

# Premiere Pro CS3

## Interface panels

**Project:** holds pointers to all files used in Premiere

**Info:** tells information about a particular item in the program window

**Effects:** contains folders of various effects and transitions

**History:** same as in Photoshop, lists all actions taken

**Source:** displays clips for future editing

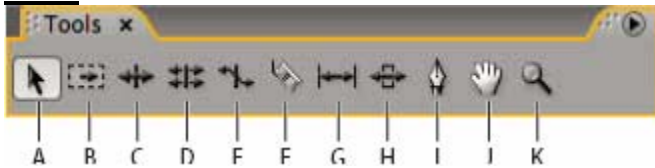
**Effect Controls:** adjust effects applied to a clip

**Audio Mixer:** for mixing audio tracks on the Timeline

**Program:** shows what is on the timeline

**Audio Master Meters:** display audio levels

**Tools:** contains



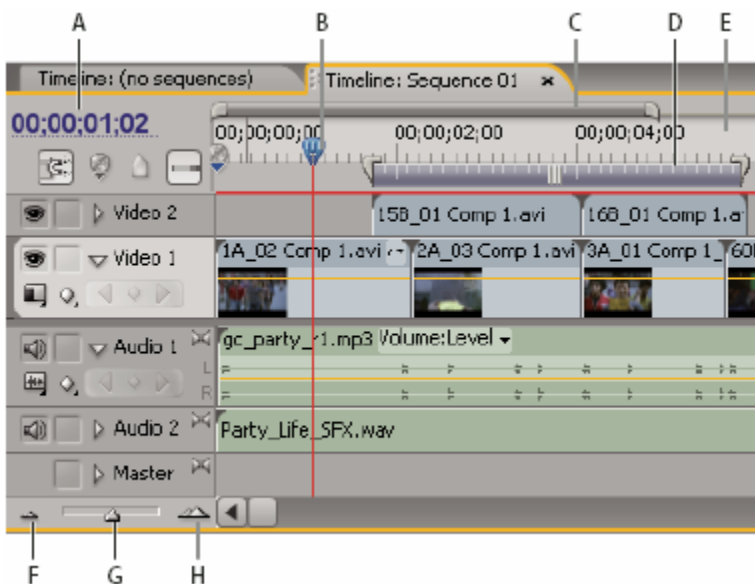
**A.** Selection tool **B.** Track Selection tool **C.** Ripple Edit tool **D.** Rolling Edit tool

**E.** Rate Stretch tool **F.** Razor tool **G.** Slip tool **H.** Slide tool **I.** Pen tool **J.** Hand tool

**K.** Zoom tool

## **Timeline:**

The Timeline panel contains several controls for moving through the frames of a sequence.



Time navigation controls in the Timeline panel

**A.** Current-time display **B.** Current-time indicator **C.** Viewing area bar **D.** Work area bar **E.** Time ruler

**F.** Zoom out **G.** Zoom slider **H.** Zoom in

## **Time ruler**

Measures sequence time horizontally, using the counting method specified in the project settings (although you may toggle to a counting method based on audio samples). Tick marks and numbers indicating the sequence time are displayed along the ruler and change according to the level of detail at which you view the sequence. The time ruler also displays icons for markers and the sequence In and Out points.

### **Current-time indicator (CTI)**

Indicates the current frame displayed in the Program Monitor. The current frame displays in the Program Monitor. The current-time indicator is a light blue triangle in the ruler. A vertical line extends from the current-time indicator to the bottom of the time ruler. You can change the current time by dragging the current-time indicator.

### **Current time display**

Shows the timecode for the current frame in the Timeline panel. To move to a different time, click in the time display and enter a new time, or place the pointer over the display and drag left or right. You can change the display between timecode and the simple frame count by Ctrl-clicking (Windows) or Command-clicking (Mac OS) the current time in either a monitor or the Timeline panel.

### **Viewing area bar**

Corresponds to the visible part of the sequence in the Timeline panel. You can change the size and position of the viewing area bar to quickly view different parts of the sequence. The viewing area bar is located just above the time ruler.

