



INTRO TO POST PRODUCTION

DOWNLOAD BOOTCAMP PART 1 WORKSHEET

POST PRODUCTION

Defined as: All activities after shooting.

Order for editing all video: Ingesting (importing), editing, titles (graphics), sweeten audio, color correct, add effects, and exporting.

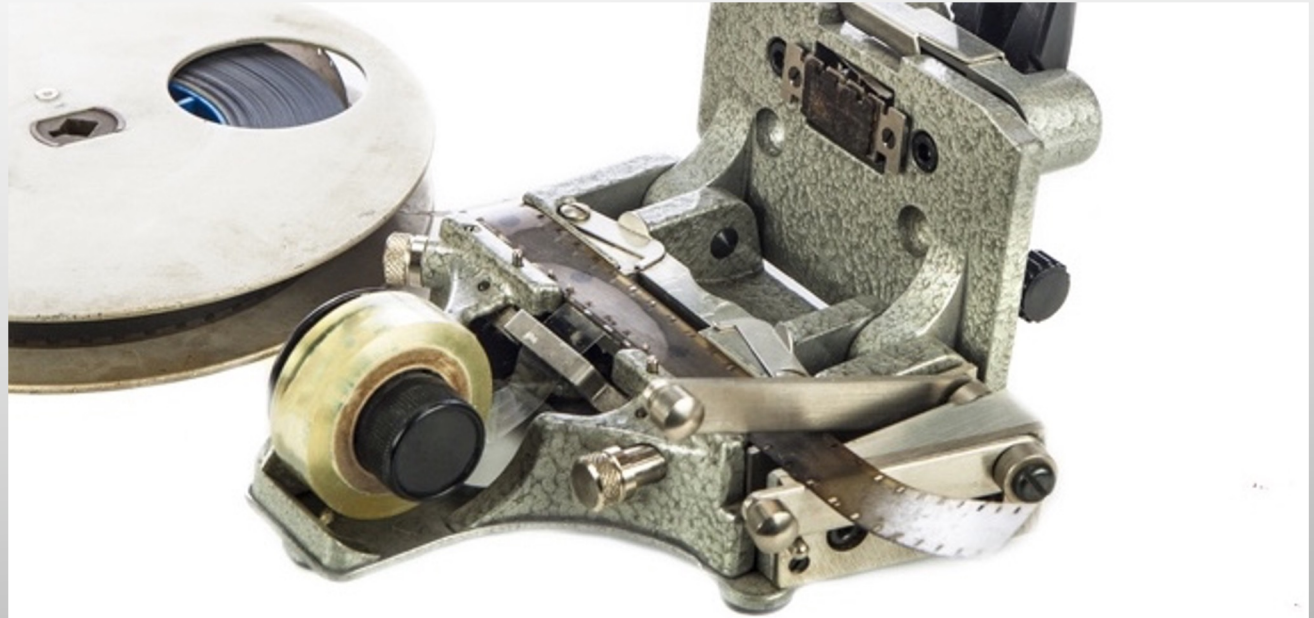
Linear Editing - the video editing process of selecting, arranging and modifying images and sound in a predetermined, ordered sequence.

VS.

Non-Linear Editing - a form of offline editing for audio, video, and image editing.

For film recording, you would record onto tape and have to cut it by hand and arrange it in your order. You would then glue the tape back together and that would be your final video.

This an early form of linear editing prior to using computer to edit. Some directors still believe this is the best way to film a movie.



This is how we used to **edit film**

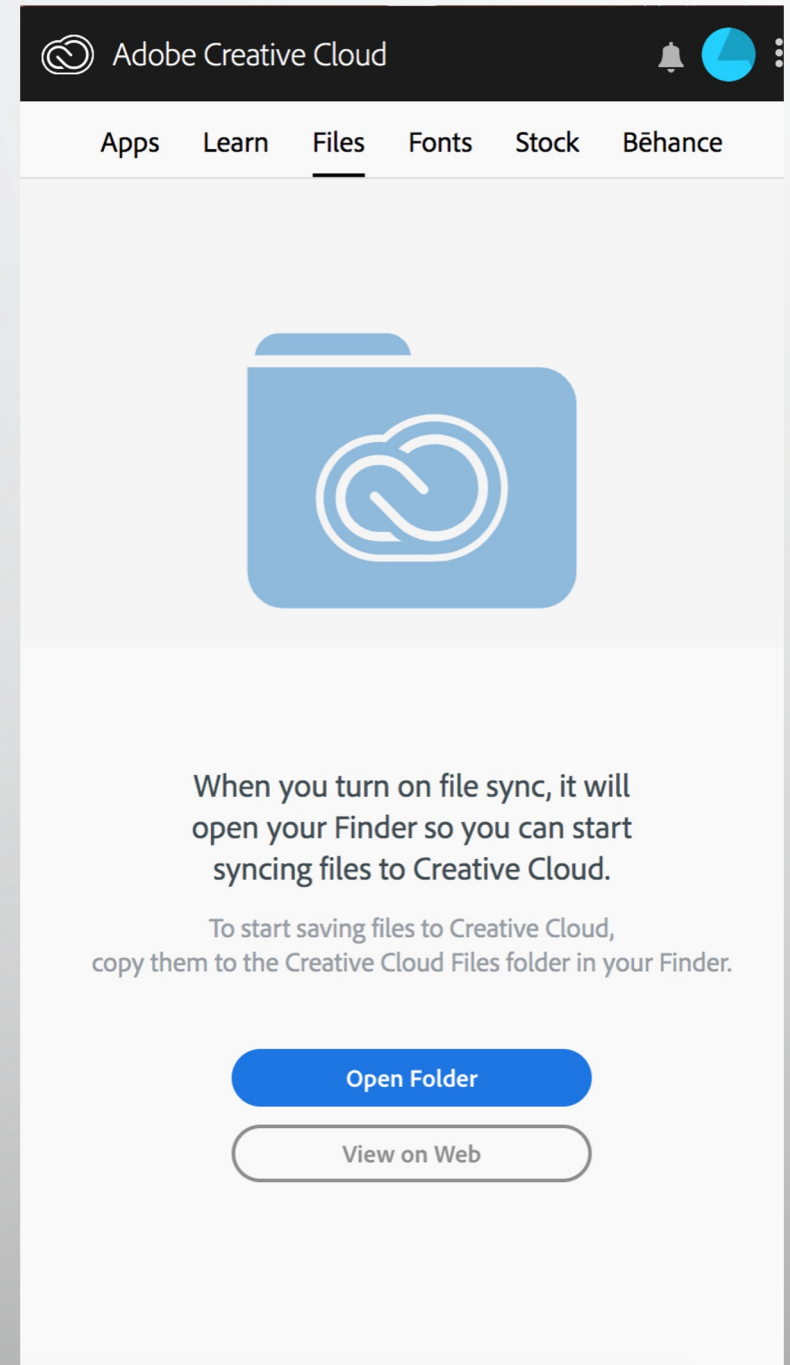


Adobe Premiere Pro is a
**NON-LINEAR VIDEO EDITING
SYSTEM**

CC – CREATIVE CLOUD

Creative Cloud allows you to receive continual updates and provides a location to store for use across computers or projects.

You can share your projects amongst classmates and even your own devices by using Creative Cloud or sending the project file through email, OneDrive, Google Drive. You just need access to the same footage and assets across the different devices



So what is the 1st Step in editing?

Ingesting/Import video: which is the process of capturing or transferring your video files to your computer

Breaking down what INGEST/IMPORT FILES means

Importing is not the same as capturing.
Capturing is when we would use a tape deck to capture tape (analogue/linear editing)

Ingesting is another word for importing.

Many video, audio, and image formats can be imported into Premiere.
These are called **assets**.

Importing loads the files that are already in your storage (hard drive or computer) into the project which lives in the software.

Inside Premiere Pro

IMPORTING MEDIA ASSETS

Files should be imported from the *hard drive*, so first move files from camera, cloud storage, etc. to the hard drive.

Import files by using:

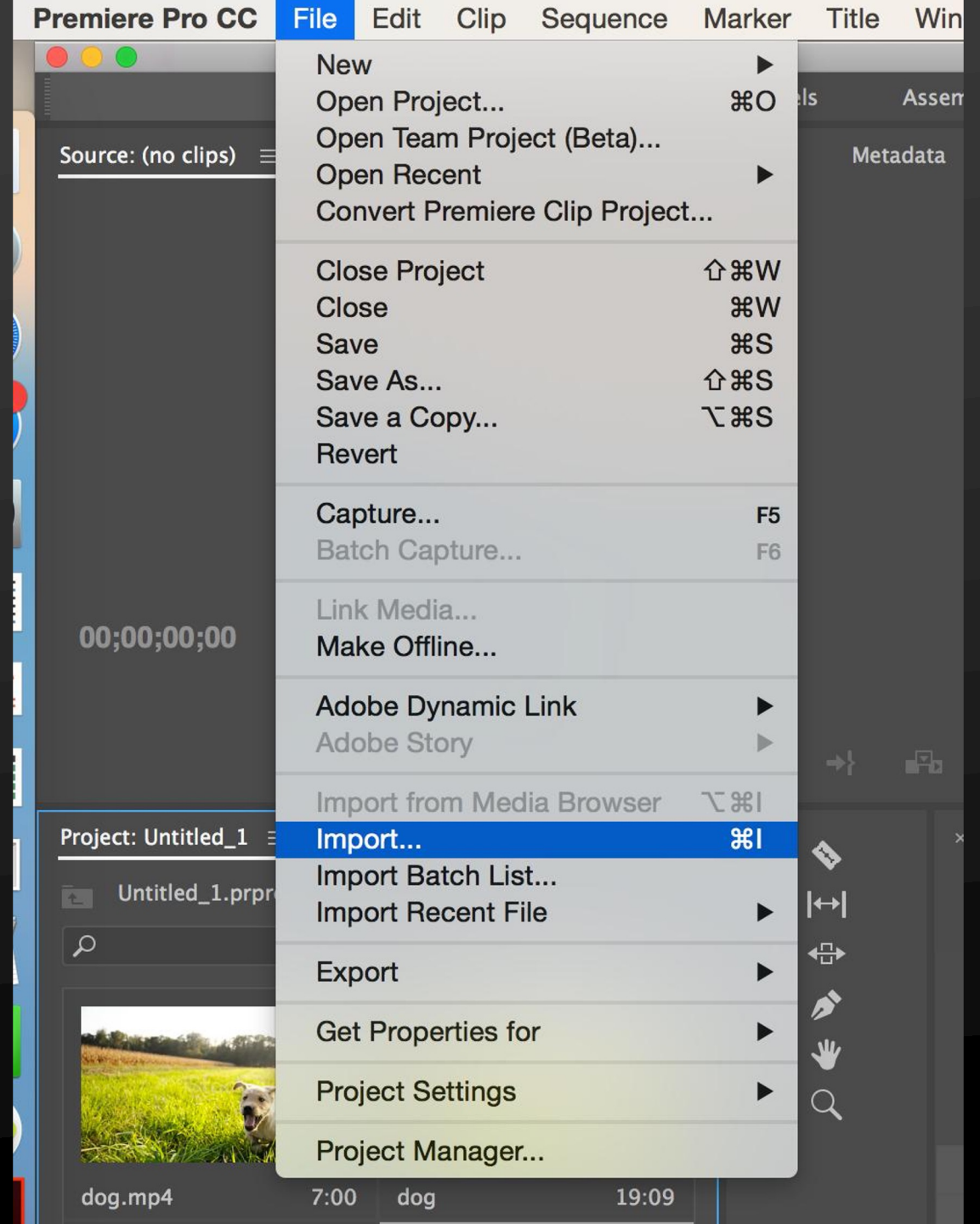
Media Browser

Import command

Inside Premiere Pro

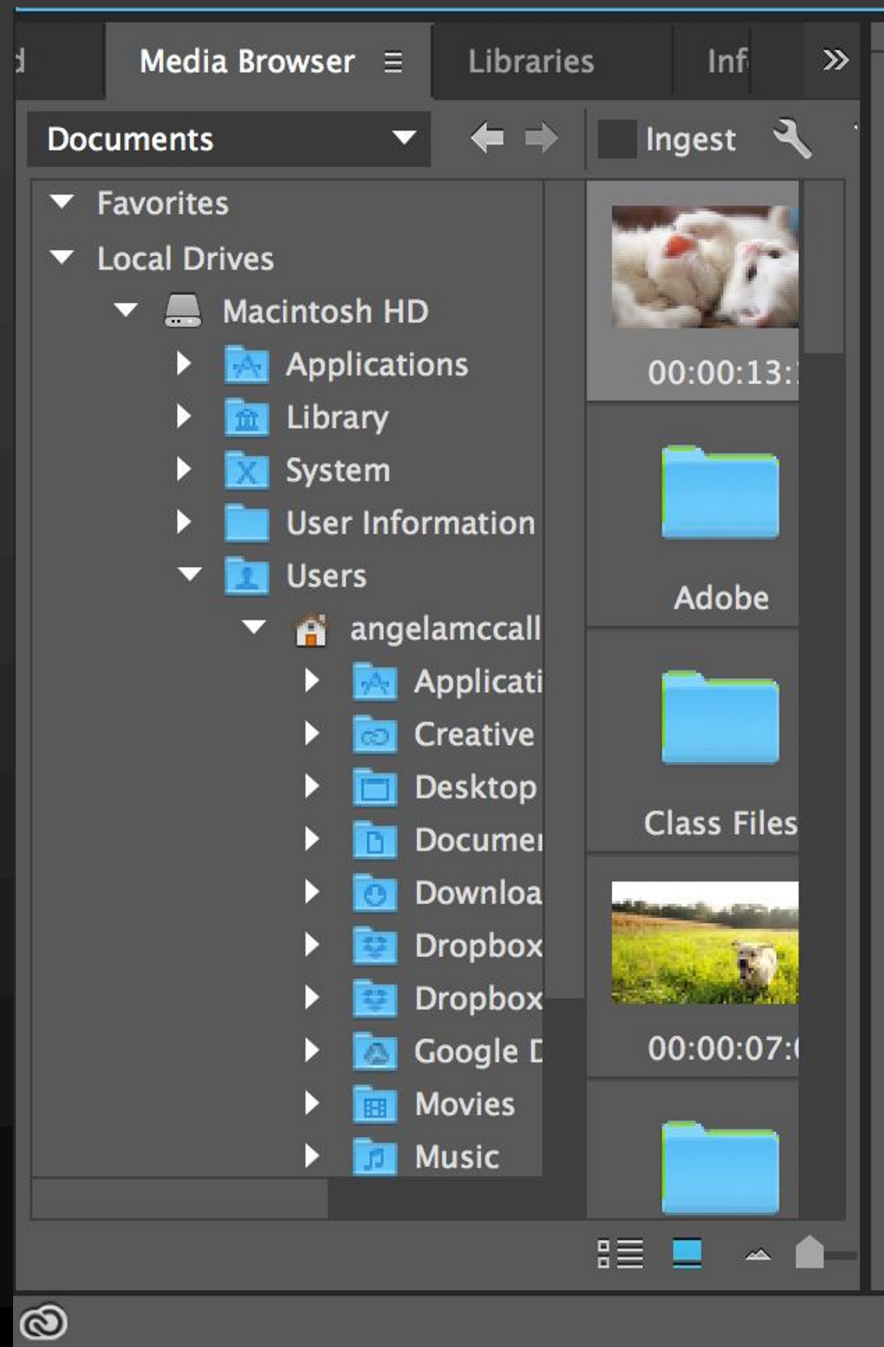
IMPORT COMMAND

- Choose File > Import.
- Select one or more files from the list.
- Files will be added to the Project panel.
- You may select an entire folder, which is added as a new bin in the Project panel.



Inside Premiere Pro MEDIA BROWSER

- Media Browser provides access to video, audio and graphic files.
- Allows you to preview files.



ORGANIZE VIDEO CLIPS IN EDITING

Assembly Cut

First stage of editing, when the raw video clips from a production are arranged into the proper sequence inside the project's timeline.

Rough Cut

Second stage of editing, when the video clips are edited down using the correct in and out points, and initial transitions or special effects are added.

Picture Lock Information

Editors move from Final Cut into Picture Lock. No notes should be addressed in this stage

No changes should be made in picture lock, any changes can affect the whole post-production process.

Changes after Picture lock can affect budget, deadlines, and online editing.

Online Editing comes after Picture Lock and can include: color grading, music composition, visual effects, as well as audio services (sound design, ADR, Foley, or mixing).

ORGANIZE VIDEO CLIPS IN EDITING



Final Cut

Third stage of editing, when all the transitions, special effects, and other editing techniques are finished; step preceding rendering and exporting.



Director's Cut

A **director's cut** is an edited version of a film that is supposed to represent the director's own approved edit.

The background is a dark blue-grey color with white, stylized circuit board traces in the corners. These traces consist of straight lines and small circles, resembling electronic components or connections. The traces are located in the top-left, top-right, bottom-left, and bottom-right corners, framing the central text.

HOW WOULD WE CREATE A NEW PROJECT IN ADOBE PREMIERE PRO?

2 ways



Work

Learn



Sort Last opened



Filter recent files

RECENT

CC FILES

SYNC SETTINGS

LAST OPENED ↓

Scouting location

2 hours ago

Ken Burns Effect Demo

2 days ago

Continuity Errors

Sep 16th, 12:24 pm

test

Sep 12th, 8:31 am

New Project...

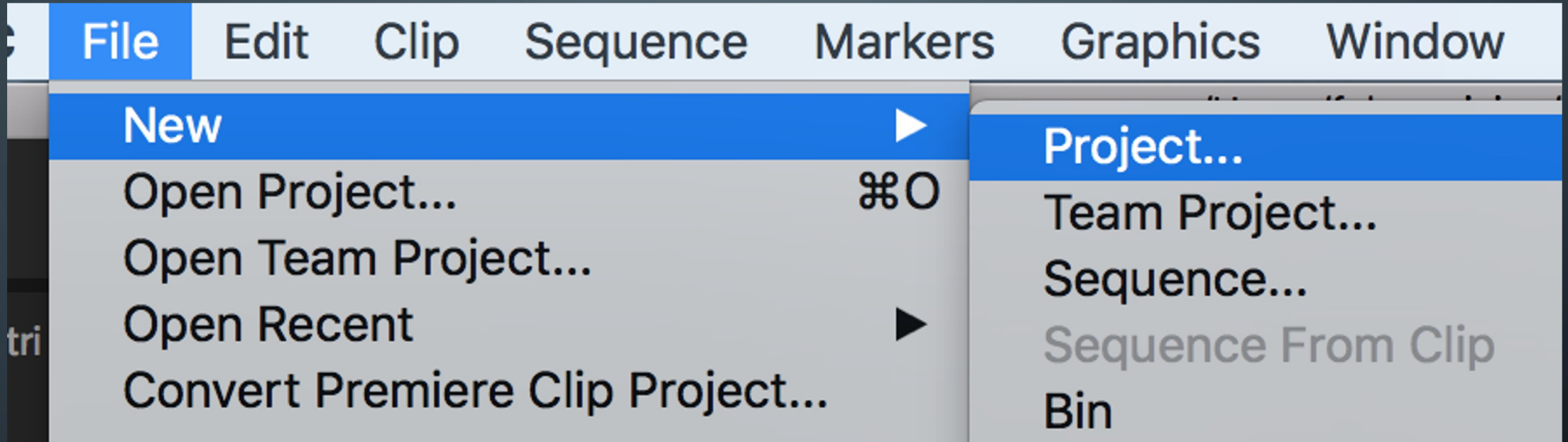
Open Project...

New Team Project...

Open Team Project...



OR



Shortcut is Ctrl + Alt + N

Box 13

Always save your projects using One Drive.

Scratch Disks need to be saved to the same location as your project on OneDrive. Scratch disks are the folders created by our software to save temporary project data while the software is running.


New Project

Name:

Location:

General Scratch Disks Ingest Settings

Captured Video:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB
Captured Audio:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB
Video Previews:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB
Audio Previews:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB
Project Auto Save:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB
CC Libraries Downloads:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB
Motion Graphics Template Media:	<input type="text" value="Same as Project"/>	<input type="button" value="Browse..."/>
Path:	C:\Users\candrus.000\OneDrive - Wake County Public Schools	160.93 GB

The top corners of the slide feature decorative circuit-like patterns. On the left, a vertical line descends from the top, branching into several horizontal and diagonal lines that terminate in small circles. On the right, a vertical line descends from the top, branching into several horizontal and diagonal lines that terminate in small circles.

There are multiple workspaces to use in Premiere Pro. A workspace has different functions that you can use in editing.

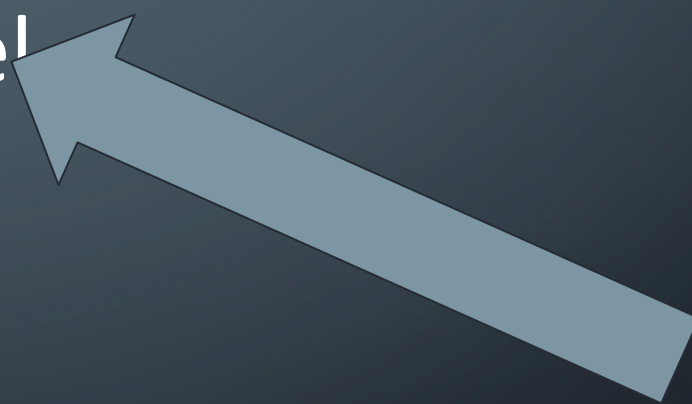
The bottom corners of the slide feature decorative circuit-like patterns. On the left, a vertical line descends from the bottom, branching into several horizontal and diagonal lines that terminate in small circles. On the right, a vertical line descends from the bottom, branching into several horizontal and diagonal lines that terminate in small circles.

