PREMIERE PRO EDITING NOTES

Identify Video Type HD or SD, frame size, frames per second (fps), square or anamorphic pixels

Project/Sequence Setup Match to fit your video type

Importing Clips File>Import or drag and drop files into Project window

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:

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 = **Sequences** where you edit

>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/sequence settings

>**Current-time indicator (CTI)** Indicates the current frame displayed in the Program Monitor.

>**Current time display** Shows the timecode for the current frame in the Timeline panel.

>**Viewing area bar** Corresponds to the visible part of the sequence in the Timeline panel.

>**Work area bar** Specifies the area of the sequence that you want to preview or export.

>**Zoom controls** Change the scale of the time ruler to increase or decrease the number of frames visible within the current viewing area.

Head Beginning of a clip

Tail End of a clip

Straight Cut Picture and sound cut at same time. Out going and incoming shots are "butted" together

Assemble Edit or **Rough Cut** basic raw cut of footage

Match Cut a cut between either two different objects, two different spaces, or two different compositions in which an object in the two shots graphically match, often helping to establish a strong continuity of action and linking the two shots metaphorically

Cross Cut one plot line is intercut with another

Jump Cut jump in time of a shot

Trim or Trimming changing a clip's **In** point or **Out** point - - Use Selection Tool

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.

Insert edit adding a clip to the sequence forces any clips later in time to shift forward to accommodate the new clip.

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.

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.

L-Cut or Split Edit Picture or sound overlap the next shot