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the fun and easy way®*

# Adobe® Premiere® Pro

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# ***Adobe® Premiere® Pro For Dummies®***

**by Keith Underdahl**



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# **Adobe® Premiere® Pro For Dummies®**

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# About the Author

**Keith Underdahl** is a digital-media specialist residing in Albany, Oregon. Professionally, Keith is an electronic publishing specialist for Ages Software, where he serves as program manager, interface designer, multimedia producer, graphic artist, programmer, customer support manager, resident Portable Document Format (PDF) guru, and when the day is over, he even sweeps out the place. Mr. Underdahl has written numerous books, including *Teach Yourself Microsoft Word 2000*, *Microsoft Windows Movie Maker For Dummies*, *Macworld Final Cut Pro 2 Bible* (co-author), and *Digital Video For Dummies, 3<sup>rd</sup> Edition*.

# Dedication

*My beloved brethren, let every man be  
swift to hear, slow to speak, slow to  
anger.*

*—James 1:19*

# Author's Acknowledgments

So many people helped me complete this project that I hardly know where to begin. First and foremost I wish to thank my family for allowing me to work two full time jobs as I completed *Adobe Premiere Pro For Dummies*. My wife Christa has been my entire support staff, head cheerleader, creative advisor, and inspiration throughout my entire writing career. She was the one who urged me to start writing for a small motorcycle magazine in 1995, and that endeavor has led to so many great adventures and challenges in the years since. I owe everything to Christa.

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# Introduction

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Some of you young folks may not remember all the way back to the twentieth century, but the waning years of that century were a heady time indeed. Hyped up on \$4.00 coffee drinks and biscotti, overdosed on cathode rays, we'd spend hours sitting around and making wild predictions about the future. Through a fog of whipped soymilk we foresaw that humans (or possibly mutants) of the year 2004 would buy all their groceries online, check e-mail on their refrigerators, and edit high-quality movies on devices that fit inside most overhead storage bins. Of course, all these predictions were contingent upon whether or not the apocalypse came at the turn of the millennium.

Thankfully, many of our predictions proved untrue. We don't have to trust Joe DotCom to pick out firm tomatoes, we don't wonder if the light stays on when we close the door on our eIceBoxes, and doomsday appears to be delayed at least until February 2012 (the end of the Mayan calendar) if not longer. We can, however, easily edit movies on devices that fit into most overhead storage bins. Those devices are called *laptop computers*, and they're even affordable. Hey, we got one prediction right. I think I'll take the rest of the day off.

Okay, I'm back.

As you've probably heard, movie editing is one of the hottest topics in the computer business today. High-quality digital camcorders are now widespread, and computers capable of editing the video shot by those camcorders are now affordable, if not downright cheap. Software vendors are rushing to provide programs that can take advantage of all this new hardware, and Adobe Premiere Pro is among the best.

If you recently purchased a computer that has a FireWire (IEEE-1394) interface, it probably also came with some free movie-editing software. Windows XP includes a modest little program called Windows Movie Maker. Countless other low-cost programs are available from companies like MGI, Pinnacle, and Ulead. You might have gotten one of these programs with a video capture card or FireWire card that you recently bought. Are those programs any good? Sure, but Adobe Premiere Pro is better. Premiere Pro is widely recognized as one of the best midpriced video-editing programs available for Windows platforms. If you want professional-grade video-editing capabilities but don't want to spend thousands of dollars, Premiere Pro is an excellent choice.

## **Why This Book?**

Adobe Premiere Pro is an advanced program, so you need an advanced reference. But you do not need a gargantuan textbook that causes your bookshelf to sag. You need easy-to-follow, step-by-step instructions for the

most important tasks, and you need tips and tricks to make your work more successful. You need *Adobe Premiere Pro For Dummies*.

Needless to say, you're no "dummy" or else you wouldn't be reading this book and trying to figure out how to use Adobe Premiere Pro correctly. Video editing is fun, and it is my hope that you'll find this book fun to use as well. I have included instructions on performing the most important video editing tasks, including lots of graphics so that you can better visualize what it is that I'm talking about. You'll also find tips and other ideas in this book that you wouldn't otherwise find in Adobe's own documentation.

*Adobe Premiere Pro For Dummies* doesn't just help you use the Premiere Pro program. If you're relatively new to moviemaking, you'll find that this book will help you choose a good camcorder, shoot better video, publish movies online, and speak the industry technobabble like a Hollywood pro.

## **Foolish Assumptions**

I've made a few basic assumptions about you while writing this book. First, I assume that you have an intermediate knowledge of computer use. Movie editing is one of the more technically advanced things you can do with a computer, so I assume that if you're ready to edit video, you already know how to locate and move

files around on hard drives, open and close programs, and perform other such tasks. I also assume that you have Windows XP, because (unlike previous versions of Premiere) Adobe Premiere Pro isn't available for the Apple Macintosh — and it won't run on Windows Me, Windows 2000, or any older versions of Windows.