### **Work area bar**

Specifies the area of the sequence that you want to preview or export. The work area bar is located in the lower portion of the time ruler.

### **Zoom controls**

Change the scale of the time ruler to increase or decrease the number of frames visible within the current viewing area. The zoom controls are located at the bottom left of the Timeline panel.

# Editing in Premiere Pro CS3


## Adding clips to a sequence



You can add clips to a sequence in the following ways:

- Drag the clip from the Project panel or Source Monitor to the Timeline panel or the Program Monitor.
- Use the Insert and Overlay buttons in the Source Monitor to add clips to the Timeline panel. Or use the keyboard shortcuts associated with those buttons.
- Automatically assemble a sequence according to how the clips are arranged in the Project panel.

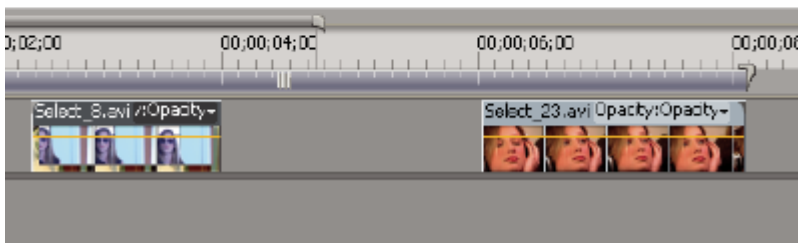
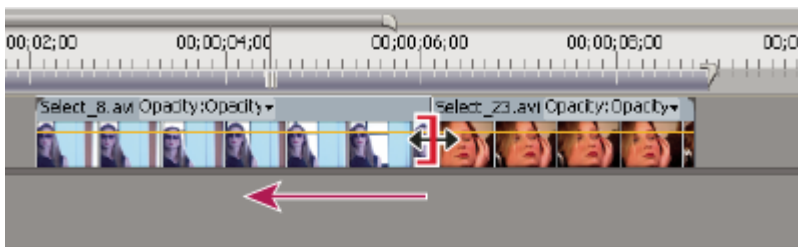
## Editing Methods

By **trimming** you can change a clip's In point or Out point by dragging its edge in the Timeline panel. As you drag, the current In or Out point appears in the Program Monitor. A tool tip displays the number of frames that you are trimming: a negative value if you are dragging the edge toward the beginning of the sequence and a positive number if you are dragging toward the end of the sequence. You cannot trim past the original In and Out points of the source footage.

❖ Click the selection tool  and do one of the following:

- To edit the In point, drag the left edge of the clip once the Trim-in icon  appears.
- To edit the Out point, drag the right edge of the clip once the Trim-out icon  appears.

**Note:** To trim only one track of a linked clip, press Alt (Windows) or Option (Mac OS) as you click with a Trim icon. You do not need to hold down the Alt (Windows) or Option (Mac OS) key once you initiate the trim. To ripple trim a clip, press Ctrl (Windows) or Command (Mac OS) while dragging.

