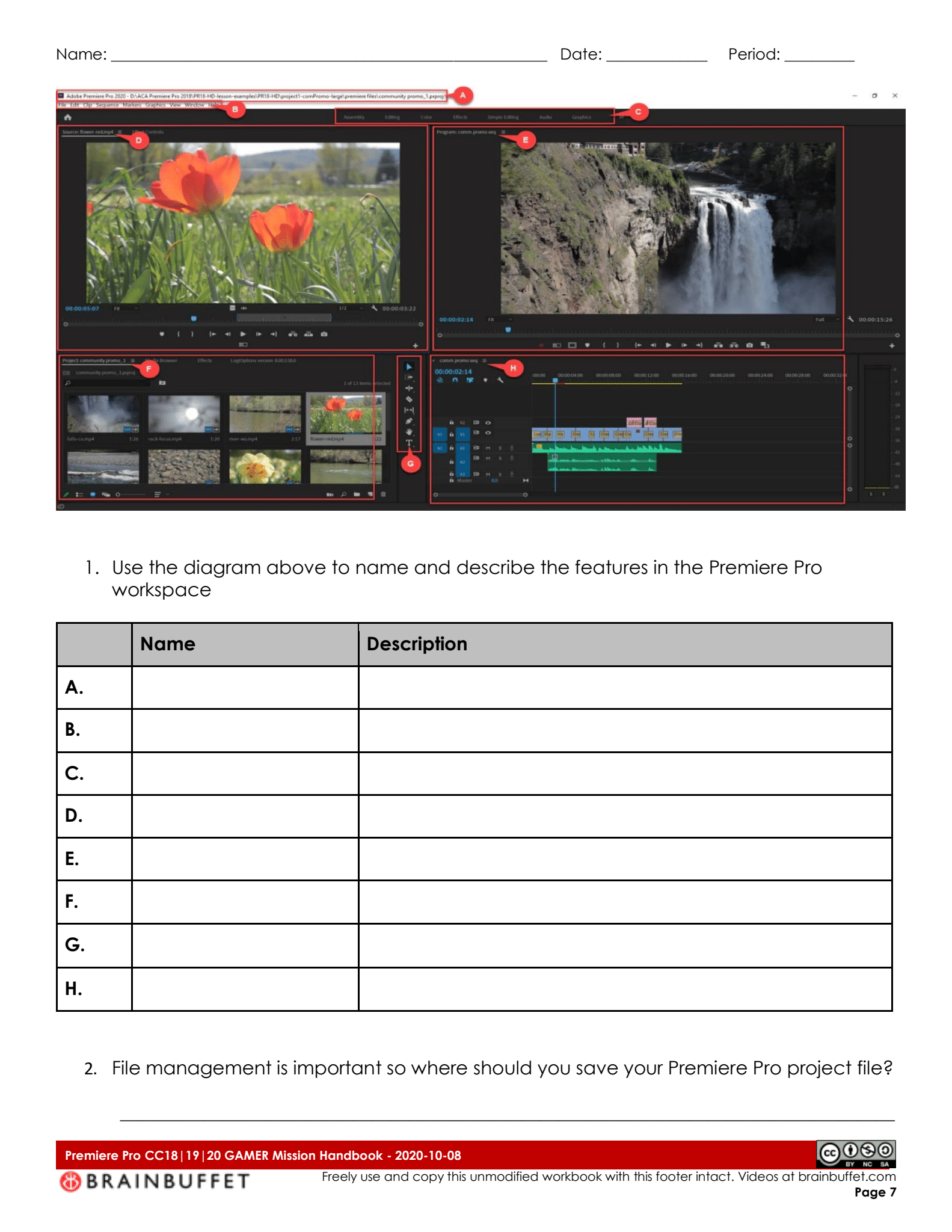
1. Premiere Pro Interface Layout

Label the Premier Pro Interface:

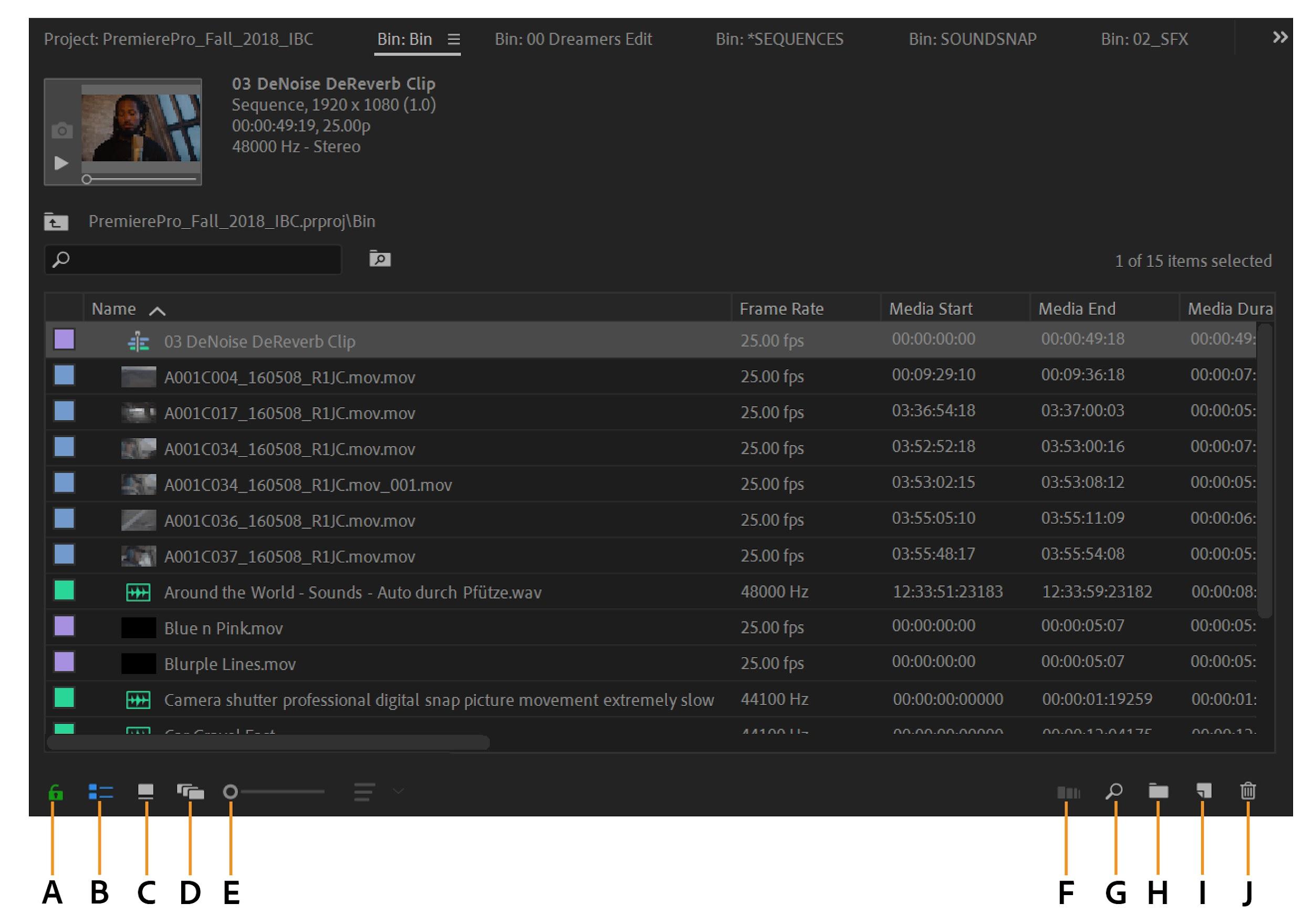
|  |  |
| --- | --- |
|  | Name |
| A. |  |
| B. |  |
| C. |  |
| D. |  |
| E. |  |
| F. |  |
| G. |  |
| H. |  |

|  |
| --- |
| 1. Project Panel (Shift+1):   Define:  **Importing Methods:**      **How do we Import a Folder**:  **Describe Bins**:  **How do we create a bin**:  **How do we rename bins & media**:  **What are the 2 View types:**:      **What does the new item button do**: |

