually called a *rough cut*), you simply drag clips from the Project window directly into the Timeline. For this project, you'll use this method to assemble three clips as a way of evaluating an opening sequence. In a later exercise, you'll trim these clips to remove portions of them.

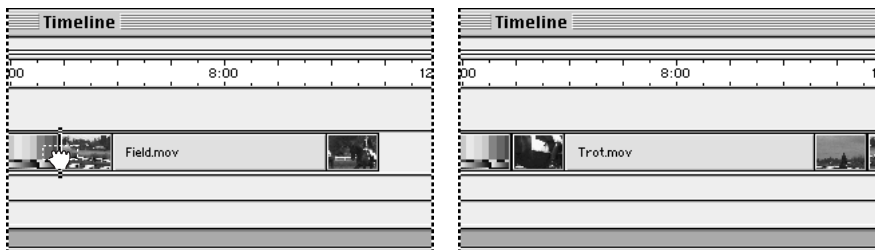
- 1 In the Project window, position the pointer on the Logo.mov clip icon and drag it into the Timeline, positioning it at the beginning of the Video 1 track. To drag files from the Project window, you must drag the file icon, not the filename.
- 2 In the same way, drag Field.mov from the Project window to the Timeline, snapping it to the end of the Logo.mov clip.



This time, you'll drag a clip into the Timeline and insert it between the two clips you just added.


- 3 Drag the Trot.mov clip into the Timeline, positioning it between Logo.mov and Field.mov so that a bar icon appears between the two clips.

When you release the mouse button, the Trot.mov clip is inserted between the other two clips. Using the same method, you can also insert a clip at the beginning of the Timeline, in front of a previously inserted clip.



4 Choose File > Save to save the project.

You've just assembled a short rough cut. Next, you'll find out how to preview the cut.

 *A clip in the Timeline can include the clip name, but it may not be displayed if the clip is too short or if you select the track format that does not include a name. To see the name of a clip in the Timeline, click the Timeline title bar to activate it, if necessary, and then simply position the pointer on the clip.*

## Previewing

Editing a video program requires a lot of previewing. You need to know how the video program looks in its current version so you can make any necessary changes. Or you might make a change, preview it, and then decide to undo the change because the video program looks better without it.

Premiere lets you preview your video program in a few different ways. For now, we'll preview what you've done so far using two simple methods: dragging the edit line and using the Play button.

### Scrubbing in the Timeline ruler

For quick previewing, you can drag the edit line in the Timeline window. This method of previewing by dragging is called *scrubbing* because of the back-and-forth motion you use. Because this method plays your video program at the rate at which you move your hand, it's best for checking your changes quickly, rather than as a way to view editing accuracy.

1 Position the pointer in the time ruler of the Timeline window at the point where you want to start previewing, and then begin scrubbing.

The edit line jumps to the pointer location as soon as you click in the Timeline ruler.

2 Continue scrubbing across the clips in the Timeline window.

The clips appear in the Program view of the Monitor window as you scrub through them.



## Using the Play button

The controls below the Program view are the same as those for the Source view. The difference is that you use the Source view to work with individual clips; you use the Program view to work with the assembly of clips in the Timeline window. Consequently, clicking the Program view Play button plays the clips in the Timeline window.

- 1 To start the preview from the beginning of the project, drag the edit line all the way to the left so that it is positioned at the beginning of the timeline.
- 2 Below the Program view, click the Play button (▶).

Your video program plays in the Program view of the Monitor window.

## Trimming assembled clips

Once you have clips assembled in the Timeline, you can trim them using two different methods: trimming in the Timeline, or trimming in the Source view of the Monitor window. To quickly trim clips, you can work in the Timeline. For greater control during critical editing, use the controls for trimming clips in the Source view.

## Trimming clips in the Timeline

Now that you have some clips assembled in the Timeline, you'll trim one of them there. In this exercise, you'll trim the end of the Field.mov clip in the Timeline to remove an extra shot in this clip.

**1** Scrub in the Timeline time ruler to move the edit line through the last half of the Field.mov clip to locate the close-up of a single rider. Position the edit line so that the Program view shows the last frame of the long shot of three riders. For more precision, you can advance or go back one frame at a time using the Frame Forward (▶) and Frame Back (◀) buttons under the Program view. Each time you click one of these buttons, the clip backs up or advances one frame.