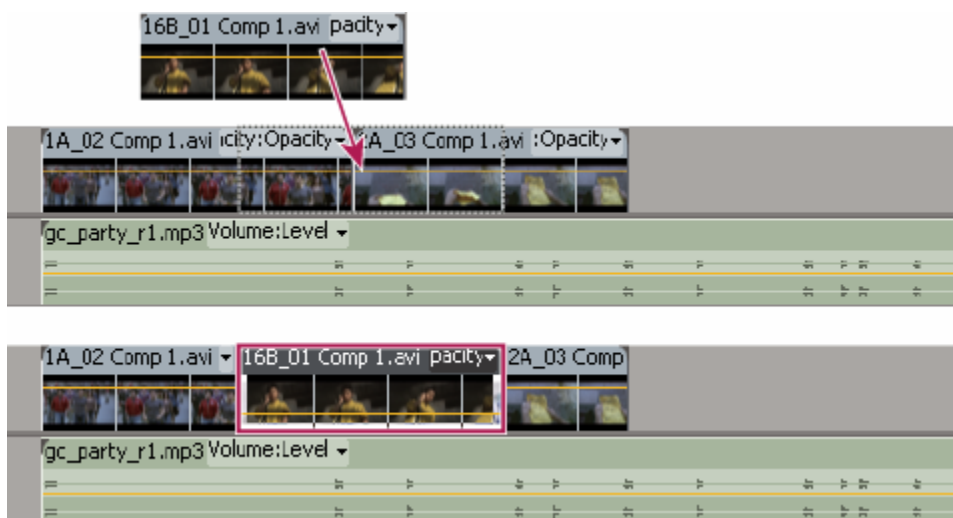


Trimming a clip

Trimming in this way affects only a single clip edge and doesn't affect adjacent clips. To trim multiple edges at once or to shift adjacent clips, see [Perform rolling and ripple edits](#) and [Perform slip and slide edits](#).

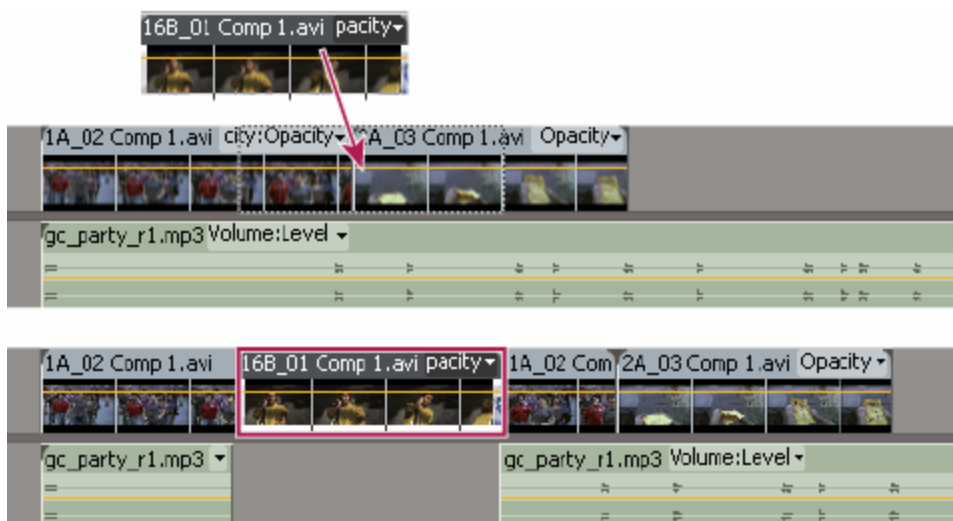
💡 Press Ctrl (Windows) or Command (Mac OS) as you drag using the Selection tool to switch to the Ripple Edit tool.

An **overlay edit** adds a clip by replacing any frames already in a sequence starting from the edit point and extending for the length of the clip. Overlay is the default method when dragging a clip to a sequence or when rearranging clips in a sequence.



Adding a clip by overlaying existing clips

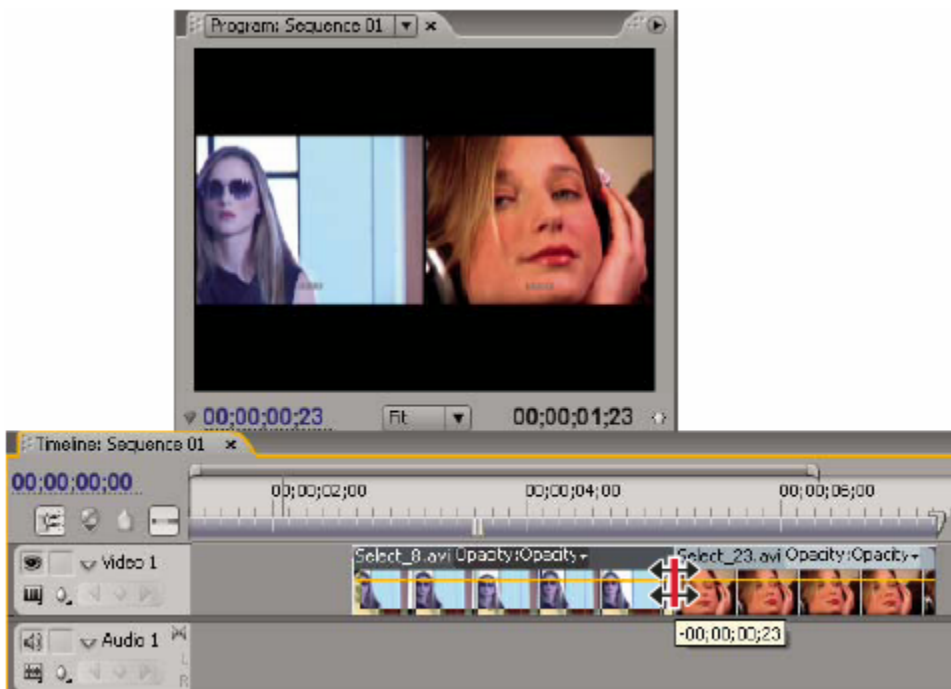
With an **insert edit**, adding a clip to the sequence forces any clips later in time to shift forward to accommodate the new clip. When dragging a clip, press the Ctrl (Windows) or Command (Mac OS) key to shift into insert mode.