There are two ways to go to a specific workspace. You will jump between each workspace when you are in different stages of editing. Knowing how to go between the workspaces is crucial for your certification exam

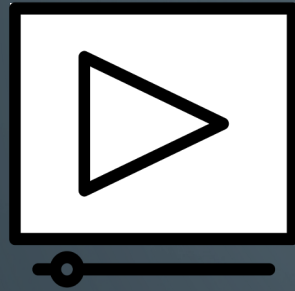
Importing into our project:

3 Importing methods:

- Directly into our Project Panel
- Go to File -> menu -> import
- Shortcut – Ctrl+ I



This means you can either right click inside the project panel to import, you can drag items in to import, or you can go up to the top menu File and choose import



Sequence

You build your project by adding clips to the sequence. Scenes are made up of sequences, sequences are made up of shots.



Nested Sequence

Embedding multiple sequences of edited clips into a master composition to ease the overall editing and compositing process.

Creating a sequence

You can create as many sequences as you like in a project, but you will usually work with just one master sequence to create your video.

- Easy way of creating a sequence, is to drag one or more clips over to the timeline panel when there is no sequences currently open.
- To create a new sequence, click the New Item menu in the Project panel and choose Sequence from the drop-down menu.
- You can also create a new sequence based on a clip's properties by dragging the clip onto the New Item menu in the Project panel.
- You can check the sequence's frame size and frame rate by viewing it in the Project panel using List view.

1

This first way is what is located at the top of Premiere, you can click through each Workspace listed

Learning

Assembly

Editing



Color

Effects

Audio

Graphics

Libraries

2

Window

Help

Workspaces

Find Extensions on Exchange...

Extensions

Maximize Frame

Audio Clip Effect Editor

Audio Track Effect Editor

Adobe Story

✓ Audio Clip Mixer

All Panels

Assembly

Audio

Color

● Editing

Effects

Graphics

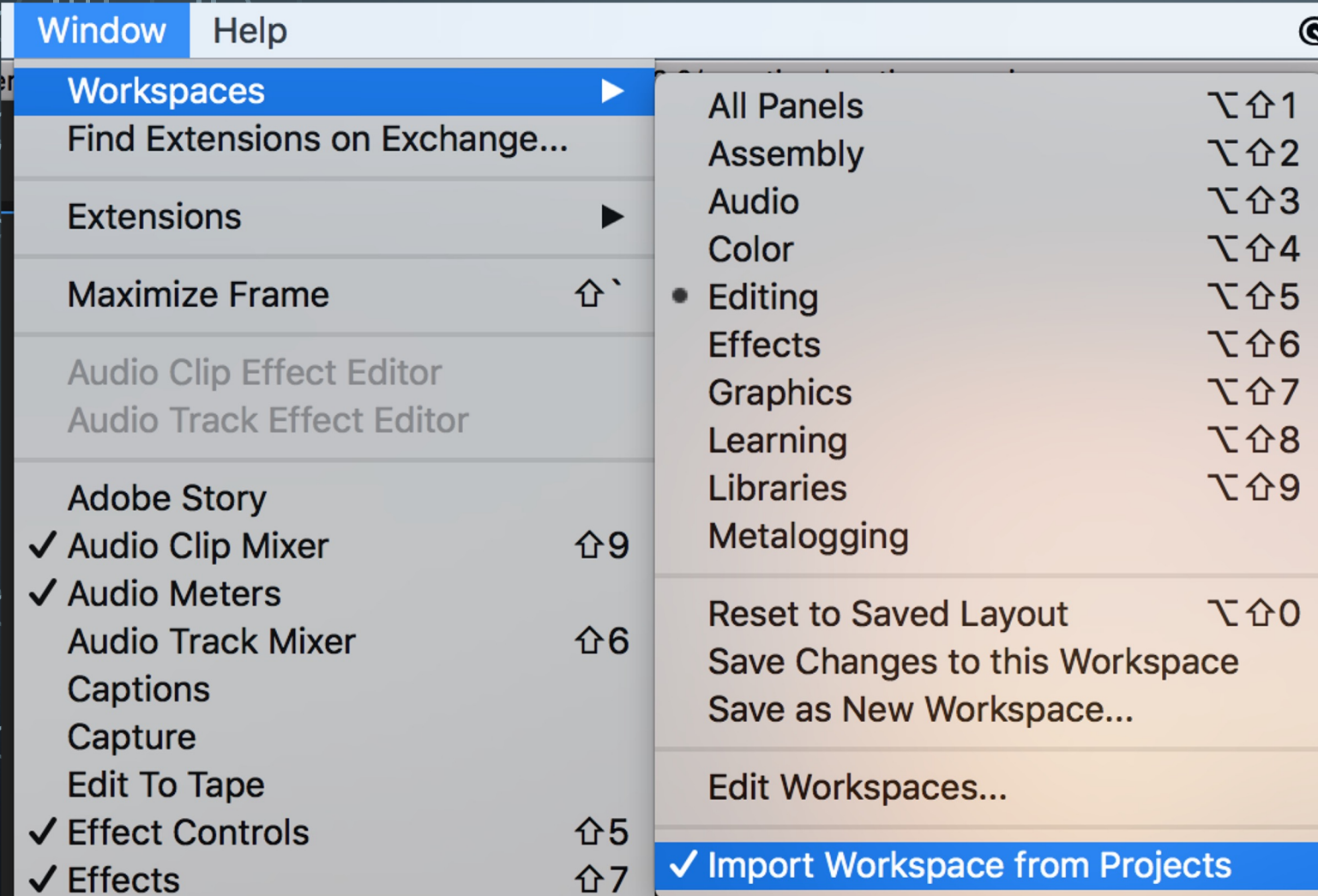
Learning

Libraries

Metalogging

Menu: Window
Command:
Workspace

Our default is always
the Editing workspace



You can save your own workspace and take with you to other projects:

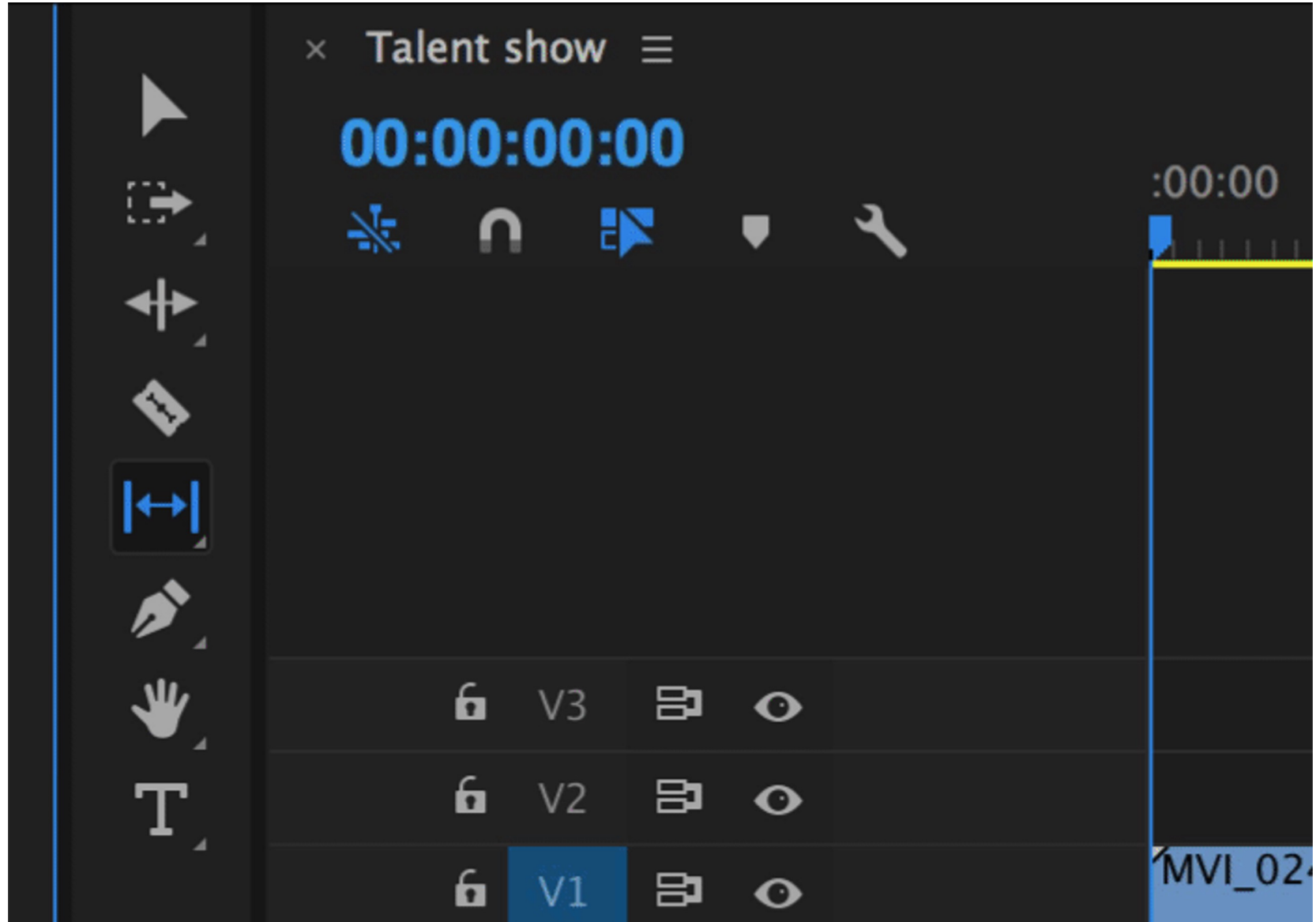
Right click and save as a new workspace. Then you can import workspaces from Projects

Box 16 is covered over the next few slides



TOOLS PANEL

Some tools are hidden behind others and you will have to hold down and click to see the other tools listed.



