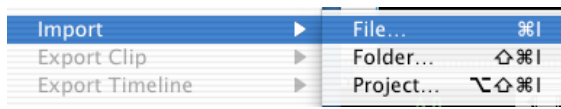


# **Adobe Premiere 6.5 Tutorial**

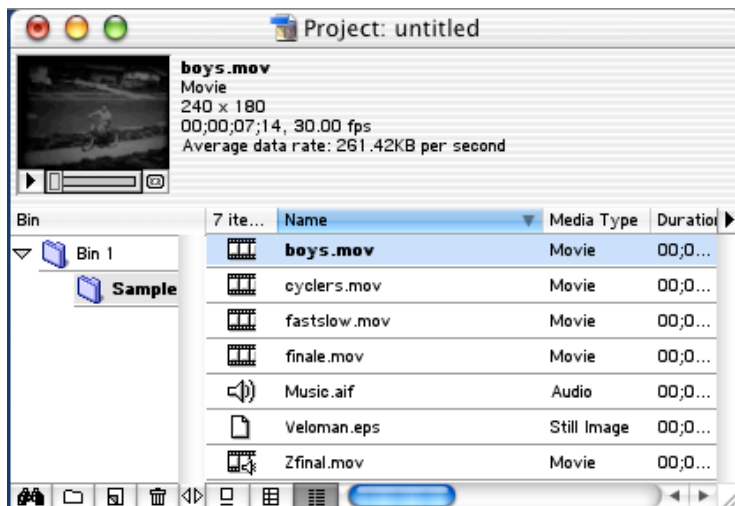
# Adobe Premiere 6.5 Tutorial

*Note: Before we begin, we need to set the project settings. Double-click the Premiere 6.5 icon to launch the application. You should get a **Load Project Settings** window. We want to take advantage of Premiere 6.5's new Real-time Preview capability, so under the **DV – NTSC Real-time Preview** folder (click the little gray triangle if necessary to reveal the folder contents), select **Standard 48kHz** for our project settings. This will be the default working mode for our project. Then click the OK button to finish launching Premiere 6.5.*

1. Go under the **File** menu and select **Import>Folder**. Navigate to the Adobe Premiere 6.5 application folder and select Sample Folder. Click the **Choose** button and the sample folder and its contents will be imported into Bin 1 in your Project window.

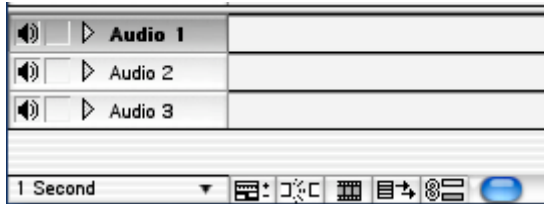


2. Double click the **Sample Folder** icon under Bin 1 in the Project window to reveal the contents of the folder. You should see the following files: **Boys.mov**, **Cyclers.mov**, **Fastslow.mov**, **Finale.mov**, **Music.aif**, **Veloman.eps**, and the movie we are trying to recreate, **Zfinal.mov**.

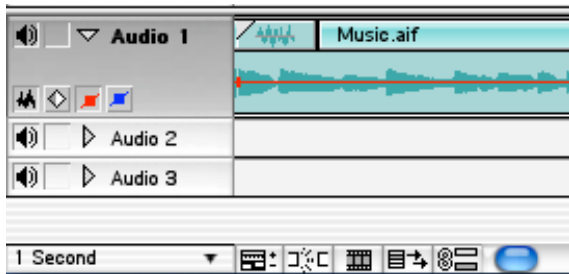


3. Before we start, let's take a look at **Zfinal.mov** (the last one in the list in the Project Window). Double-click its icon. It will open to a new window that will allow you to play the movie. Go ahead and watch the movie to get an idea what we're shooting for. You may close this window now. You can open it again anytime you need to refer to it.
4. We need to set a good view for our movie in the Timeline window. Since the movie will be about 30 seconds long, let's set the Time Zoom Level to 1 second if it isn't already, so we'll be able to see most of the movie without scrolling. To do this, click

on the pull-down menu in the lower left corner of the Timeline window and select 1 Second. You'll see the numbers at the top of the Timeline window will change to 1 second intervals. This is the Time Zoom Level and you can adjust it to suit your needs as you work.