- A. Program Frame Back button
- B. Program Frame Forward button

The edit line marks the last frame of the Field.mov clip that you want to use in your project. Now you'll trim to this point.



2 Select the selection tool (⌘) in the Timeline window (if it is not already selected) and position the pointer on the right edge of the Field.mov clip so that it turns into a trim pointer (⌘). Drag the edge to the left until the trim pointer snaps to the edit line.



You've just trimmed Field.mov to the edit line.

### Using the Monitor window controllers

The Monitor window displays individual frames of clips and the video program, with one monitor for the source, or source clip, and another for the program, or edited video. (A source clip is a clip outside the Timeline or in the Source view of the Monitor window; a program clip is a clip in the Timeline or Program view of the Monitor window.) The controllers beneath the Source and Program views serve the following purposes:

- Use the Source controller (under the Source view) to play or view the frames of a source clip and to specify the clip's source In and Out points. (The first frame that will be added is the source In point and the last frame that will be added is the source Out point.)
- Use the Program controller (under the Program view) to play or view the video program in the Timeline and to specify a clip's program In and Out points, which define where the clip's source In and Out points are located on the Timeline.

When you want to use a controller to navigate a clip or the program, first make sure the correct controller is active. When a controller is active, its timecode readout is green, and the view above it is outlined with the highlight color set for your computer. The number at the bottom left of each controller is the current time position for that view (the location timecode). The number preceded by a delta symbol ( $\Delta$ ) at the bottom right of each controller is the time difference between the In point and the Out point of the currently displayed source clip or video program (the duration timecode).

—From the Adobe Premiere User Guide, Chapter 4

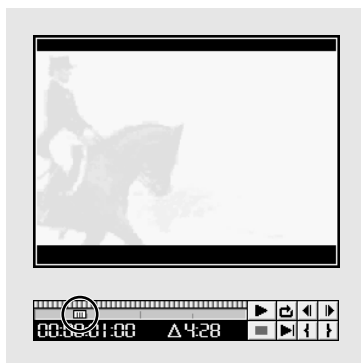
## Trimming in the Source view

As you've just seen, you can do simple trimming in the Timeline window. To perform more complex editing and make use of additional tools, however, the Source view of the Monitor window is usually a better choice. Here, you'll use the Source view and its controls to trim the Logo.mov clip that is already in the Timeline. Then you'll trim and assemble two more clips.

- 1 Copy the Logo.mov clip to the Source view by double-clicking the clip in the Timeline.

The Logo.mov clip is an animation created in Adobe After Effects®, using Adobe Illustrator® and Adobe Photoshop® files. The clip contains color bars at the beginning and end. Since you don't want the color bars to appear in your video program, you need to trim them.

- 2 Drag the shuttle slider below the Source view until the first frame of the actual logo portion of the clip appears. Use the Frame Forward (▶) and Frame Back (◀) buttons to display this frame.



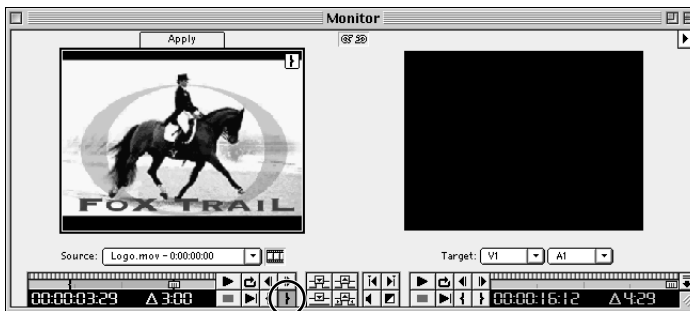
*The shuttle slider under the Source view*

- 3 In the Source view, set the In point by clicking the Mark In button (⏏) located at the right end of the controls.



The In point icon appears both in the current location of the shuttle slider and in the upper left corner of the frame displayed in the Source view.

- 4 Drag the shuttle slider to find the last frame of the actual logo portion of the clip.
- 5 Click the Mark Out button (⏏) to set the Out point.

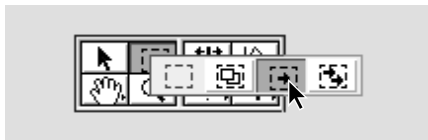


Note that an Apply button now appears above the Source view. This button appears after you have edited a clip that has already been placed in the Timeline window. By clicking it, you apply the changes you've made.