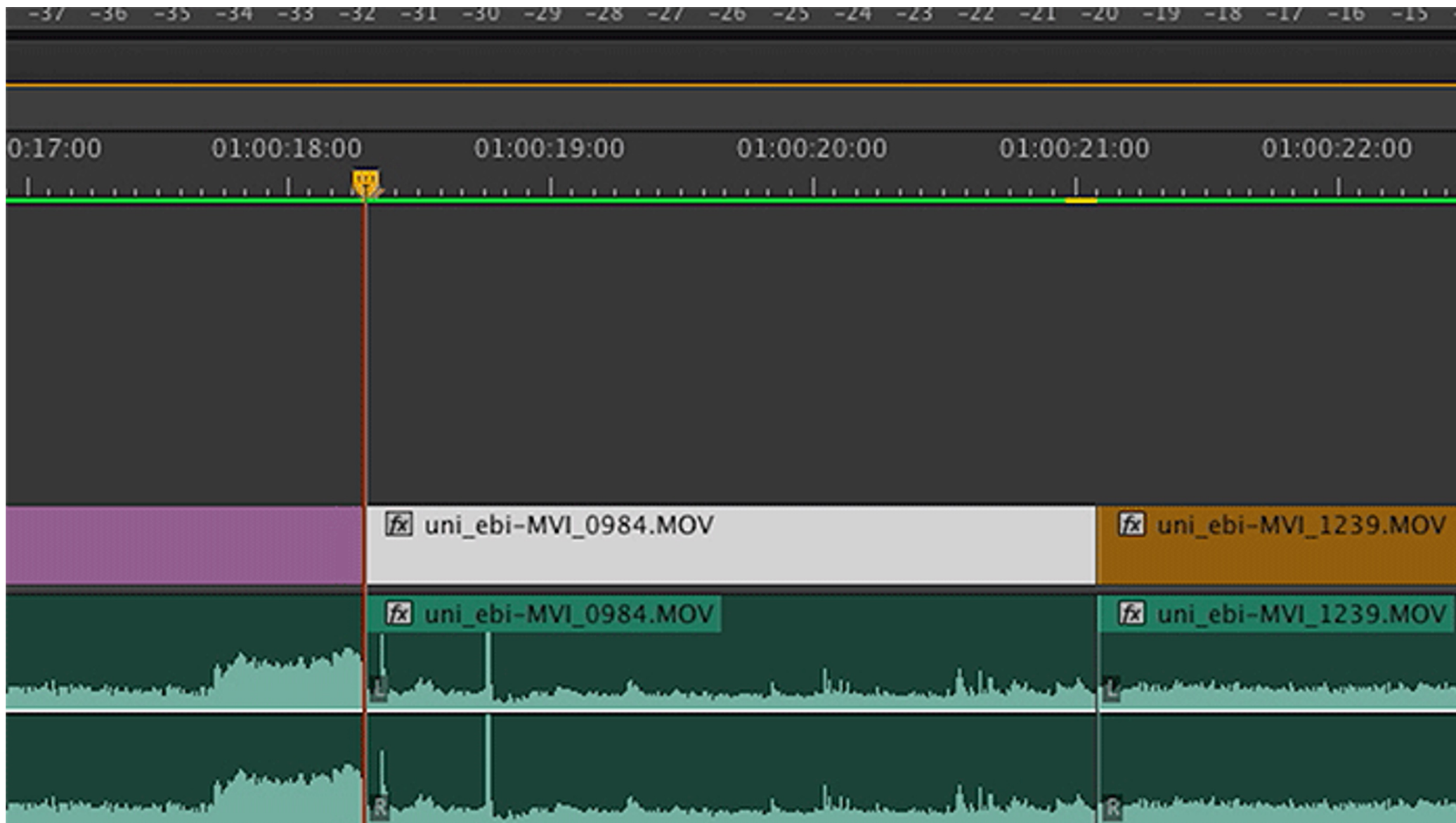
Selection Tool



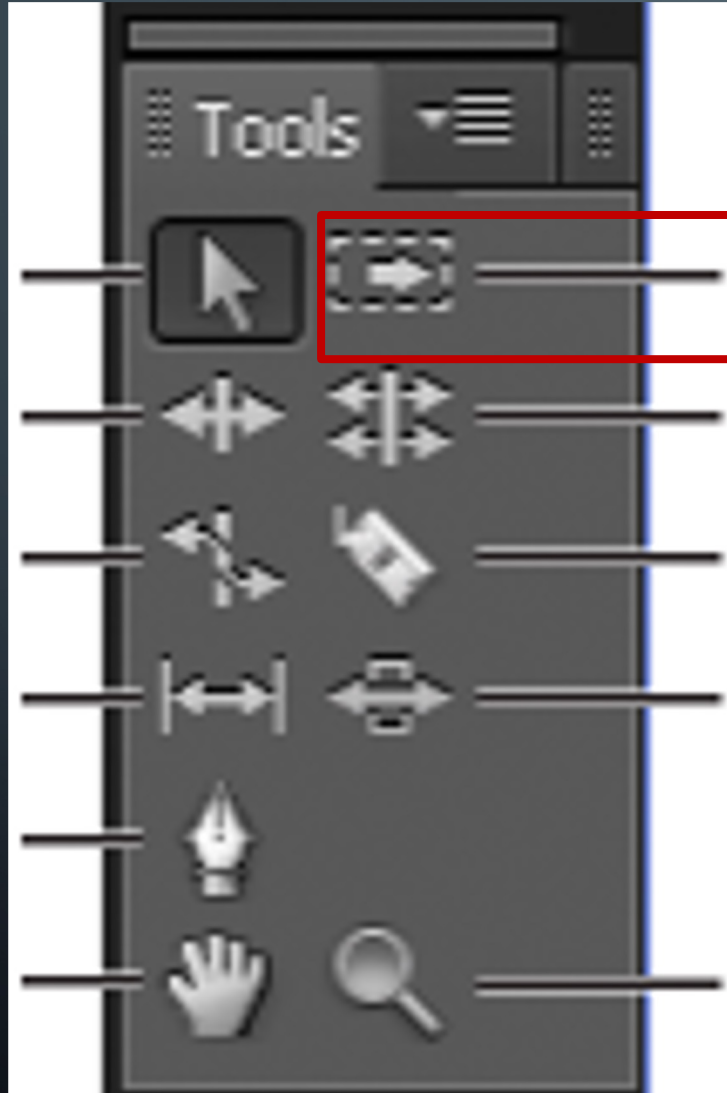
The default tool.

The keyboard shortcut is V

This is like our normal mouse and can be used to move anything around.



Track Forward

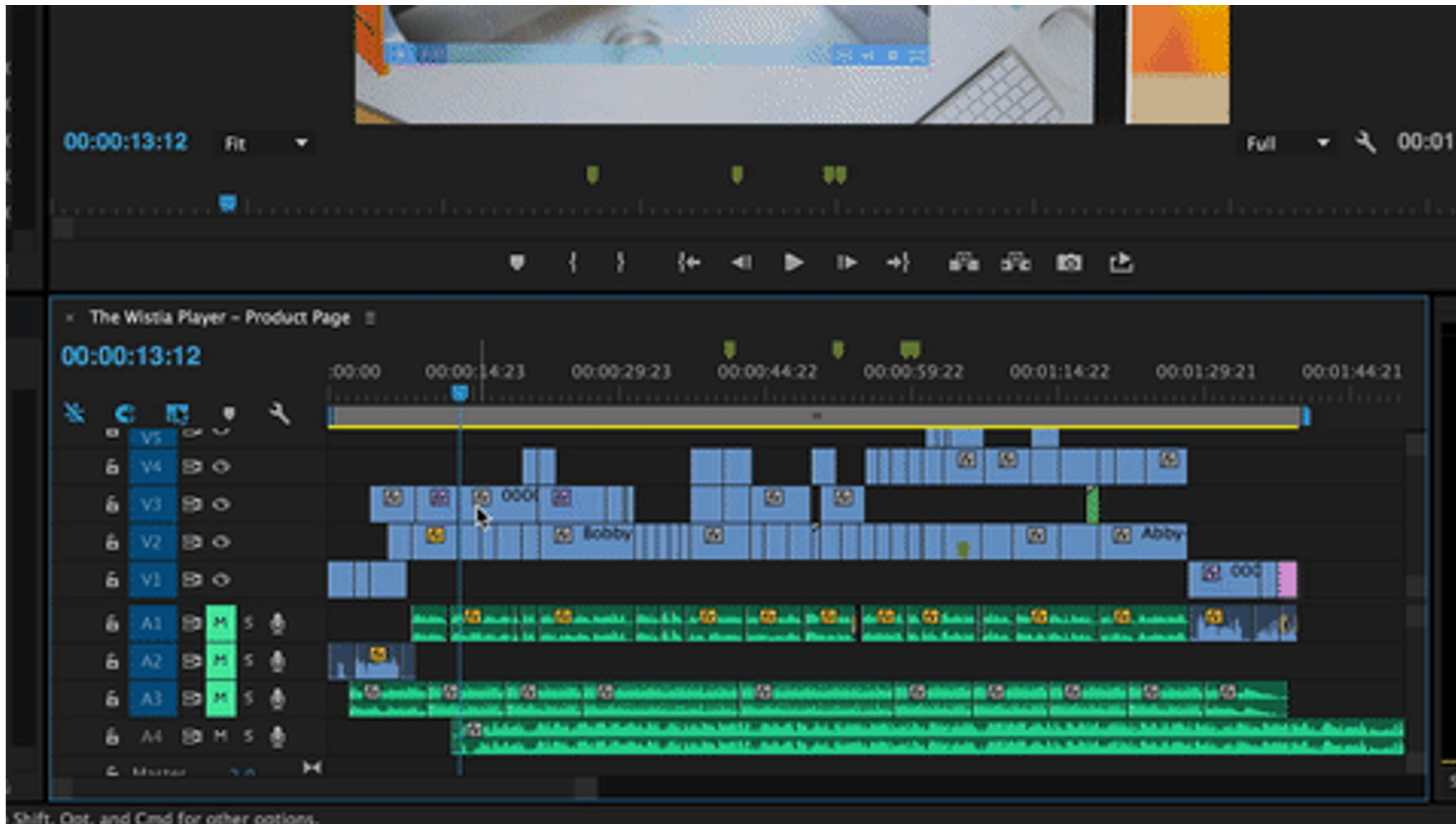


B

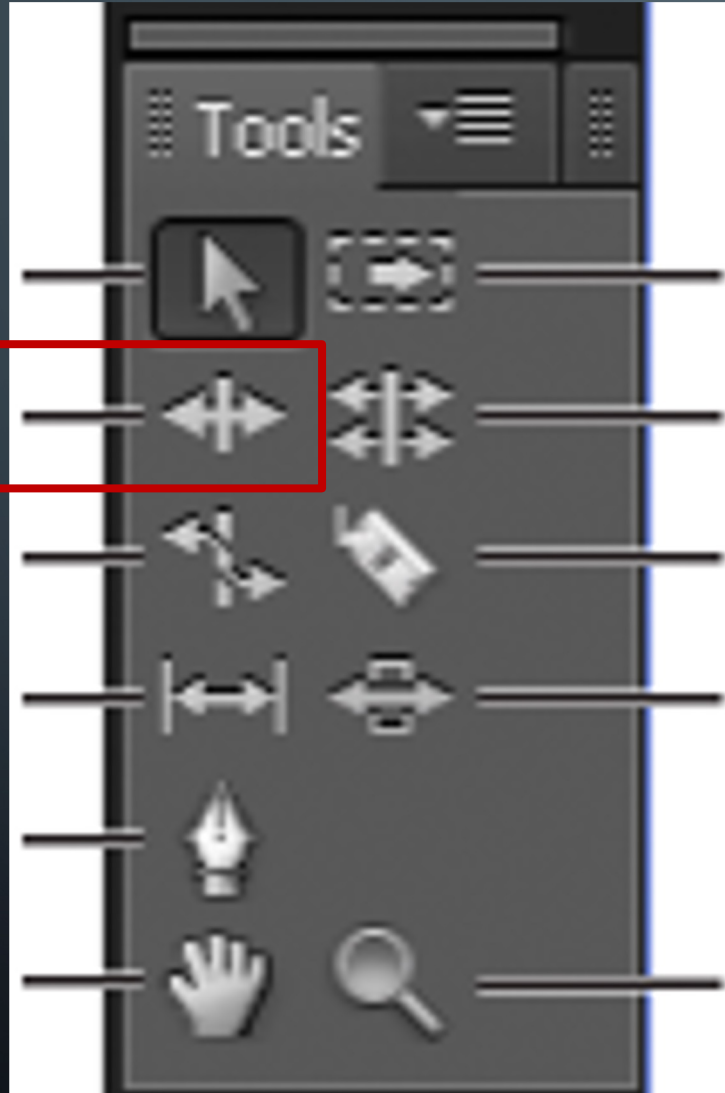
If you want to **select all the clips to the right of the cursor in a sequence.**

- Keyboard shortcut is A

This is used if you want to place a clip or audio in the middle and don't want to move everything individually.