Adding a clip by inserting it between clips

💡 An insert edit shifts clips in all unlocked tracks. To prevent an insert edit from shifting clips in another track, lock the track.

When you want to adjust the cut, or edit point, between two clips, use variations of simple trimming known as **rolling edits** and **ripple edits**. By using specialized tools, you can make adjustments in a single action that would otherwise require multiple steps to accomplish. When you perform ripple and rolling edits, the affected frames appear in the Program Monitor side by side.

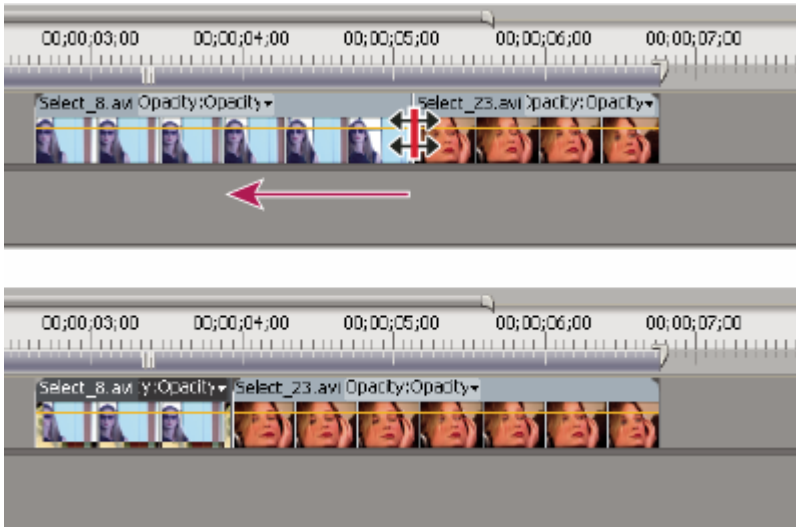


Program Monitor and Timeline during a **rolling edit**

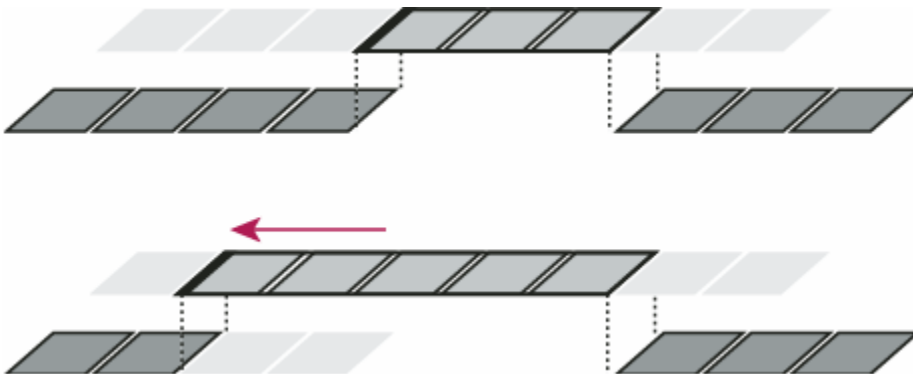
You can perform a **rolling edit** either directly on the tracks in the Timeline panel or using the Trim Monitor.