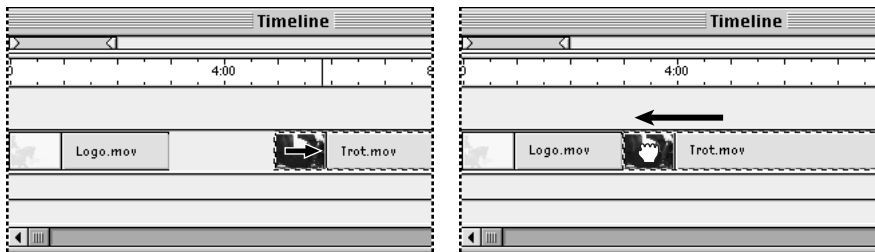
- 6 Click the Apply button located directly above the Source view.

The Logo.mov clip in the Timeline has been trimmed to the In point and Out point you set in the Source view. Trimming this clip, however, has left a gap between it and the Trot.mov clip. You'll now use the track select tool (⌘), which enables you to select all clips to the right of any clip in a track. With this tool, you'll select the clips to the right of the Logo.mov clip and move them to close the gap.

- 7 In the Timeline window, select the track select tool by positioning the pointer on the range select icon (⌘), pressing and holding down the mouse button, and then dragging right to the track select icon.



8 Position the pointer anywhere on the Trot.mov clip so that it turns into the track select pointer. Drag left until the Trot.mov clip snaps to the Logo.mov clip.



When you release the mouse button, all subsequent clips in the selected tracks move to the left. All three clips in the Timeline should now be edge-to-edge, with no space between them. Note that these clips are still selected. It's a good idea to get in the habit of deselecting clips when you are finished with a task so that the next task doesn't affect these selected clips.

9 Select the selection tool (⬅) in the Timeline window to deselect the clips you just moved.

10 Choose File > Save to save the project.

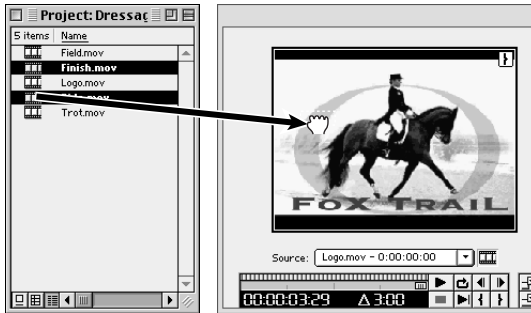
## Trimming and assembling using the Source view

At the beginning of the lesson, you added clips to the project by dragging them directly into the Timeline. You can also add clips to the project by first dragging one or more clips into the Source view, where you can trim them using the controls available in the Monitor window. You can then add the clips to the video program.

### Dragging clips to the Source view

First, you'll move two clips into the Source view.

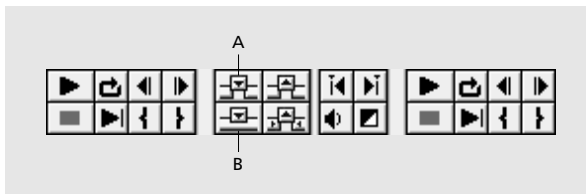
1 In the Project window, select Ride.mov, and then hold down the Control key (Windows) or Shift key (Mac OS) and click Finish.mov to select it also. Drag them to the Source view. Remember to drag the file icon, not the filename.



Both clips are copied into the Source menu, and the last selected clip in the Project window, Ride.mov, appears in the Source view.

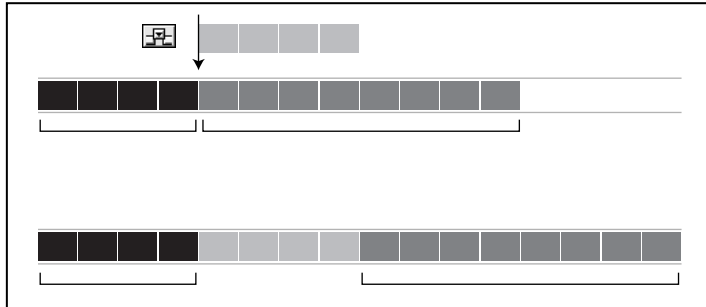
## Trimming, inserting, and overlaying

Before you start trimming the clips in the Source view, let's look at the controls you'll use to add them to the project once they have been trimmed. When working in the Source view, you can add clips in two ways: inserting and overlaying. The Insert button and the Overlay button are at the bottom of the Monitor window.