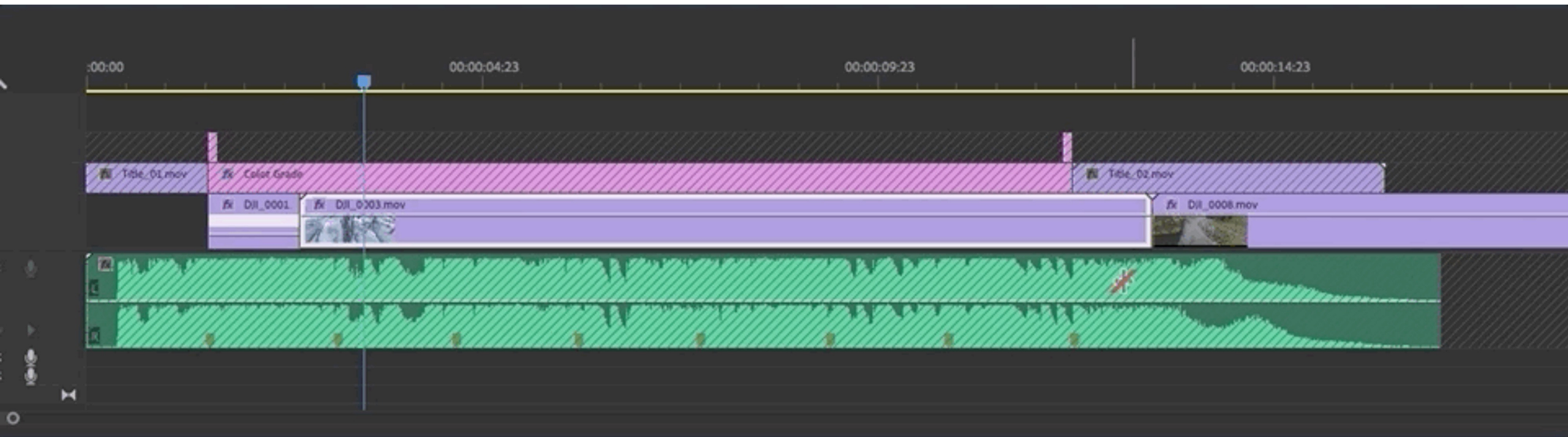
Ripple Edit



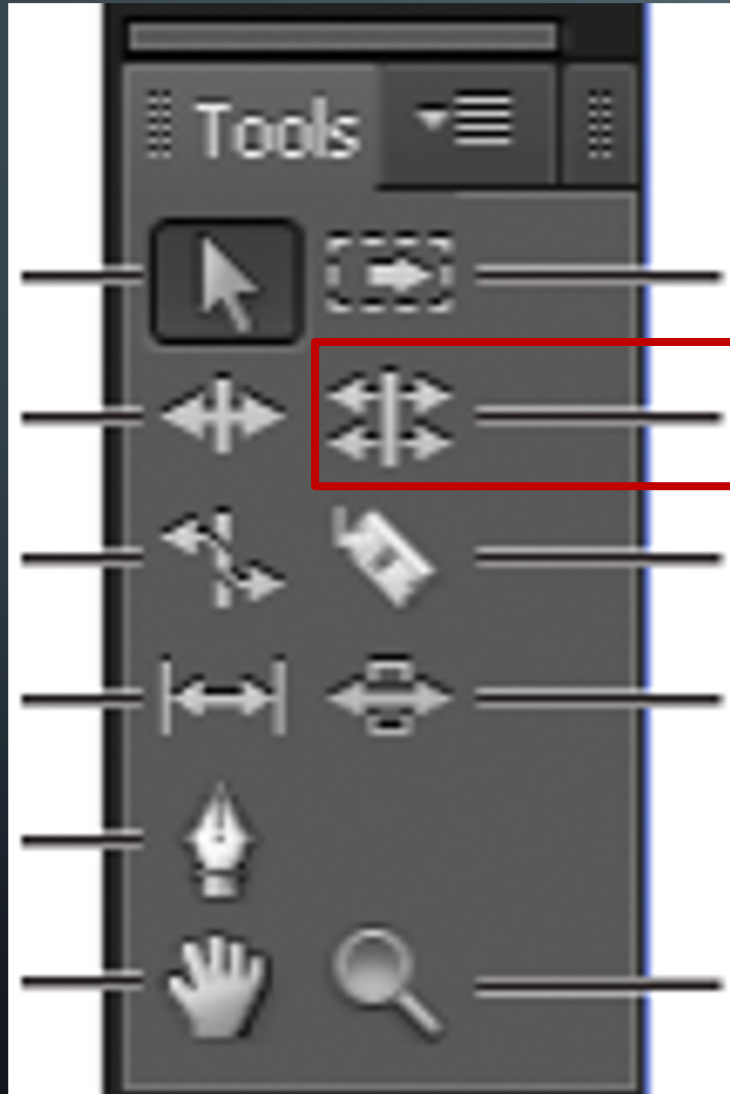
Closes gaps caused by the edit and preserves all edits to the left or right of the trimmed clip.

- Keyboard shortcut is B

If you want to change the duration of a clip that is already on your editing sequence, then you can use this tool to move one end and it moves the clips afterwards to avoid creating a gap



Rolling Edit

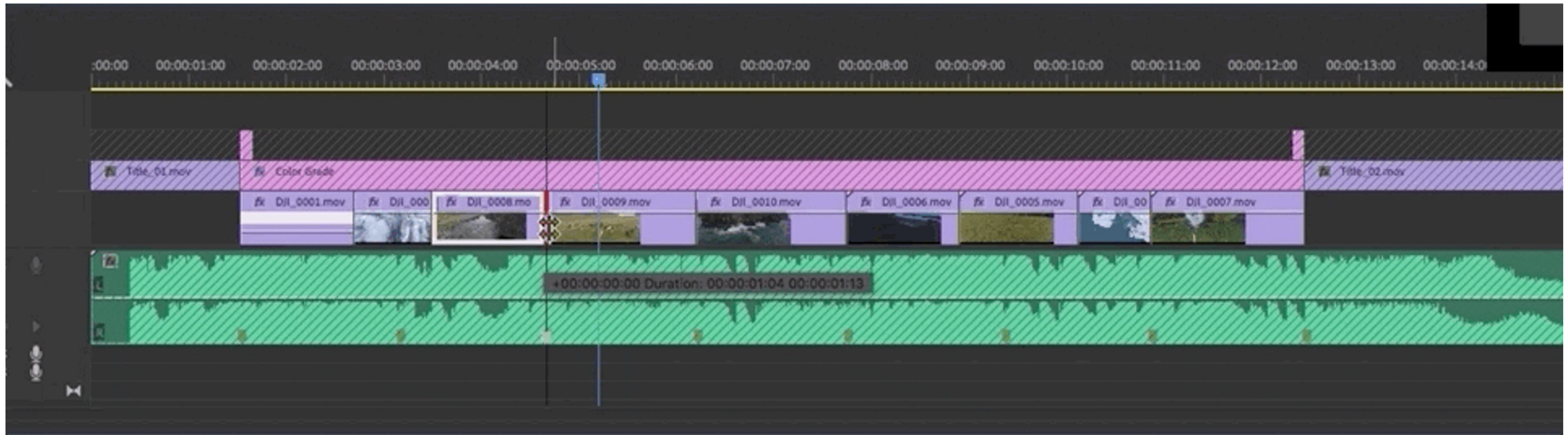


D

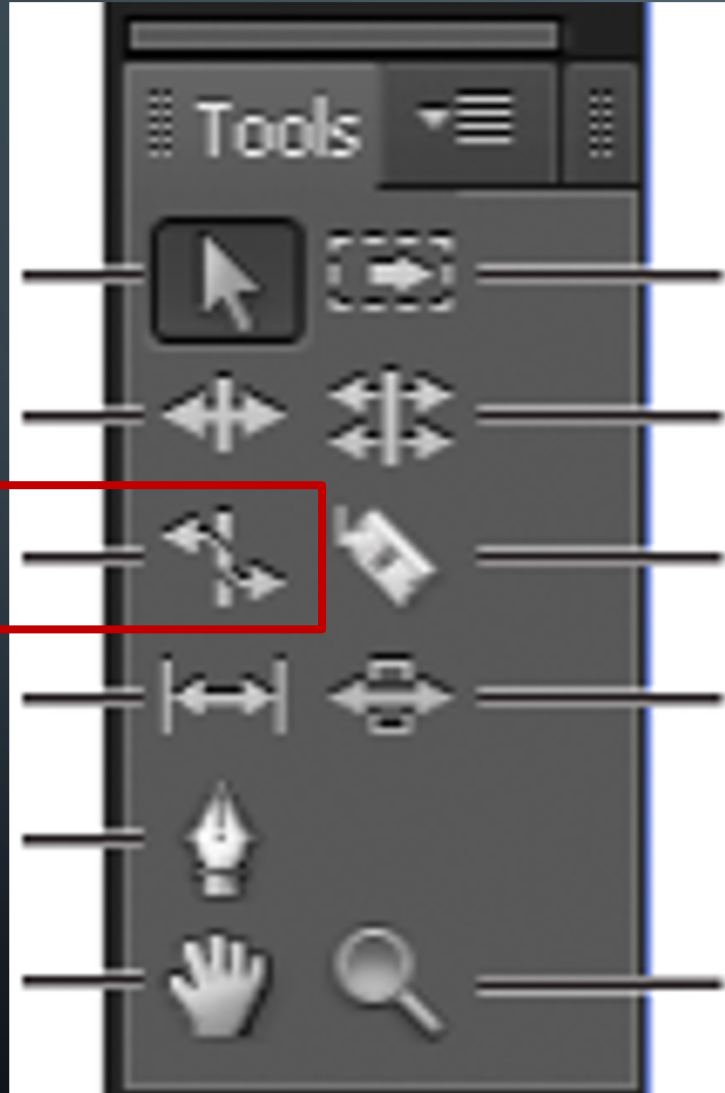
Used to roll the edit point between two clips in a Timeline.