1. Select the Rolling Edit tool .

2. In the Timeline panel, drag left or right from the edge of the clip you want to change. The same number of frames added to the clip are trimmed from the adjacent clip. Alt-drag (Windows) or Option-drag (Mac OS) to affect only the video or audio portion of a linked clip.





A **rolling edit** trims an adjacent Out point and In point simultaneously and by the same number of frames. This effectively moves the edit point between clips, preserving other clips' positions in time and maintaining the total duration of the sequence. Pressing Alt (Windows) or Option (Mac OS) when you begin to perform a rolling edit ignores the link between video and audio (known as an **L-cut** or **J-cut**).

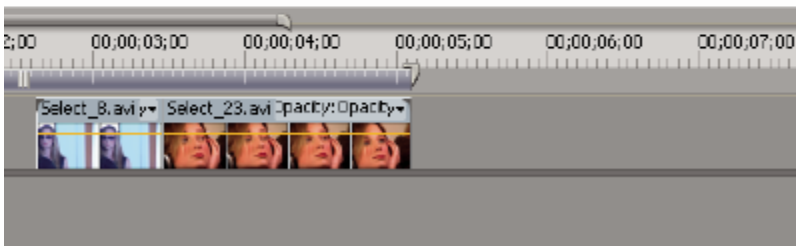
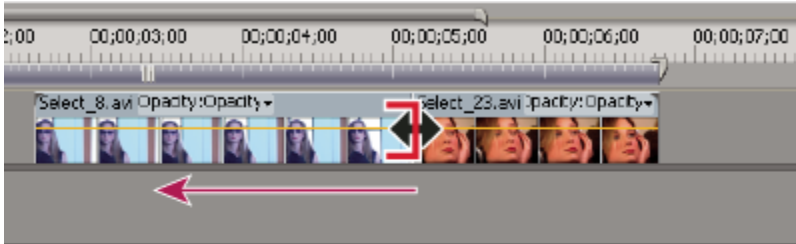


In this rolling edit, the edit point is dragged earlier in time—shortening the previous clip, lengthening the next clip, and maintaining the program duration.


You can perform a **Ripple edit** either directly on the tracks in the Timeline panel or using the Trim Monitor.

1. Select the Ripple Edit tool .

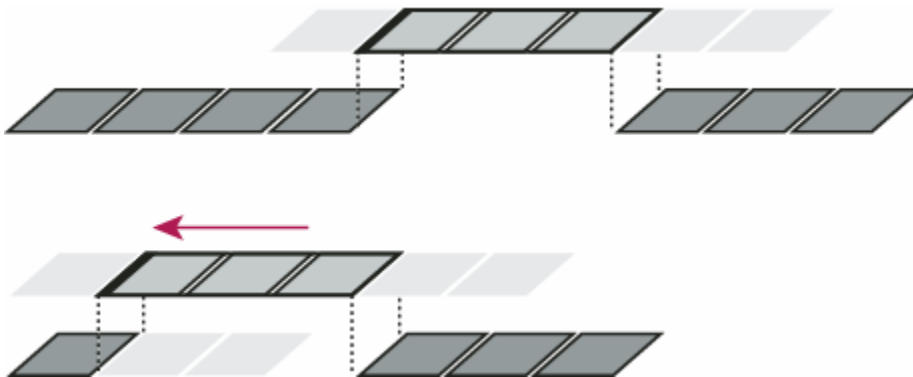
2. In the Timeline panel, position the pointer over the In or Out point of the clip you want to change until the Ripple-in icon  or the Ripple-out icon  appears, and drag left or right. Subsequent clips in the track shift in time to compensate for the edit, but their durations remain unchanged. Alt-drag (Windows) or Option-drag (Mac OS) to affect only the video or audio portion of a linked clip.



