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**Premiere® Pro**  
Complete Course ■ ■ ■



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Donna L. Baker



Adobe®

# Premiere® Pro

## *Complete Course*

Donna L. Baker



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## » Dedication

For Terry.

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## » About the Author

**Donna L. Baker** is a seasoned graphics designer, information developer, and instructor. Donna is the author of a number of books, including two other *Complete Course* titles. She writes monthly articles on graphics and web applications for the online magazine WindoWatch. Donna lives in the heart of the Canadian prairies with her husband, Terry; her daughter, Erin; two dogs; and a cat.



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# Introduction

Many people, me among them, often have watched television programs or movies and wondered how things were made. How do they make the superhero fly? Why does a dream sequence look dreamy? My particular area of fascination has been music videos, in which you can find every combination of real and imaginary objects and people in a never-ending visual feast.

One of the big changes in recent years has been digital video. Graphic designers and movie folks are making movies, and so are keen hobbyists. Computers have advanced to support complex graphics and animations, and Premiere Pro has changed to take advantage of the hardware power.

You can learn to use a program like Premiere Pro by trial and error. You can certainly learn to use many of the program's functions and create simple video projects. Premiere Pro is a complex piece of software used for creating complex projects. Understanding how to create a project and then how best to approach its design and construction are key elements of your ongoing success.



These key elements are where this book comes in. It uses a project-based approach to teach you how to use Premiere Pro. You learn how to use the tools that make a superhero fly, but you also learn how to use the tools in combination with one another to build a project. You also learn how to plan a project, how to choose specific techniques, and how to choose effects such as transitions.

Each session builds on the previous session. This way, you can see the progressive development of a project and learn to use Premiere Pro in a systematic and practical way. This book is also a structured course that leads you through the project development process, giving you instruction on the intricacies of the program as well as the project design process.

Watching a movie that you created play on the screen in front of you is incredibly satisfying. As you work through the lessons in this book, you will understand this satisfaction even more. By the end of the course, you will have both a finished product suitable for use in a portfolio and a deeper understanding of the intricacies of this very rich program. I also hope that I will have been able to share the fascination I have with the program.

## Is This Book for You?

Yes—if you are a creative professional, a digital artist, a motion graphics designer, a passionate hobbyist, a student, or a teacher of Premiere Pro. The sessions offered in this course were designed with you in mind, using projects created by experienced Premiere Pro users who are also designers and teachers. An Instructor's Guide is available to accompany this book. It contains accessory information, answer keys to the session's questions, and other useful information and resources. For more information, contact the author at [dbaker@skyweb.ca](mailto:dbaker@skyweb.ca).

## What's in This Book?

This course is divided into eight parts. To introduce you to the program, and to whet your appetite, this book begins with a quick-start tutorial called the Confidence Builder; this is followed by eight sections. Here's an overview of what you'll find in each of these parts.

- » “Confidence Builder” is a hands-on introduction that gives you a hint of what you can create in Premiere Pro. The tutorial introduces you to the program and some of its most impressive features. At the end of it, you will have made your first movie—complete with sound!



- » **Part I: Course Setup.** This introductory section of the book contains information about Premiere Pro and this course:
  - » “Premiere Pro Basics” includes an overview of what you can create using Premiere Pro and a summary of new features in Premiere Pro.
  - » “Project Overview” includes an explanation of the project that you create as you work through this course.
- » **Part II: Getting Started.** This is the first of the tutorials that get you started in Premiere Pro. This part has two sessions:
  - » Session 1, “Starting the Project,” includes tutorials to show you how to start a project in Premiere Pro. You learn how to import clips into the project, how to change the speed or length of the clips, and how to add them to the Timeline, the project assembly window.
  - » Session 2, “Editing Video Clips,” shows you techniques to edit the length and content of clips used in your movies. You learn to edit clips in different program locations using different techniques.
- » **Part III: Editing Footage.** This section includes information that is the heart of any video project. Learn how you do basic editing both visually and in the Timeline:
  - » Session 3, “Working with Clips,” is where you learn how to work with and manage clips in the Timeline. You learn how to edit clips for length and content, and how to use segments of clips in your movie project.
  - » Session 4, “Using Transitions,” shows you how to use the first of several categories of effects that you can add to your movie using Premiere Pro. You see how and why to add transitions and also how to use transitions for specific purposes, such as managing the view of other clips.
- » **Part IV: Working with Audio.** This part discusses and explains editing and using audio in a Premiere Pro project:
  - » Session 5, “Editing Audio Clips,” teaches you how to use audio in a movie. You learn how to edit clips and work with them in the Timeline and how to adjust the volume. You also work with multiple copies of your audio clips.
  - » Session 6, “Mixing Audio and Adding Effects,” shows you how to use the Audio Mixer, which is a real-time audio editor. You also learn to coordinate the audio and video portions of your movie and how to apply audio effects.