- Keyboard shortcut is N

This changes the durations of two clips. As one gets shorter, the other gets longer. Only affects 2 clips.



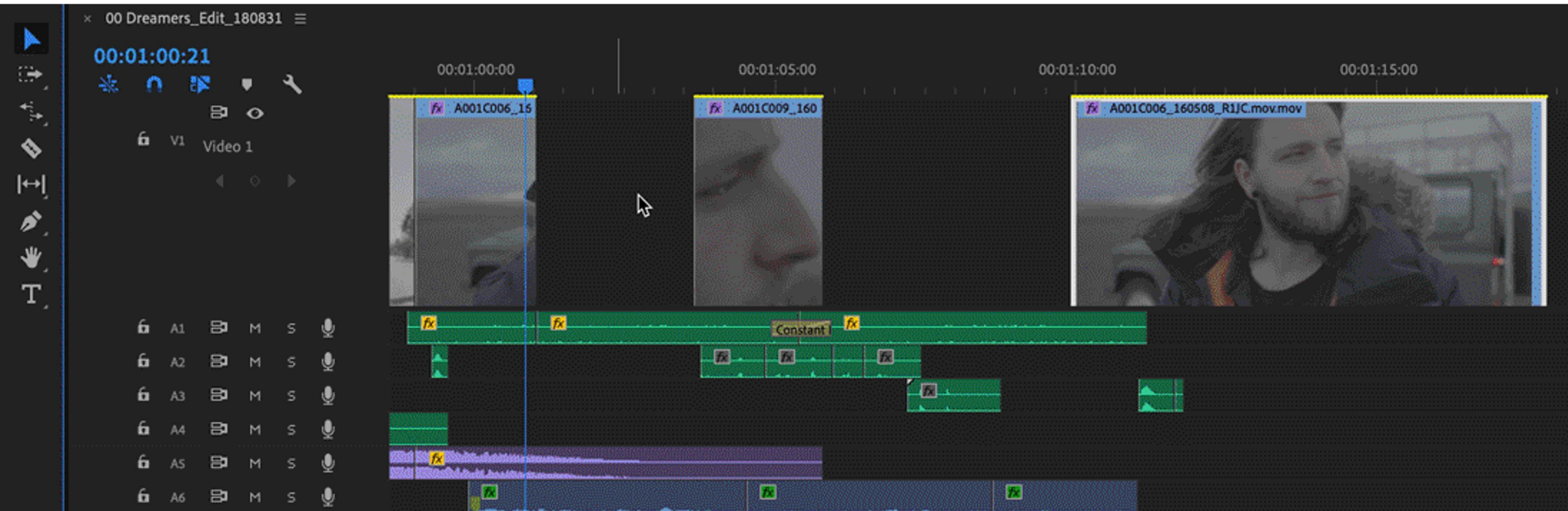
Rate Stretch



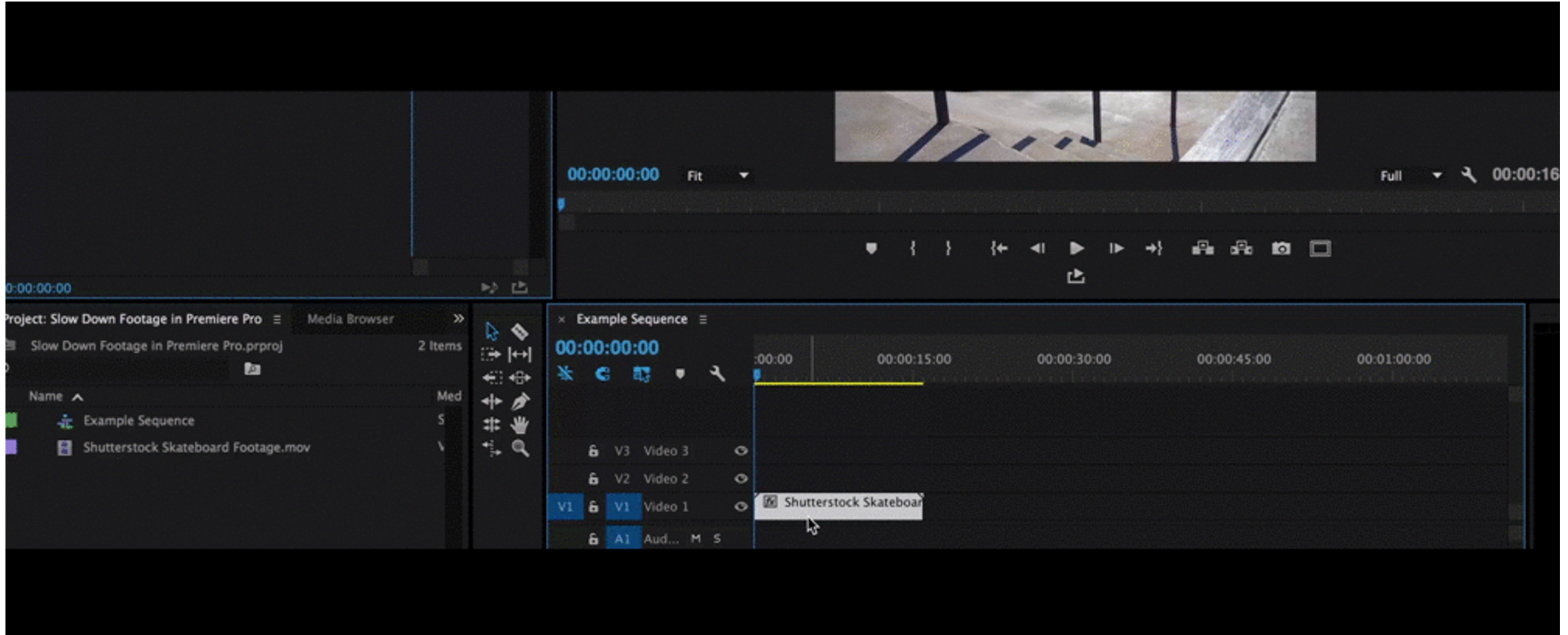
It changes speed and duration, but leaves the In and Out points of the clip unchanged.

- Keyboard shortcut is R

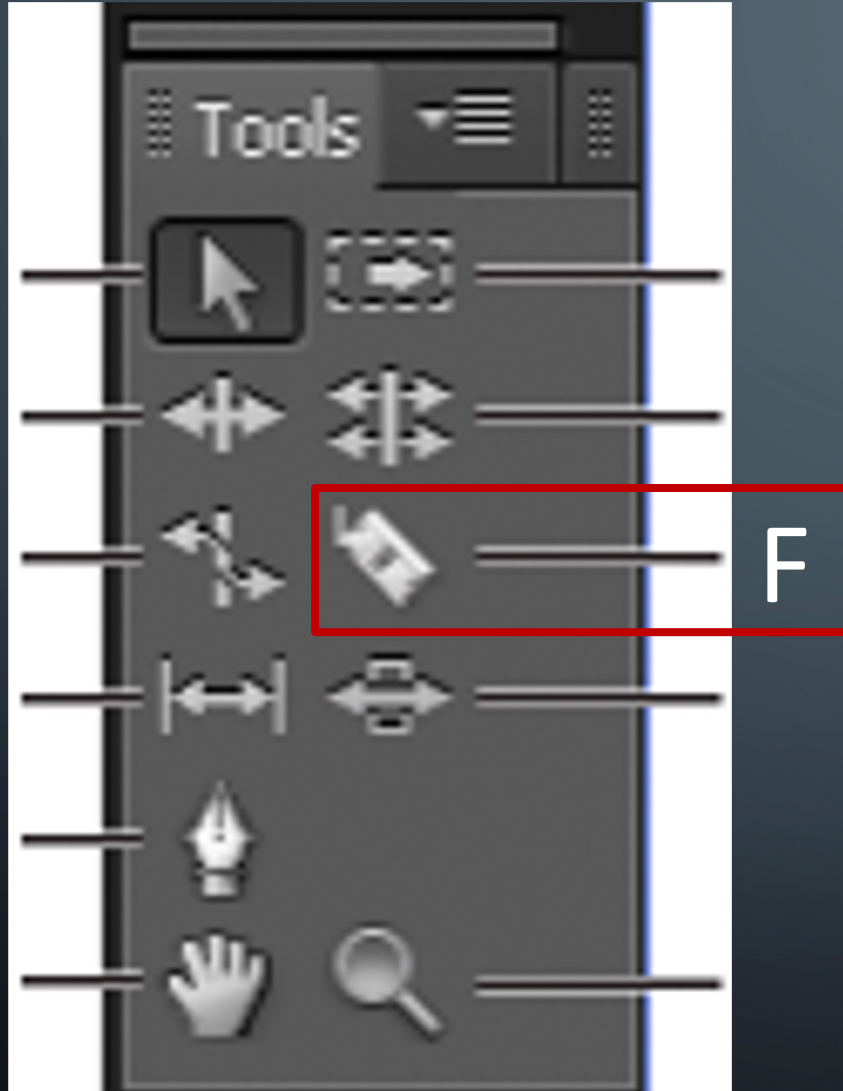
The “longer” a clip looks the slower the motion, the “shorter” a clip looks the faster the motion. You can change your speed by using this tool



You can also right click on a clip and change speed and duration as well by choosing a numerical number.



Razor



Used to **make one or more incisions in clips** in a Timeline. This can cut (like scissors) any clip into multiple pieces that can be moved about

- Keyboard shortcut is C

:00:00

00:00:00:15

00:00:01:00

00:00:01:15

00:00:02:00

00:00:02:15



Skipper Skuff.jpg

Skipper Skuff.jpg

Clip0005 ER.mov [V]

S

S

S

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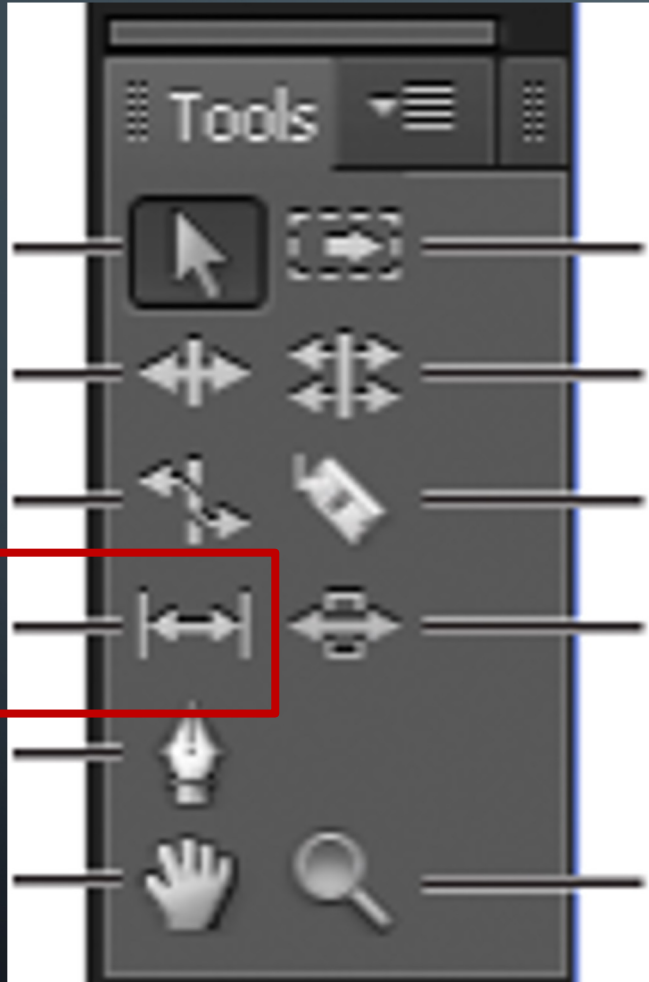
0



SLIP

Used to change the **In and Out points of a clip in a Timeline**, while keeping the time span between them constant.