Timeline panel during (above) and after (below) a ripple edit

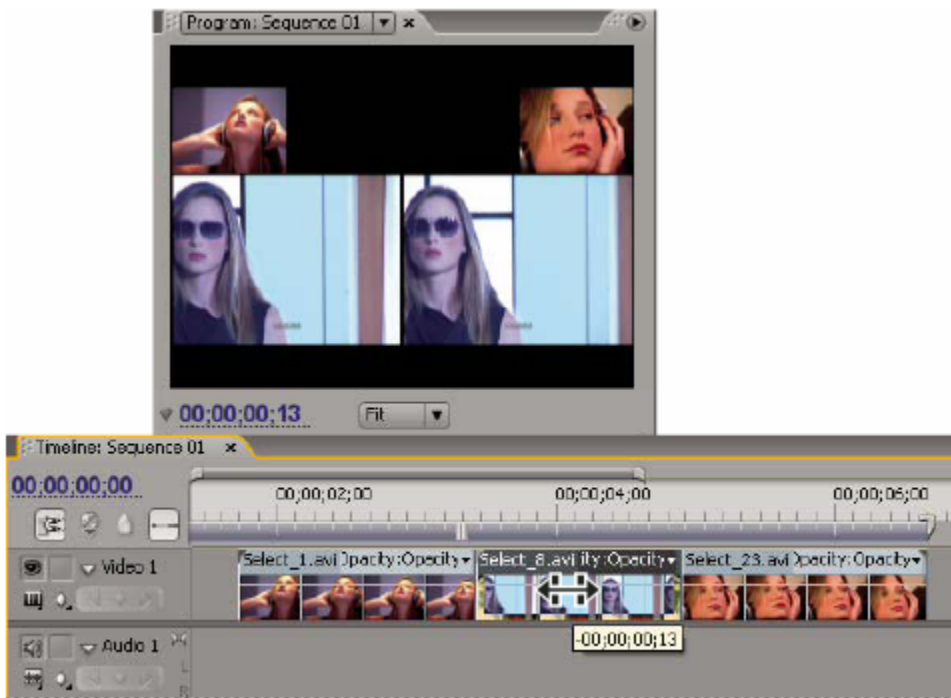
 When using the Selection tool, you can toggle from the Trim-in or Trim-out icon to a Ripple edit icon by pressing the Ctrl (Windows) or Command (Mac OS) key. Release Ctrl (Windows) or Command (Mac OS) to revert to the Selection tool.

A **ripple edit** trims a clip and shifts subsequent clips in the track by the amount you trim. Shortening a clip by ripple editing shifts all clips after the cut back in time; conversely, extending a clip shifts the clips that follow the cut forward in time. When you're making a ripple edit, empty space on one side of the cut is treated as a clip and shifts in time just as a clip would be. Pressing Alt (Windows) or Option (Mac OS) when you begin to perform a ripple edit ignores the link between video and audio.



In this ripple edit, the edit point is dragged earlier in time—shortening the preceding clip and the total program duration.

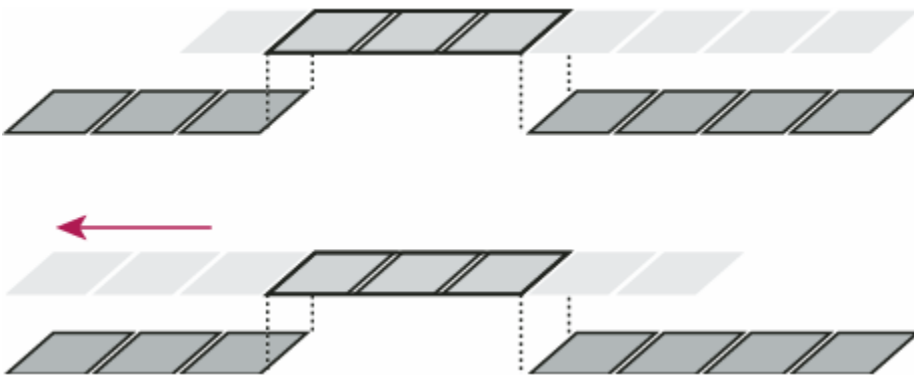
Just as ripple and rolling edits allow you to adjust a cut between two clips, **slip** and **slide edits** are useful when you want to adjust two cuts in a sequence of three clips. When you use the Slip or Slide tool, the Program Monitor displays the four frames involved in the edit side by side, except when editing audio only.