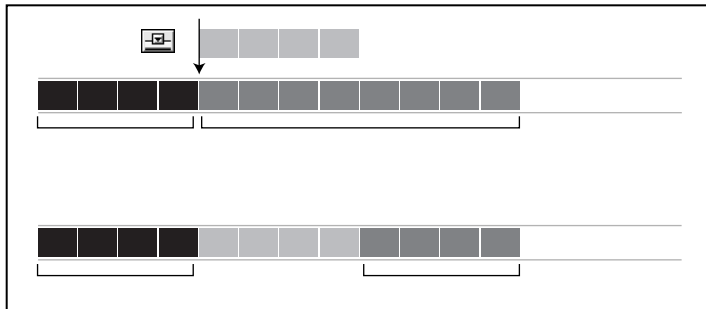


A. Insert button B. Overlay button

The Insert button inserts the clip at the edit line by splitting any existing material in two; none of the existing material is replaced. In contrast, the Overlay button places a clip at the edit line by replacing any existing material for the duration of the clip you are placing.




*Inserting a clip makes a break in existing material and moves it aside.*



*Overlaying a clip replaces an equal amount of existing video.*

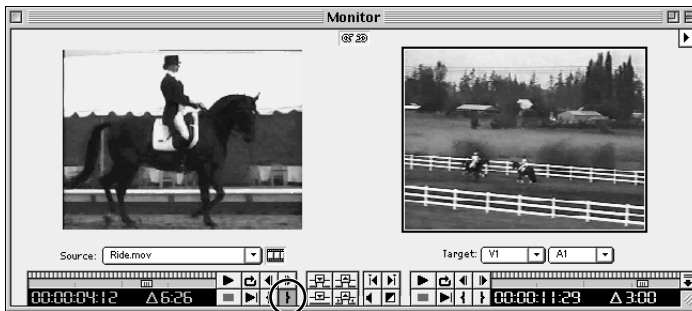
Now that you understand the concepts of inserting and overlaying clips, you'll trim each of the clips you dragged into the Source view and add them to the project. Let's take a look at the clip you're about to trim.

 To move and view one frame at a time in either the Source view or the Program view, use the left and right arrow keys.

**1** Play the Ride.mov clip by clicking the Play button (▶) below the Source view.

You'll be inserting Ride.mov at the beginning of the project, but first you'll trim it to remove some extra footage included at the end of this clip.

- 2 Drag the shuttle slider below the Source view to locate the point in the last half of Ride.mov where the scene changes to an open track with a horse galloping in from the left. Display the last frame of the first shot in this clip (at 04:12) using the Frame Forward (▶) and Frame Back (◀) buttons.
- 3 To mark this frame as the Out point, click the Mark Out button (⏸) below the Source view.

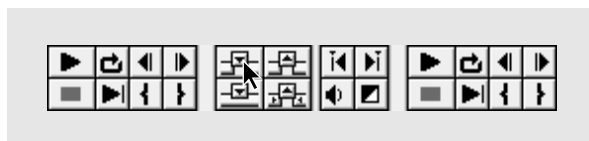


Now that you've set the new Out point for the clip, you'll insert it at the beginning of your project. This is a common editing decision—one you might make after deciding that the project would work better with additional material at the beginning. First, you'll set the insert point using the Program view.

- 4 Display the first frame of the Logo.mov clip in the Program view by dragging its shuttle slider all the way to the left.

By dragging the Program view's shuttle slider, you positioned the edit line at the beginning of the Timeline.

- 5 Click the Insert button (⇧⌘I) to place the trimmed clip into the Video 1 track in the Timeline window at the edit line position.



The trimmed Ride.mov clip is inserted at the beginning of the project. You used the Insert button because you didn't want to replace any existing material. Clicking the Overlay button would have replaced some of the Logo.mov clip.

**6** Preview the first few clips by dragging the edit line to the beginning of the Timeline and clicking the Play button below the Program view in the Monitor window. Click the Stop button (■) when you are finished previewing.

Next, you'll overlay the Finish.mov clip over part of the Field.mov clip at the end of the project.

**7** Choose Finish.mov from the Source menu under the Source view.

The Finish.mov clip appears in the Source view. Before you can overlay this clip, you need to trim about two seconds from the beginning of it. You'll use a new method to move to a location in the project.