5. Now let's add the soundtrack. Click on **Music.aif** in the Project window, and drag it down into the Audio 1 track. The track will turn black, signifying that you may drop the item on that track. Click on the triangle next to Audio 1 to see the sound track's sound wave. We'll use this to help synchronize the sound and the video.



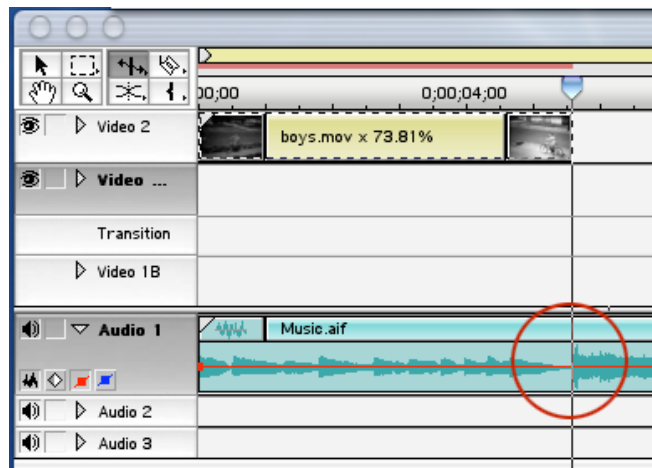
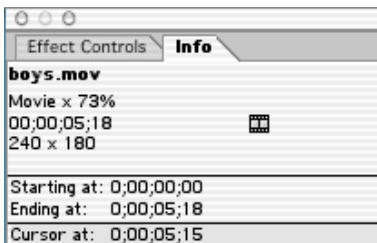
6. If you look at the finished movie, you'll see that it starts with a clip from **boys.mov**. Double click on the boys.mov to open it in its own window. We see that this clip is much longer than the one we're going to use for the final movie, so let's edit its length before dragging it to the Timeline. Move the blue downward-pointing arrow (the playhead) to about **00;00;04.03**. Now click on the right-facing bracket at the bottom of the clip window. It looks like this: } (it's circled in the image below). This sets an outpoint for the video. You'll see that the play area turns yellow, indicating that this is the cropped area of the clip. You can likewise set an inpoint for the clip by clicking on the left-facing bracket, somewhere along the play area, however, we don't need to do that with this clip. Now click on the video in the clip window and drag it to the Video 2 track. Like the audio clip we dragged earlier, the track will turn black, allowing us to drop it there.



7. Our video is still a bit short, so we'll need to lengthen its duration a bit. We'll use the



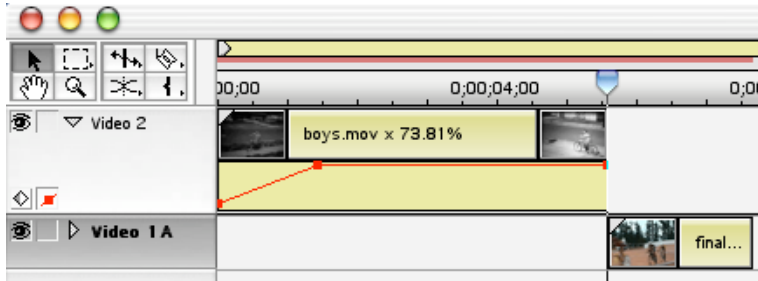
Rate Stretch Tool for this. If you don't see it in your tool bar, click and hold down in the area marked above in the red circle. You'll see other choices there as well. Any time a tool has a right-facing triangle, it means that there are other choices in addition to what is actually showing. We want the video to be about **00:00:05:18** in length. To accurately see the clip's length in the timeline, go under the Window menu and select Show Info. The Info window appears. The Info window is going to be your best friend in Premiere. Now select the Rate Stretch Tool icon in the tools menu on the left side of the timeline, and position it over the right edge of the Boys.mov in the Timeline window. You'll see the tools icon appear there. Now, watching the Info window, drag the right side of boys.mov until the cursor reaches **00:00:05:18**. The movie is now a bit longer, and will play a bit slower than before. Looking at the Audio 1 track, the boys.mov clip should end just as the music changes.