Program Monitor during a slip or slide edit

Though Slip and Slide tools are typically employed on the center of three adjacent clips, each tool functions normally even if the clip is adjacent to a clip on one side and blank space on the other.

A **slip edit** shifts a clip's In and Out points forward or backward by the same number of frames in a single action. By dragging with the Slip tool, you can change a clip's starting and ending frames without changing its duration or affecting adjacent clips.



In this slip edit, a clip is dragged left, moving its source In and Out points earlier in time.

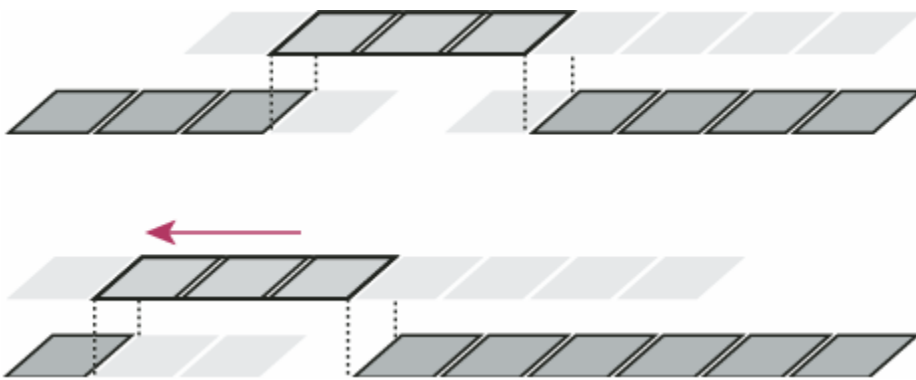


1. Select the Slip tool .

2. Position the pointer on the clip you want to adjust, and drag left to move the In and Out points earlier in the clip, or drag right to move the In and Out points later in the clip.

Adobe Premiere Pro updates the source In and Out points for the clip, displaying the result in the Program Monitor and maintaining the clip and sequence duration.

A **slide edit** shifts a clip in time while trimming adjacent clips to compensate for the move. As you drag a clip left or right with the Slide tool, the Out point of the preceding clip and the In point of the following clip are trimmed by the number of frames you move the clip. The clip's In and Out points (and hence, its duration) remain unchanged.



In this slide edit, a clip is dragged left so that it starts earlier in the sequence, shortening the preceding clip and lengthening the following clip.

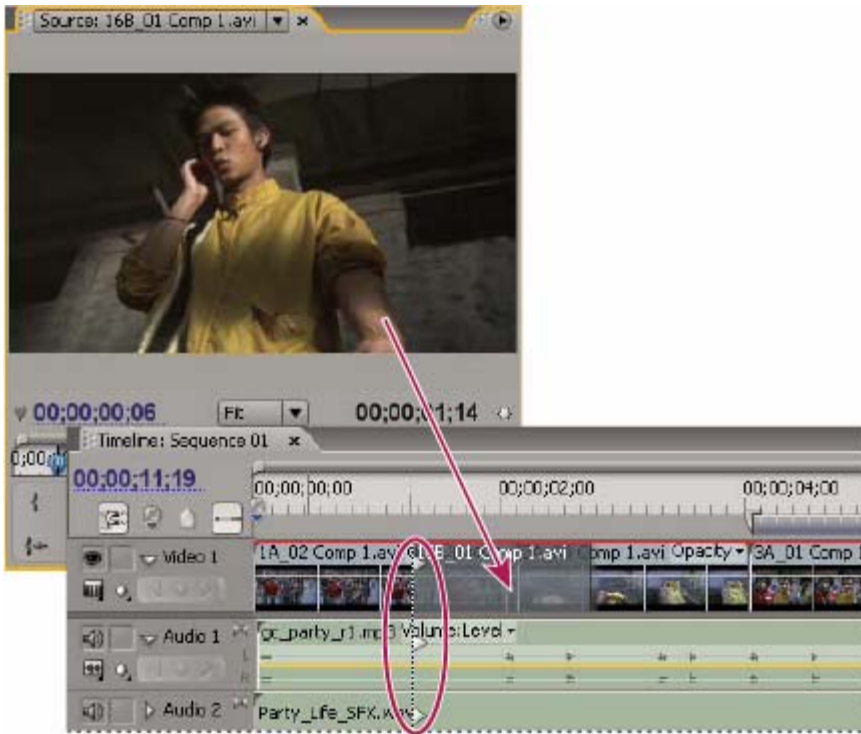
1. Select the Slide tool .