**8** Click the Source view to make it active, click the location timecode (the left set of green numbers below the Source view) to highlight all the digits, and then type **128**. Then press Enter (Windows) or Return (Mac OS) on your keyboard. Premiere interprets 128 as 01:28 (1 second and 28 frames).



00:00:01:28    Δ5:18


The Source view advances to the specified time. Next, you'll set this point as the new In point.

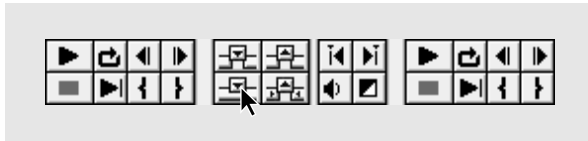
**9** Click the Mark In button (I).

Now you'll find the point in Field.mov at which you want to overlay the Finish.mov clip.

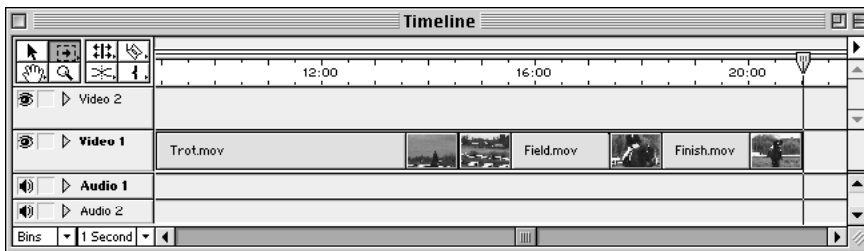
**10** Drag the shuttle slider below the Program view to find the point in Field.mov where the single rider moving to the left starts passing between the other two riders (at 17:00).



11 Click the Overlay button (  ) to place the trimmed clip in the Timeline window in the Video 1 track.



The Finish.mov clip replaces the end of the Field.mov clip.



12 If you like, you can preview this sequence of clips by dragging the edit line to the beginning of Field.mov and clicking the Play button below the Program view in the Monitor window.

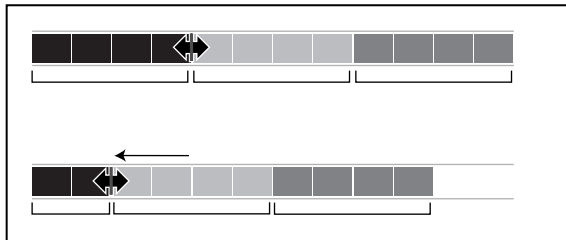
13 Save the project.

## Fine-tuning in the Timeline

Often you'll need to adjust In and Out points after you've placed a number of clips in the Timeline window. Adjusting any clip that's part of a sequence will affect the entire video program. Special tools in the Timeline window let you specify how your adjustments affect the other clips.

## Performing a ripple edit

In this section, you'll perform what's called a *ripple edit*. A ripple edit adjusts the In or Out point of one clip and shifts other clips in or out accordingly, changing the total duration of your video program, but preserving the duration of the other clips.



*In a ripple edit, all subsequent clips move in response to the change.*

Remember that you need to make this project 20 seconds long. Notice that the current duration is somewhat longer. To bring the project to 20 seconds, you'll trim Trot.mov, a clip in which the In point, Out point, and timing are not critical.

Project duration is indicated by the duration timecode, the right set of green numbers marked by a delta symbol ( $\Delta$ ) under the Program view. If you used the exact timecodes given for edit points in previous steps, the overall duration of the project at this point should be 20:20. If this timecode is 20:20 on your system, the current project duration is 20 frames too long. To set the length of the project precisely, you'll trim 20 frames from the end of Trot.mov.

**Note:** If your project is not exactly 20 frames too long, use the numbers appropriate for your project in place of the 20-frame value and the numbers you'll derive from it in this exercise.

**1** Use the controls under the Program view to move the edit line to the first frame of Field.mov (at 14:01). The edit line is now at the cut between Trot.mov Field.mov.



00:00:14:01

$\Delta$  20:20

The location timecode (the left set of green numbers) displayed under the Program view indicates the time at the beginning of Field.mov (14:01). You'll determine where to place a new Out point for Trot.mov by subtracting 20 frames from its current Out point.

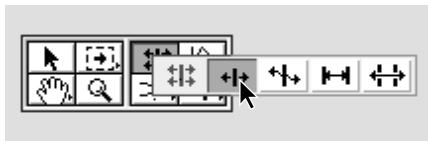
**2** Subtract 20 frames from 14:01.