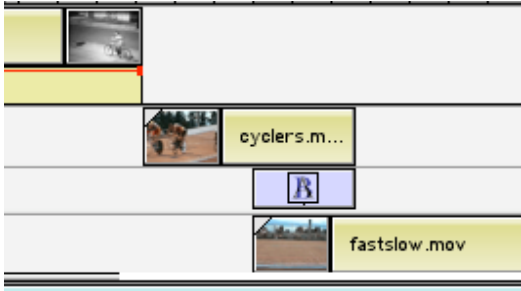
- We also see in our finished movie that the video fades up from black. To do this, click on the little triangle next to **Video 2**. It will reveal a couple of control icons. Click on the red square with the diagonal line going through it. This will make a red line (the Opacity Rubber Band) appear under the clip. This line controls the opacity of the video and is not available on the **Video 1A** and **Video 1B** tracks (that's why we put our clip on the **Video 2** track). Right now it's set to 100%. Click on your arrow tool, then click on the red line at about 1 1/2 seconds into the clip (the third tick mark). This will make a **keyframe** appear on the red line. Now drag the point to the left of your new keyframe down to the bottom so that the red line will angle up to your new keyframe. This sets the opacity to 0% (black) at the beginning of the clip, then it will gradually change to 100% opacity at 1 1/2 seconds into the clip, making the clip appear to fade in. That wasn't too hard, was it?



- Our next clip will be a section from **cyclers.mov**, so double click on it to open it in a Clip window. Place an outpoint (right bracket) at **00:00:02:21**, then drag the clip into the Timeline into the **Video 1A** track. Move it so it is just to the right of the clip you have in the **Video 2** track. It should snap into place there.

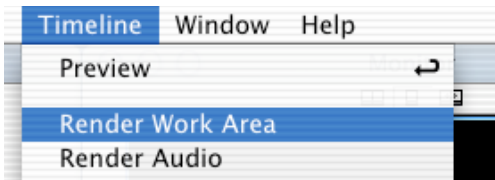


- Close the Clip window and then open a new one by double clicking on **fastslow.mov**. Set an inpoint at **00:00:00:00** and an outpoint at **00:00:04:17**. Drag this video clip to the Timeline into the **Video 1B** track. This time, since we need to add a transition, make it overlap the clip in **Video 1A** by about a second. Looking at your Info window, the left side of the clip you're adding should start at around **00:00:07:00** and end where the audio in the **Audio 1** track wave form changes.



11. Now we'll add the transition. Under the **Window** menu, select **Show Transitions**. In the Transitions window, click on the gray triangle next to the **Dissolve** folder, then double click on **Cross Dissolve**. A window will open showing a sample of the dissolve. You can adjust how much of each movie clip to start and end the dissolve with, but we're going to leave it starting at 0% and ending at 100%. Close the Cross Dissolve setting window. Now drag the **Cross Dissolve** icon from the Transitions window to the **Transition track** between the Video 1A and 1B tracks. It should go into the area of overlap between the 2 clips in those tracks. It will automatically fill up the space for the length of the overlap of the 2 clips.