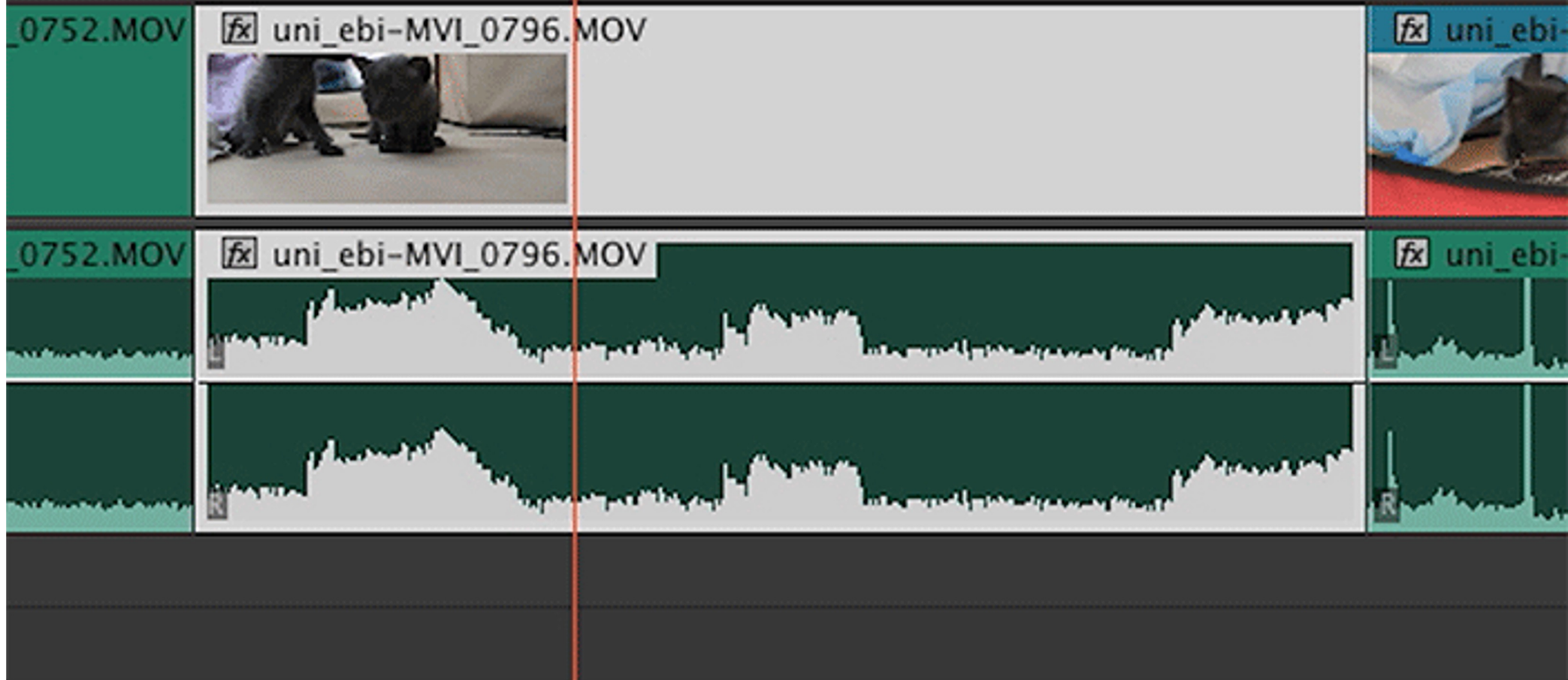
- Keyboard shortcut is Y



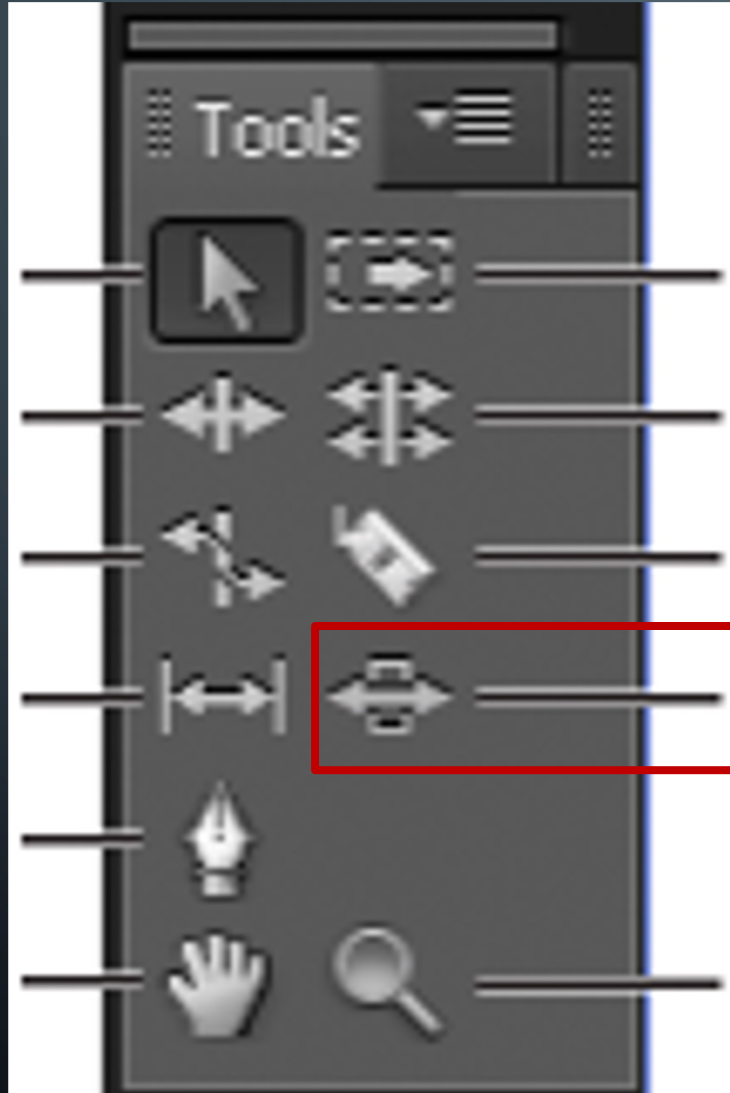
G

Let's say you don't like a portion of the clip you chose, you can use this tool to slip it to a portion without changing the overall duration of the clip

duration of the clip



Slide



Used to **move a clip to the left or right** in a Timeline while **simultaneously trimming the two clips that surround it.**

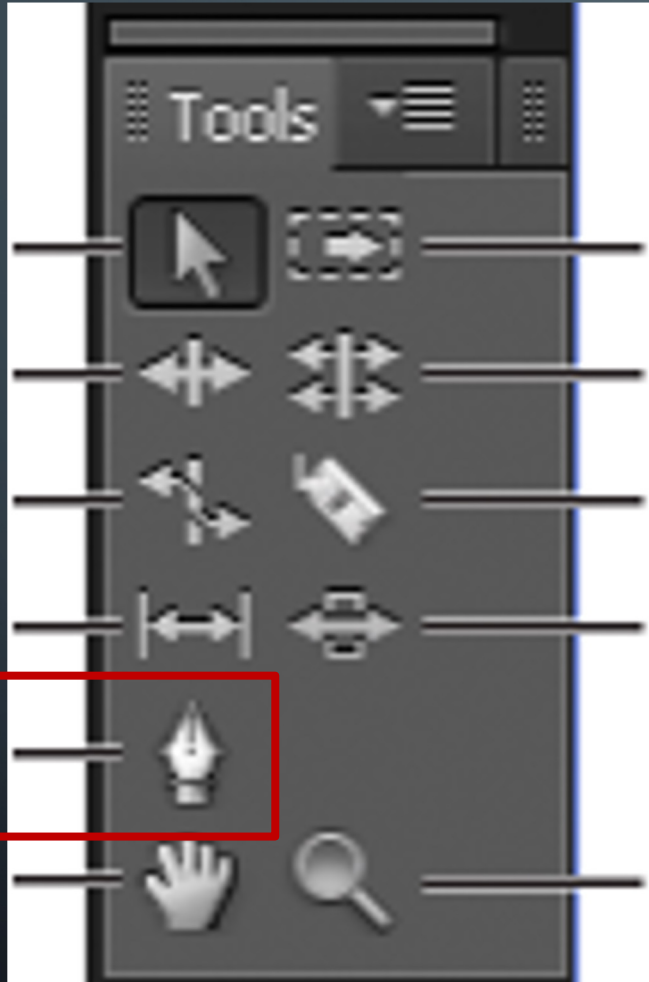
H

- Keyboard shortcut is U

You want to move your clip but not leave any gaps, when you slide, it affects the surrounding clips only.