An easy way to do this is to convert 14:01 to an equivalent from which you can subtract 20 frames. Our timebase for this project is 30 fps, so 1 second = 30 frames. Borrow 1 second from 14 seconds, and add it (as 30 frames) to the frames portion of our existing timecode (:01 + :30 = :31). This gives you a timecode of 13:31, which is equivalent to 14:01. Now subtract 20 frames (:20) from 13:31. The result, 13:11, is where you'll set the new Out point for Trot.mov.

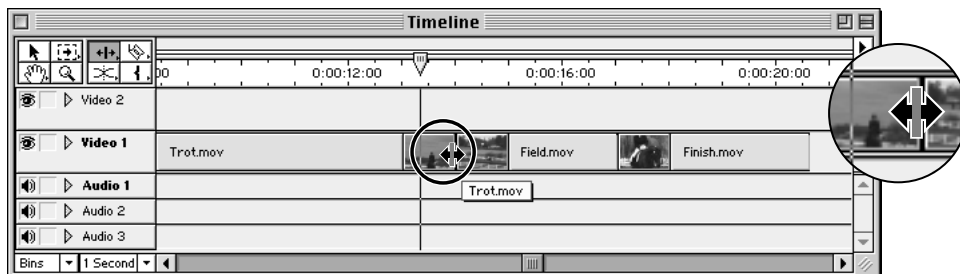
**3** Click the Program view to make it active, click the location timecode to highlight it, and then type **13:11** and press Enter (Windows) or Return (Mac OS).

The edit line jumps to 13:11 in the Timeline.

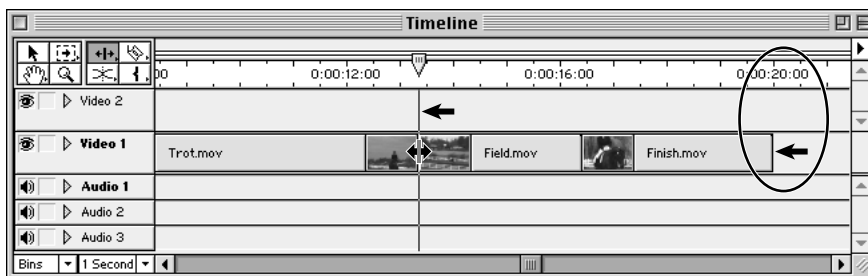
In the Timeline window, select the ripple edit tool by positioning the pointer on the rolling edit icon (⌘), pressing and holding down the mouse button, and then dragging right to the ripple edit icon.



**4** In the Timeline window, move the pointer to the right edge of the cut between Trot.mov and Field.mov. The pointer changes into the ripple edit pointer. Be sure the ripple edit pointer is over Trot.mov and not Field.mov. Drag left until the end of Trot.mov snaps to the edit line.



When you release the mouse button, all the other clips shift to the left, following the trim you just made to the *Trot.mov* clip. In a ripple edit, the total duration of your project changes. The project is now exactly 20:00 in duration.

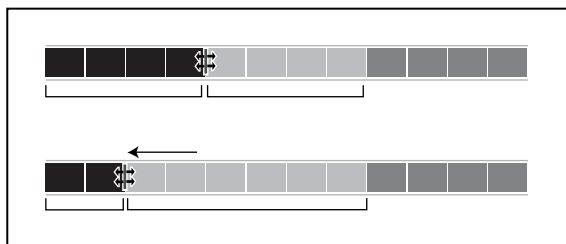


5 If you like, you can view your change by clicking the Play button (▶) below the Program view in the Monitor window.

6 Save the project.

## Performing a rolling edit

Another editing method that acts on a sequence of clips is called the *rolling edit*. A rolling edit adjusts the In or Out point of one clip but also adjusts the duration of the adjacent clip, keeping the total duration of the two clips the same. As you shorten one clip, the adjacent clip is extended to maintain the total duration of the two clips. Note, however, that you can extend a clip only if the clip was previously trimmed. In other words, you cannot make a clip longer than it is—you can only restore frames that were previously trimmed.



A rolling edit changes two clips at once to preserve the project's duration.

