

LESSON 1: Becoming Familiar with Digital Video

In this lesson we will:

- Become familiar with digital video production basics
 1. What is Adobe Premiere's role in digital video production?
 2. How do we get video into our computer? (What is a capture card? How and where is it stored?)
 3. How do we get video from our computer into Adobe Premiere?
 4. How do we get video from Adobe Premiere back to our camera, when done?

- Recognize the basic features of digital video
 1. Formats (Analog vs. Digital)
 2. Transport "methods" (Composite, S-Video, IEEE-1394, Firewire)
 3. Frame size and rate (Photoshop analogy, drop frame)
 4. Compression / DECompression (CODEC, How does it affect video?)

- Learn how the three key components of Adobe Premiere fulfill its role in digital video production
 1. The project file (the overall umbrella that holds our "program")
 2. Editing workspace (where we create our "program")
 3. Preview "monitor" (where we view our program)

LESSON 2: Becoming Familiar with Adobe Premiere

In this lesson we will:

- Learn how the Project File relates to the basic features of digital video (above)
 1. What can be imported into a project file?
 2. How do we start a new project?
 3. Why should we choose the right preset?

- Study how the three components are presented to us in Project Files ("the interface") and how they interface with each other
 1. Project window
 2. Timeline window
 3. Monitor window

- Become familiar with the Project Window
 1. Bins (creating, modifying, deleting)
 2. Clips (importing, renaming, removing)
 3. Searching for clips
 4. Views (customizing)

- Become familiar with the Timeline Window
 1. Tracks (types of tracks, prioritizing tracks)
 2. Time (time divisions, zooming in and out, scrolling in time)
 3. Timeline Marker (what does it do, moving it in time)
 4. Sequencing our program

- Become familiar with the Monitor Window
 1. Screens (Source screen vs. Program screen)
 2. Time Display (Duration vs. Location)

LESSON 3: Getting video and audio from our camera into our computer.

In this lesson we will:

- Learn the Premiere steps to capture video from camera to computer
 1. Specify the correct capture settings (file locations, hardware and software settings)
 2. Capture video to your hard drive (playing source video, telling Premiere to record)
 3. Naming your video files
- Become familiar with hard drive issues when capturing
 1. Understand file sizes
 2. Operating system limitations, workarounds (and problems with workarounds!)
 3. Optimizing your storage drive

LESSON 4: Getting video from our computer into Adobe Premiere

In this lesson we will:

- Learn to import clips into the project window
 1. What can be imported? (video, audio, graphics)
 2. What is actually being “imported” or copied?
 3. How does the project window display clips? (Poster frame, project window “views”)
- Learn to import clips from the project window into the Monitor (Source) Window
 1. Playing clips in the monitor (source) window
 2. Set IN and OUT points of our clips
 3. Different methods to place them in the timeline window (drag, insert, overlay)
 4. Playing our program in the monitor (program) window
- Learn to import clips from the monitor (source) window into the timeline window
 1. How to “trim” (change IN and OUT points of) our clips in the program window
 2. How to “assemble” (move) clips (snapping single clips, tools for multiple clips)
 3. Fine tuning in the timeline (zooming in, scrolling in time)

LESSON 5: Getting video from Adobe Premiere back to our camera or other delivery

In this lesson we will:

- Export video from Adobe Premiere back to our camera
 1. Export Timeline options (Print to Video, Export to Tape)
- Export video from Adobe Premiere to another file
 1. Export Timeline options (Movie, Frame, Audio)
 2. Export settings (vs. project settings, choosing the correct preset, Project or Work Area)
 3. Advanced export options (Windows Media, Real Media, Adobe MPEG Encoder)

LESSON 6: Adding Transitions

In this lesson we will:

- Learn the basic features of transitions
 1. The transition track
 2. Overlapping clips
 3. Adding, modifying and removing transitions
 4. Different transition types
 5. Customizing transitions
 6. Using the Alt+scrub feature
 7. Create a split-screen

LESSON 7: Adding Video Effects

In this lesson we will:

- Learn the basic features of video effects
 1. Adding video effects
 2. Modifying effects in the effects control panel
 3. Removing effects
 4. Different effect types
 5. Customizing effects
 6. Using the Alt+scrub feature
 7. Sequencing effects for different results
 8. Paste video effects to other clips
- Learn the advanced feature of keyframes
 1. What is a keyframe? What two pieces of info does a keyframe contain?
 2. Toggling keyframe mode on/off
 3. Adding, modifying and removing keyframes in time
 4. Modifying keyframe "values"

LESSON 8: Working with Audio

In this lesson we will:

- Add audio files from our computer into our Premiere project window
 1. Getting files from CD or other sources
 2. Considering audio quality

- Add audio files from our project window to our monitor (source) window
 1. Edit in and out points, choose target rack, insert or overlay
 2. Ignore the video portion of a clip in the monitor (source) window
 3. Ignore the audio portion of a clip in the monitor (source) window

- Learn to add or removing audio in the program timeline
 1. Use the link/unlink tool
 2. removing unwanted audio

- Use the Audio Mixer to fade our audio in and out
 1. Understanding audio levels
 2. Modes (read, write, ignore)
 3. Isolate channels of audio
 4. Playing and looping audio in the mixer
 5. View audio rubber bands in write mode

- Learn to transition audio
 1. Create an L-Cut and a J-Cut
 2. Use the audio fade tool

- Learn the advanced audio features of Premiere
 1. Use the tools found in Clip > Audio Options

- Synchronize audio and video events using clip markers
 1. Set clip markers in monitor (source) windows
 2. Set timeline markers in timeline window

LESSON 9: Adding Graphics

In this lesson we will:

- Learn the different formats of graphics
 1. Premiere Titles
 2. Graphics with/without alpha channels
 3. Understanding the “Graphics Track”
- Add, modify and remove titles in/from the graphics track
 1. Create new Premiere title, insert into program
 2. Edit IN/OUT points or move title in timeline window
 3. Modify existing title
 4. Change the “opacity” rubber bands of a title
 5. Paste opacity to another title
 6. Create rolling titles
- Understand issues with raster / vector images in Adobe Premiere
 1. Maintain Aspect Ratio
 2. Resizing under and over 100%
 3. Using vector images
 4. Viewing alpha channels
- Add, modify and remove graphics in/from the graphics track
 1. Change the “transparency” type to Alpha Channel
 2. Edit IN/OUT points or move graphic in timeline window
 3. Change the opacity rubber bands of a graphic
 4. Paste opacity to another graphic

LESSON 10: Putting Clips in Motion

In this lesson we will:

- Learn the layout and interface of the motion window
 1. Understand time vs. space in the motion window
 2. Understand the composition window vs. the monitor window
 3. Understand how time is displayed in the motion window
 4. Understand how the path of a clip effects motion
- Learn how to apply, modify, and remove motion from a clip
 1. Adding and removing path “nodes”
 2. Change spatial properties of a node (rotation, position, scale, etc.)
 3. Change temporal properties of a node (when a node “occurs” in time)
 4. Change the acceleration and deceleration of a clip as it moves from node to node
- Learn advanced uses of the motion window
 1. Create a picture-in-picture effect (without actual “motion”)
 2. Create a split-screen
 3. Create a quadrant of videos
 4. Combine motion tool with graphics and video effects for a track matte
- Learn to load, save and reset motion from a clip
- Learn to paste motion settings to another clip

LESSON 11: Advanced Editing Techniques

In this lesson we will:

- Learn the different editing “modes”
 1. A/B Editing
 2. Single Track Editing
 3. Customizing and saving our workspace

- Learn the fundamentals of three-point and four-point editing
 1. Set IN/OUT points in monitor (source) window
 2. Set IN/OUT points in program timeline
 3. Recreate above with keyboard shortcuts

- Learn advanced editing commands
 1. Lifting frames from program timeline
 2. Extracting frames from program timeline
 3. Closing a gap with the ripple delete command