Another basic assumption I made is that you might not (yet, anyway) be an experienced, professional video editor. I explain the fundamentals of video editing in ways that help you immediately get to work on your movie projects. Most of the coverage in this book assumes that you're producing movies as a hobby, you're working in a semiprofessional ("prosumer") environment, or you plan to use Premiere Pro for video production in a corporate environment. Typical projects might include wedding videos, company training videos, school projects, kiosk videos, professional presentations, or even programs destined for broadcast.

## **Conventions Used in This Book**

*Adobe Premiere Pro For Dummies* helps you get started with Premiere Pro quickly and efficiently. The book serves as a reference to this program, and because Premiere Pro is a computer program, you'll find this book a bit different from other kinds of texts you have

read. The following are some unusual conventions that you encounter in this book:

- ✓ File names or lines of computer code will look like `THIS` or `this`. This style of print usually indicates something you should type in exactly as you see it in the book.
- ✓ Internet addresses will look something like this: [www.dummies.com](http://www.dummies.com). Notice that I've left the `http://` part off the address because you almost never have to actually type that into your Web browser anymore.
- ✓ You will often be instructed to access commands from the menu bar in Premiere and other programs. The menu bar is that strip that lives along the top of the Premiere program window and usually includes menus called File, Edit, Project, Clip, Sequence, Marker, Title, Window, and Help. If (for example) I'm telling you to access the Save command in the File menu, it looks like this: Choose File⇒Save.
- ✓ You'll be using your mouse a lot. Sometimes you have to click something to select it. This means you should click *once* with the left mouse button after you've put the mouse pointer over whatever it is you're supposed to click. I'll specify when you have to double-click or right-click (that is, click once with the right mouse button).

## How This Books Is Organized

Believe it or not, I did put some forethought into the organization of this book. I hope you find it logically arranged and easy to use. The chapters of *Adobe Premiere Pro For Dummies* are divided into five major parts, plus an appendix. The parts are described in the next section.

# **Part I: Introducing Adobe Premiere Pro**

Adobe Premiere Pro is a highly advanced program, and if you're new to video editing, many of its parts may seem unfamiliar. Part I helps you get started with your movie-making adventure by introducing you to Adobe Premiere Pro. You'll begin by touring the Premiere Pro program and getting familiar with its tools and basic features. Because Premiere Pro is just one of many tools that you will use to produce movies, I will spend some time helping you prepare your production studio. I'll also show you how to prepare Premiere Pro for use with a variety of media formats.

## **Part II: Gathering Footage**

After you're comfortable with Adobe Premiere Pro, you should familiarize yourself with the basics of video production. The first chapter in Part II introduces you to the fundamentals of moviemaking, a thorough understanding of which is crucial if you want to produce great movies. Next, you start new projects in Premiere Pro and manage the media and content that Premiere uses. I also show you how to import and manage material in Premiere Pro so you have something to work with when you start editing.

# Part III: Editing in Premiere Pro

Adobe Premiere Pro is, first and foremost, a video-editing program, so this part could be considered the heart of *Adobe Premiere Pro For Dummies*. Here you edit clips, create movies using the Timeline, and give your project a high-quality soundtrack. You also utilize Premiere Pro's more advanced editing features. You perform advanced color corrections on video clips, create and manipulate transitions between scenes in the movie, create and use special effects, and get a crack at combining (or *compositing*) multiple video scenes into one, much the same way special-effects pros do in Hollywood. You also create title screens that tell viewers the name of the movie and who is responsible for it.

# **Part IV: Wrapping Up Your Project**

All your editing work is for naught if you don't share your movies with others. This part helps you wrap up a movie project and then distribute it on the Internet, on videotape, or on DVD.

# Part V: The Part of Tens

I wouldn't be able to call this a *For Dummies* book without a "Part of Tens" (really, it's in my contract). Actually, the Part of Tens always serves an important purpose. In *Adobe Premiere Pro For Dummies*, it gives me a chance to show you ten great moviemaking tips that you can use in Adobe Premiere Pro, ten Premiere Pro plug-ins and accessory programs that you may find useful, and ten toys, er, *tools* to help you make better movies.

# Part VI: Appendix

Video editing is a technical subject with a language all its own, so I've provided a glossary to help you quickly decrypt the alphabet soup of video- editing terms and acronyms.

## Icons Used in This Book

Occasionally you'll find some icons in the margins of this book. The text next to these icons includes information and tips that deserve special attention, and some warn you of potential hazards and pitfalls you may encounter. Icons you'll find in this book are easy to spot:



Although every word of *Adobe Premiere Pro For Dummies* is important, I sometimes feel the need to emphasize certain points. I use Remember to occasionally provide this emphasis.



Tips are usually brief instructions or ideas that aren't always documented but can greatly improve your movies and make your life easier. Tips are among the most valuable tidbits in this book.



Heed warnings carefully. Some warn of situations that can merely inconvenience you; others tell you when a wrong move could cause expensive and painful damage to your equipment and/or person.



Computer books are often stuffed with yards of technobabble, and if it's sprinkled everywhere, it