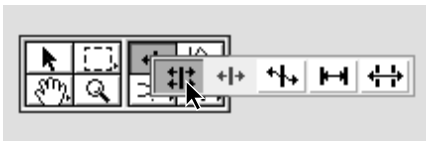
To fine-tune the last two clips, you'll perform the rolling edit. Because you've already edited the video program to exactly 20 seconds, you don't want to change the duration with a ripple edit.

To set the new edit point, you'll look for a visual cue in the clip. Near the middle of the Finish.mov clip, the rider pats her horse. You'll use the position of her hand as a reference for setting the edit point.

- 1 In the Timeline window, drag in the time ruler over the Finish.mov clip. When the rider's left hand is at its highest point (at 17:14) in the Program view, stop dragging, and leave the edit line at this point.



- 2 In the Timeline window, select the rolling edit tool by positioning the pointer on the ripple edit icon (+), pressing and holding down the mouse button, and then dragging right to the rolling edit icon.



3 Position the pointer over the edit point between the Field.mov and the Finish.mov clips. The pointer changes into the rolling edit tool. Drag the pointer to the right until it snaps to the edit line, and then release the mouse button.



You've now performed a rolling edit on both clips, preserving the total duration.

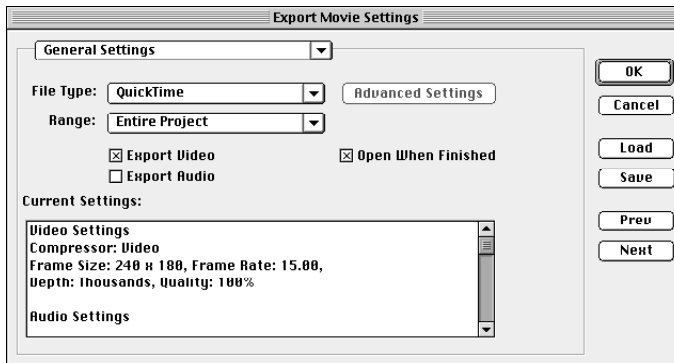


4 Save the project.

## Exporting the movie

- 1 Click in the Timeline window to select it.
- 2 Choose File > Export > Movie.
- 3 In the Export Movie dialog box, click the Settings button.
- 4 Make sure QuickTime is selected for the File Type and Entire Project is selected for the Range.

5 Also make sure that the Export Video option is selected and the Export Audio option is not selected. The default values for other settings, including those for compression, are fine for this project.



6 Click OK to close the Export Movie Settings dialog box.

7 In the Export Movie dialog box, type Dressage.mov for the name of the video program. Click Save (Windows) or OK (Mac OS).

Premiere starts making the video program, displaying a status bar that provides an estimate for the amount of time it will take.

8 When the video program is complete, it's opened in a clip window.

Grab some popcorn, and click the Play button to watch what you've just created.

Congratulations on completing the basic editing lesson!

## Exploring on your own

Feel free to experiment with the project you have just created. Here are some suggestions:

- Use the buttons at the bottom of the Project window to change the view of clips in the window.
- Use the rolling edit tool to change the edits between Logo.mov and Trot.mov, and between Field.mov and Finish.mov. You can choose Edit > Undo after each change to undo it.
- Use the shortcuts listed in the Premiere Quick Reference Card and in Premiere Help to position the edit line and the work area bar.

- Open the Timeline Window Options dialog box by clicking the arrow icon near the upper right corner of the Timeline window. Experiment with different icon sizes and track formats.

## **Review questions**

- 1 What are two ways to add clips to the Timeline?
- 2 Which method of assembling clips is best suited to creating a rough cut?
- 3 What are two ways to preview clips in your project?
- 4 How does the insert function differ from the overlay function?
- 5 The ripple edit and the rolling edit both affect a sequence of clips in some way. Which one cannot be used with untrimmed clips, and why?

## **Answers**

- 1 Dragging clips into the Timeline from the Project window, and opening and trimming clips in the Source view, and then inserting or overlaying them into the Timeline.
- 2 Dragging clips into the Timeline from the Project window. This method lets you quickly assemble clips, and editing is not usually critical at this stage.
- 3 Scrubbing in the Timeline ruler, and pressing the Play button ( ► ).
- 4 Inserting affects the project duration but doesn't trim any material, in contrast to overlaying, which trims material but preserves the project duration.
- 5 The rolling edit cannot be used with untrimmed clips because as one clip is shortened, the adjacent clip is extended, which can happen only if the clip has previously been trimmed to shorten it.