1. **Project Panel Icons:**

|  |  |  |
| --- | --- | --- |
| List View | Icon View | Indicates |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  | no icon |  |

|  |
| --- |
| 1. Project Panel (Shift + I):   Define: |



|  |  |
| --- | --- |
|  | **Label the parts of Project Panel:** |
| A. |  |
| B. |  |
| C. |  |
| D. |  |
| E. |  |
| F. |  |
| G. |  |
| H. |  |
| I. |  |
| J. |  |

|  |
| --- |
| 1. Source Monitor Panel (Shift+2):   Define: |

|  |  |
| --- | --- |
| **A picture containing text, tree, display, electronics  Description automatically generated** | |
| **Label the Parts of the Source Monitor Panel: Part 1** | |
| **A.** |  |
| **B.** |  |
| **C.** |  |
| **D.** |  |

|  |  |
| --- | --- |
| Graphical user interface  Description automatically generated with low confidence | |
| **Label the Parts of the Source Monitor Panel: Part 2** | |
| **A.** |  |
| **B.** |  |
| **C.** |  |
| **D.** |  |

|  |  |
| --- | --- |
| **A screenshot of a video game  Description automatically generated** | |
| **Label the Parts of the Source Monitor Panel: Part 3** | |
| **A.** |  |
| **B.** |  |
| **C.** |  |
| **D.** |  |

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| --- |
| 1. Timeline Panel (Shift+3):   Define:  **CTI**:  How do we read **Timecode:**  **Shortcut to Show All Clips on your timeline**:  What is the **default # Tracks** for video & audio:  How do we **Expand** **Track**:  Describe **Audio Rubber Band**:  How do we **Unlink/Link Audio & Video**:  How do we access **Clip** **Speed**/**Duration**:  **Keyboard shortcuts** for reviewing video:  What is **Ripple** **Delete**:  How do we **Rename a Track:** |

|  |  |
| --- | --- |
|  | |
| **Label the Parts of the Timeline Panel: Part 1** | |
| **A.** |  |
| **B.** |  |
| **C.** |  |
| **D.** |  |

|  |  |
| --- | --- |
|  | |
| **Label the Parts of the Timeline Panel: Part 2** | |
| A. |  |
| B. |  |
| C. |  |
| D. |  |

|  |
| --- |
| 1. Program Monitor Panel (Shift+4):   Define:  **Similar to Source Monitor, except for**:  **Lift**:  **Extract**:  **Safe** **Margins**:  **Source Monitor vs. Program Monitor**  **Source**:  **Program**:  **Markers**: |

|  |  |  |
| --- | --- | --- |
| Lift |  |  |
| Extract |  |  |
| Safe Margins |  |  |

|  |  |
| --- | --- |
| 1. Effect Controls Panel (Shift+5):   Define:  **By default each clip has:**   * **Video**:   + **Motion**:   + **Opacity**:   + **Time remapping:** * **Audio**:   + volume   **Keyframes**:  **Toggle Animation:** |  |
|
| 1. Effects Panel (Shift+7):   Define:  **How to Apply Effects**:  **Default Video Transition**:  **Default Audio Transition**:  **Shortcut** to Apply Default Transition:  **Dip** **to** **Black**: |  |
| 1. Audio Track Mixer Panel (Shift+6):   Define:  List **Sliders**: |  |

|  |  |
| --- | --- |
| 1. Audio Clip Mixer Panel (Shift+9):   Define:  List **Sliders**: |  |
| 1. Audio Level Meter:   Define: |
| 1. Exporting:   Define:  **Shortcut** -  **What can we Export** from our project:  **Source** **Range**:  List **Still** **File** **Formats**:  List **Video** **File** **Formats**:  List **Audio** **File** **Formats**:  **Output** **Name**: | |

|  |  |  |
| --- | --- | --- |
|  | | |
| **Label the Export Panel:** | | |
| A. |  |  |
| B. |  |  |
| C. |  |  |
| D. |  | Define:  What are the options we can select: |