2. Position the pointer on the clip you want to adjust, and drag left to move the Out point of the preceding clip and the In point of the following clip earlier in time, or drag right to move the Out point of the preceding clip and the In point of the following clip later in time. When you release the mouse button, Adobe Premiere Pro updates the In and Out points for the adjacent clips, displaying the result in the Program Monitor and maintaining the clip and sequence duration. The only change to the clip you moved is its position in the sequence.

## Targeting tracks

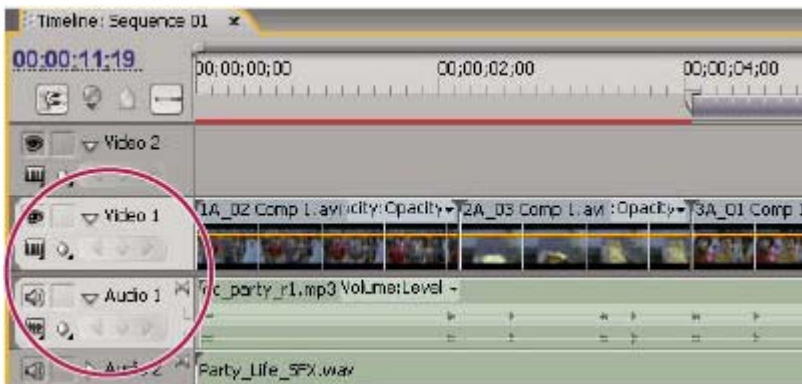
A sequence may contain several video and audio tracks. When you add a clip to a sequence, you need to specify which tracks it should occupy. The way you specify target tracks depends on the editing method you use.

- When you drag a clip to add it to a sequence, you target the track by dropping the clip into the track. If you are inserting the clip, pressing Ctrl (Windows) or Command (Mac OS) as you drag, triangles show which tracks will have content shifted.



### Targeting a track while dragging a clip to a sequence

- When you add clips to a sequence using the Source Monitor controls (or keyboard shortcuts), you must specify target tracks in advance. You can't target more than one video track or more than one audio track at a time. However, you can choose to target a video track only or an audio track only. Click the track you want to target in the track header area of the Timeline panel. The track header area appears highlighted and has rounded corners.



### Targeting a track by clicking the track

If you overlay a clip, only the targeted track is affected, whether you drag the clip or use a Source Monitor's Overlay button.

If you insert a clip, the clip goes into the targeted track, and clips in any unlocked tracks shift to accommodate the insertion.

 To insert a clip and not shift clips in other tracks, Ctrl-Alt-drag (Windows) or Command-Option-drag (Mac OS) the clip into the track.

You can drag video clips to any video track; however, you can drag audio clips only to a compatible audio track. Audio clips can't be added to the master audio track or submix tracks, and they can be placed only on audio tracks of the matching channel type: mono, stereo, or 5.1 (see [About audio tracks in a sequence](#)).

Clips with linked video and audio can be dragged to either a video or an audio track, but the clip's video and audio components appear separately, in the appropriate corresponding tracks.

**Note:** You can drag a clip to any unlocked, compatible track in a sequence, no matter which tracks are currently targeted. You can't target a locked track. Locking a target track deselects it as the target.

### **Replace one clip with another:**

Using one of the following keyboard modifiers, drag a clip from the Project panel onto a clip in the Timeline panel:

- To use the In point of the new clip, Alt-drag (Windows) or Option-drag (Mac OS).
- To apply the In point of the original clip to the new clip, Shift-Alt-drag (Windows) or Shift-Option-drag (Mac OS).

In the Timeline, clip position and effects are preserved