

# Adobe Premiere Course Curriculum



## EXPLORING THE INTERFACE

- New features in Adobe Premiere CS5 (CS6)
- Nonlinear editing in Adobe Premiere CS5 (CS6)
- Presenting the standard digital video workflow
- Incorporating other components into the editing workflow
- Adobe Production Premium workflow



## SELECTING, SETTING, ADJUSTING PREFERENCES, MANAGING ASSETS

- Selecting project settings by sequence
- Three types of settings
- Specifying project settings
- Sequence settings
- Adjusting user preferences
- Importing assets
- Taking a closer look at images
- Image tips
- Managing media in bins
- Finding assets



## CREATING CUTS-VIDEO ONLY

- Using a storyboard to build a rough cut
- Arranging your storyboard
- Automating your storyboard to a sequence
- Editing clips on the Timeline
- Trimming a clip
- Using the Ripple Edit tool
- Moving clips to, from, and within the Timeline
- Using the current-time indicator to establish edit point
- Adding clips to Timeline with Source Monitor
- Working with Source Monitor editing tools



## SPECIALIZED EDITING TOOLS

- Exploring timesaving editing tools
- Making rolling, slide and slip edits
- Using the program Monitor's Lift and Extract buttons
- Replacing a clip and replacing footage
- Using the Replace Clip feature
- Using the Replace Footage feature
- Using Sync Lock and Track Lock
- Using Track Lock
- Finding gaps in the Timeline
- Editing with In and Out Points around a clip



## **ADDING VIDEO TRANSITIONS**

- Using transitions with restraint
  - Adding whimsy
  - Sequence display changes
  - Changing parameters in the Effect Controls panel
  - Using A/B mode to fine-tune a transition
  - Working with the Effect Controls panel's A/B features
  - Dealing with inadequate (or no) head or tail handles
  - Applying transitions to multiple clips at once
- Adding audio transitions



## **CHANGING TIME**

- Using slow-motion and reverse-motion techniques
- Speeding up a clip
- Changing speed with the Rate Stretch tool
- Enabling variable time changes with time remapping
- Applying time remapping with speed transitions
- Using time remapping with reverse motion
- Recognizing the downstream effects of changing time
- Changing the speed of multiple clips simultaneously
- Changing the length of multiple stills simultaneously



## **ACQUIRING AND EDITING AUDIO**

- Making the connection
- Setting up a basic voice-recording area
- Voicing professional narrations
- Examining audio characteristics
- Adjusting audio volume
- Adjusting audio in the Effect Controls panel
- Adjusting audio gain
- Adding J-cuts and L-cuts



## **SWEETENING YOUR SOUND AND MIXING AUDIO**

- Sweetening sound with audio effects
- Editing keyframes by using the clip effect menu
- Working with the Audio Mixer
- Automating changes in audio tracks
- Outputting tracks to submixes
- Recording voice-overs
- Creating a 5.1 surround sound mix
- Fixing, sweetening, and creating soundtracks
- Cleaning up noisy audio
- Adding audio effects in Adobe Soundbooth



## **CREATING DYNAMIC TITLES**

- Strengthening your project with titles
- Changing text parameters

- Building text from scratch
- Putting text on a path
- Creating shapes
- Aligning shapes
- Making text roll and crawl
- Adding text effects: sheens, strokes, shadows, and fills



## **EXPLORING COMPOSITING TECHNIQUES**

- Making compositing part of your project
- Shooting videos with compositing in mind
- Working with the Opacity effect
- Combine layers based on a blend mode
- Working with alpha-channel transparencies
- Using video effects that work with graphic file alpha channels
- Color Keying a green-screen shot with Ultra Key
- Using Matte Keys
- Using mattes that use graphics or other clips
- Using Track Matte Key
- Making a traveling matte