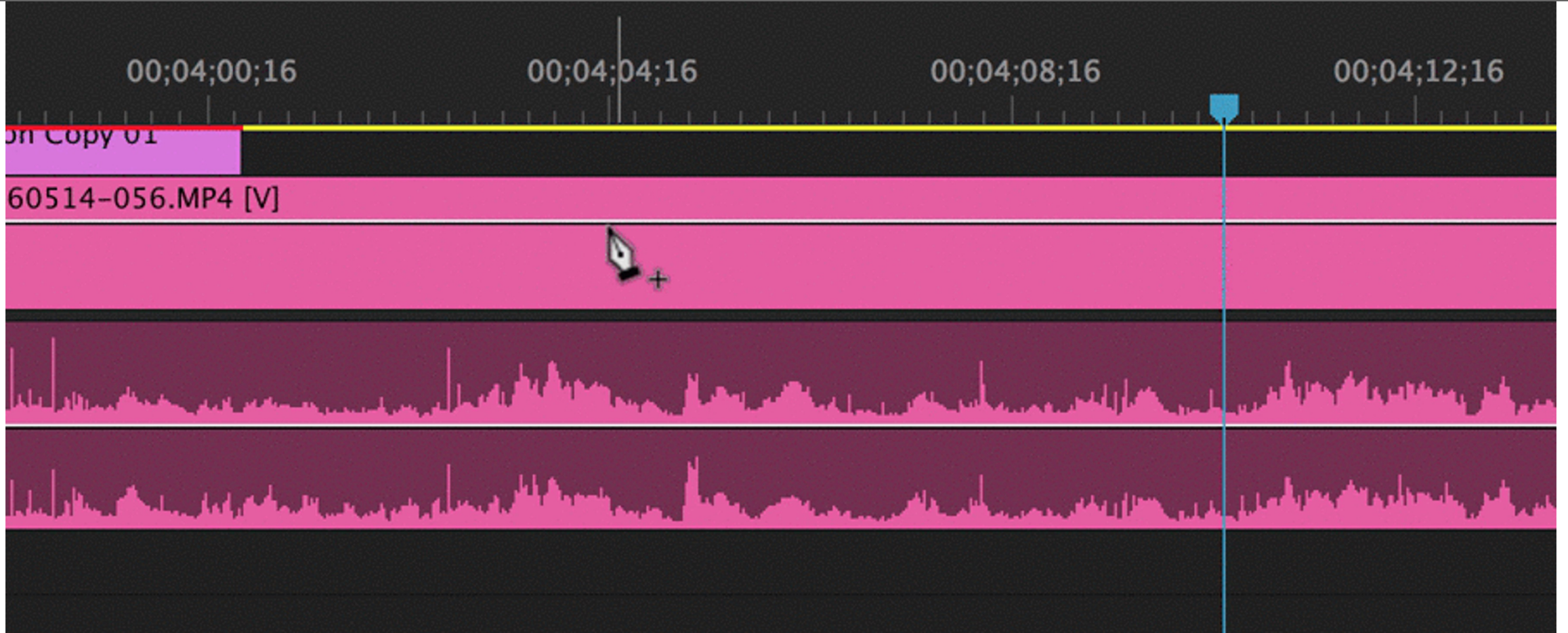
Pen Tool



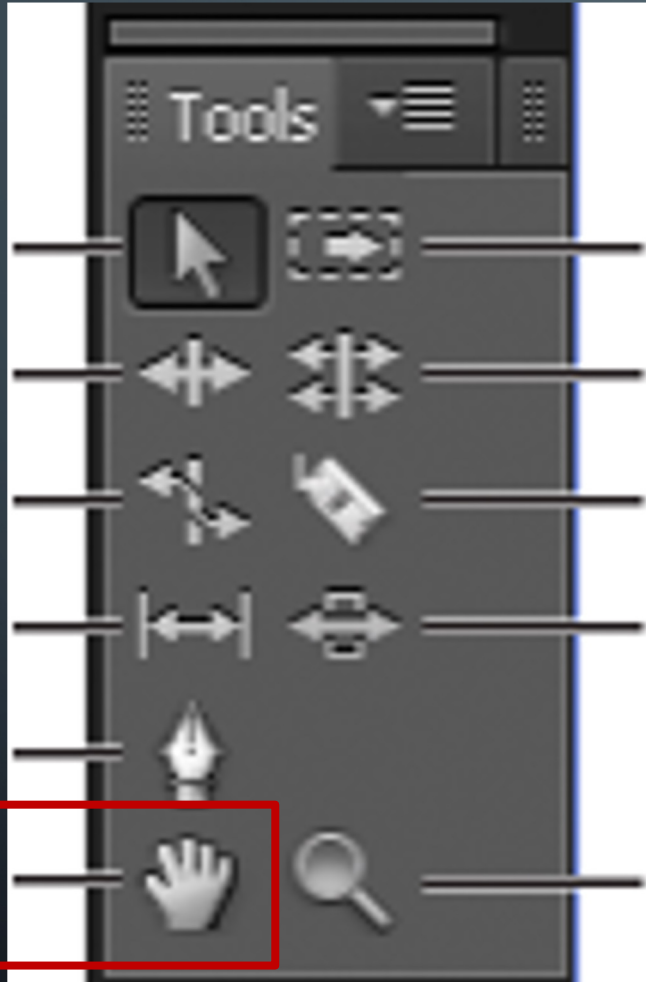
Used to set or select keyframes, or to adjust connector lines in a Timeline.

- Keyboard shortcut is P

This is one way to edit audio (think back to adjust track levels from yesterday). You can also manipulate movement of your footage.



Hand Tool



Used to **move the viewing area of a Timeline** to the right or left.

- Keyboard shortcut is H

00;04;14;16

00;04;16;16

00;04;18;16

00;04;20;16

Ashton Copy 02

Cre

P4 [V]

BT-160514-056.MP4 [V]

BT-160514-



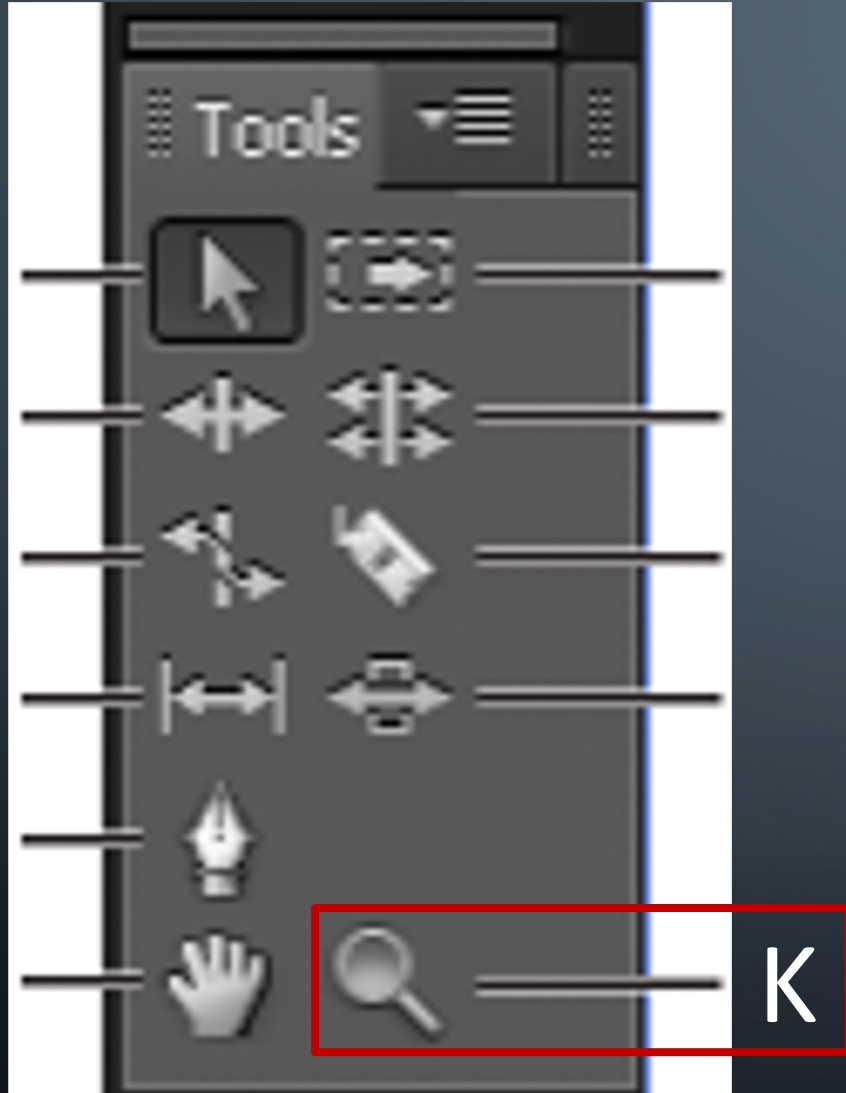
L

L

R

R

Zoom Tool



Click in the viewing area to zoom in by one increment.

- **Alt-click** to zoom out by one increment.
- Keyboard shortcut is Z

01:00:11:09

01:00:16:09

01:00:21:09

uni_ebi-MVI_0752.MOV



uni_ebi-MVI_0796.MOV



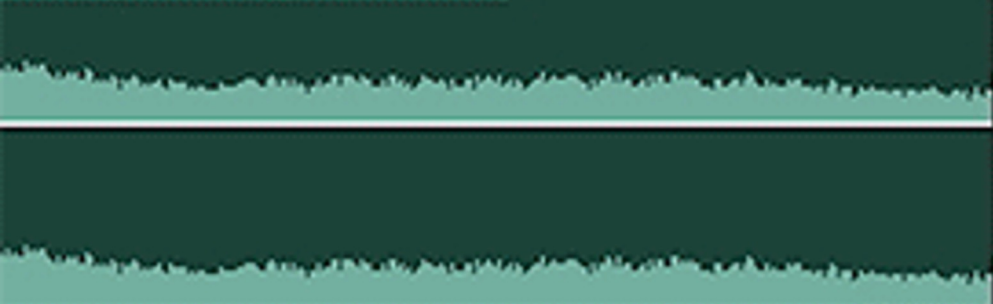
uni_ebi-MVI_0984.MOV



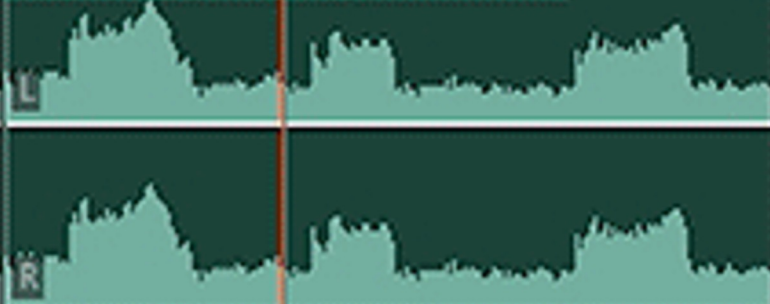
uni_ebi-MVI_1028.MOV



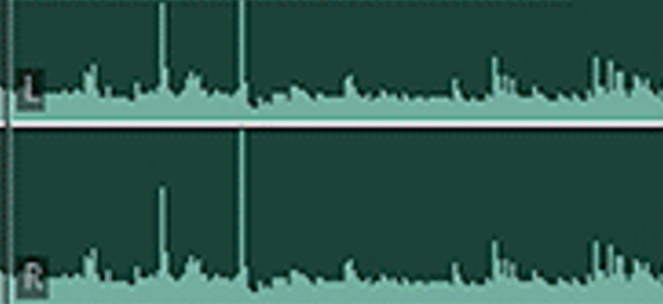
uni_ebi-MVI_0752.MOV



uni_ebi-MVI_0796.MOV



uni_ebi-MVI_0984.MOV



uni_ebi-MVI_1028.MOV



WHAT TO WRITE DOWN - PREFERENCES

We will go
over this in
class

General:

- At Startup: Show Start Screen/Open Most Recent
- Bins: Open in Place/Tab/Window
- Show Tool Tips: On or Off

Appearance:

- Brightness

Audio Hardware:

- Default Input
- Default Output

PREMIERE PRO PANEL SHORTCUTS

Project Panel	Shift + 1
Source Monitor	Shift + 2
Timeline Panel	Shift + 3
Program Monitor	Shift + 4
Effect Controls	Shift + 5
Audio Track Mixer	Shift + 6
Effects	Shift + 7
Audio Clip Mixer	Shift + 9