## **ANALYZING CONTENT**

- Transcribing speech to text
- Enhancing the accuracy of speech analysis
- Searching transcription for keywords
- Setting In and Out points using speech analysis text
- Modifying the metadata
- Detecting faces in a sequence



## **WORKING WITH COLOR**

- An overview of color-oriented effects
- Coloring effects
- Color removal or replacement
- Color Correction
- Technical color effects
- Adjusting and enhancing color
- The Leave Color effect
- The Change to Color effect
- The Color Balance (RGB) effect
- The Auto Color effect
- The Fast Color Corrector effect
- Using nested sequences
- Multiple uses for nested sequences
- Nesting Clips

## *Additional intermediate training add-ons*



### **IMPORTING AND CAPTURING MEDIA**

- Using Tapeless workflow
- Panasonic
- Sony XDCAM
- AVCHD
- Digital still cameras that shoot high definition video
- Using the Media Browser
- Importing P2 media
- P2 Folder structure
- Importing AVCHD media
- Mixing Media formats



### **EXPORTING FRAMES CLIPS AND SEQUENCES**

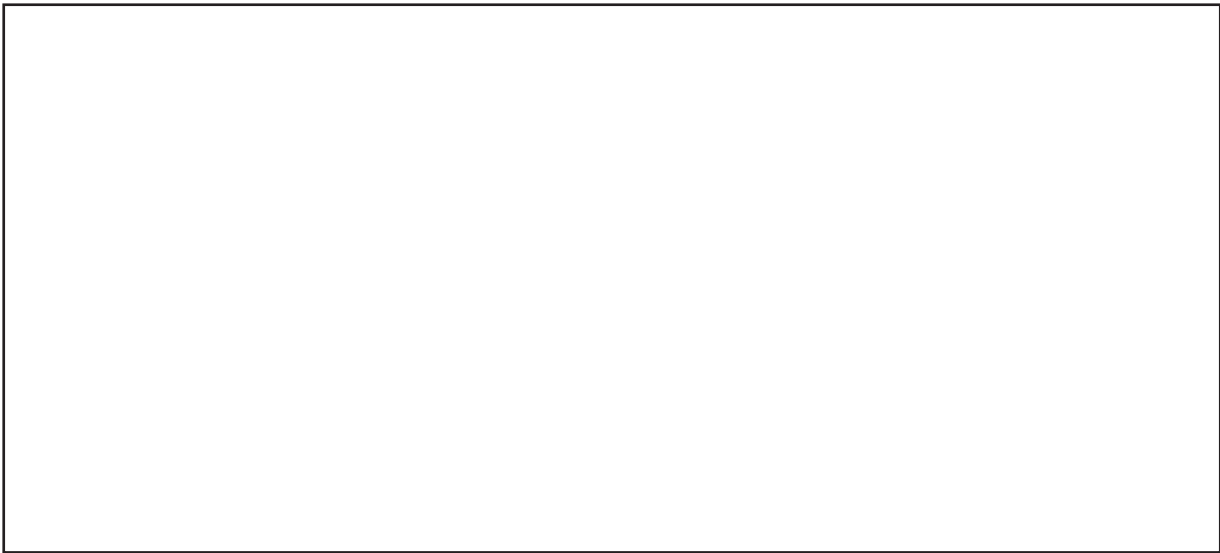
- Overview of export options
- Recording to tape
- Recording to an analog recorder without device control
- Exporting single frames
- Exporting a single frame via the Export
- Frame function
- Using the Export Settings dialog
- Working with Adobe Media Encoder
- Format overview
- Using the formats
- Exporting to mobile devices
- Exporting to Final Cut Pro
- Working with edit decision lists



### **MANAGING YOUR PROJECTS**

- Project menu overview
- Making a clip offline
- Using the Project Manager
- Working with a trimmed project
- Collecting files and copying them to a new location
- Final project management steps
- Importing projects or sequences

Additional comments and/or additional material you would like us to cover that you do not see listed in the above outline

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