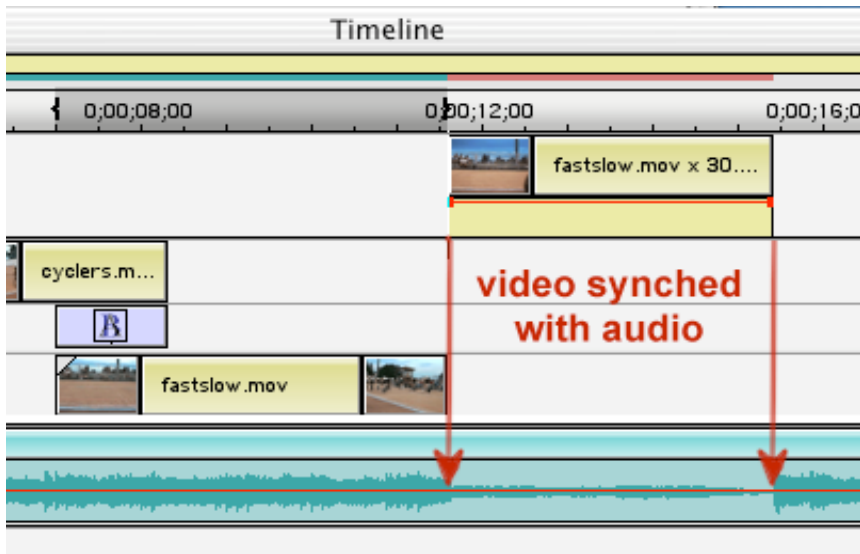
12. At this point, let's stop and see what we've got so far. Since transitions and fades need to be rendered before we can see the results of what we've done, go up under the **Timeline** menu and select **Render Work Area** (the second choice). Premiere will then bring up a status window showing how many frames need rendered and what the status of the rendering is. Once that's through, the monitor window should begin playing the movie. You can stop it after the video stops playing. Otherwise it will keep playing the soundtrack.



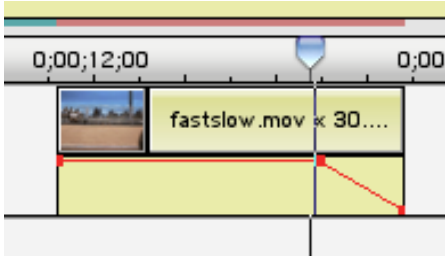
13. The next portion of the video is the slow-motion bike. Open **fastslow.mov** in a clip window. The inpoint will be at about **00:00:04:18** and the outpoint will be at the end of the clip. Drag this clip down to the **Video 2** track at about **00:00:11:18** on the timeline. Anytime you want to add transparency or motion, the clip needs to be in Video 2 or higher. We'll be adding a fade to this clip, which is a transparency.



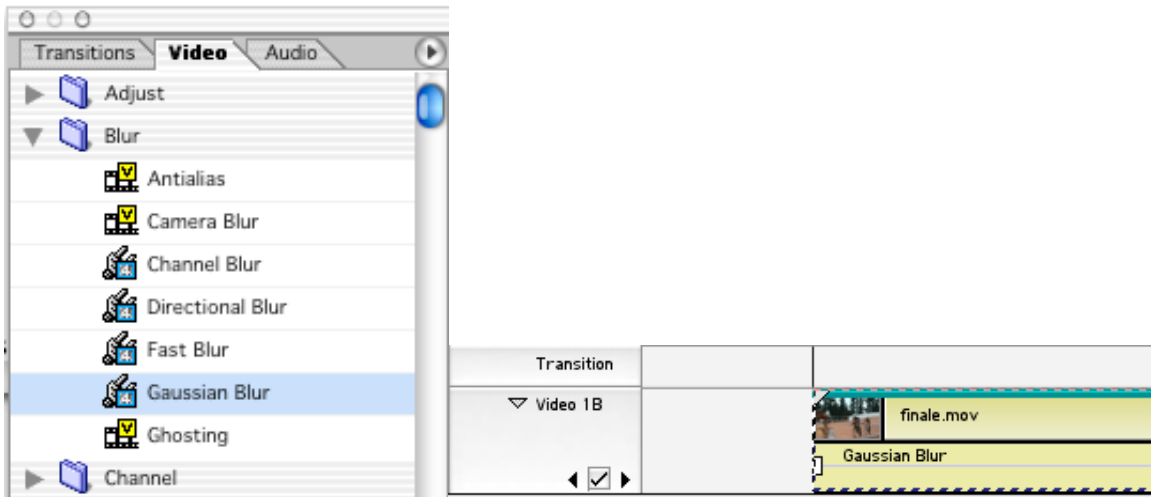
14. If you can't see the sound wave in the **Audio 1** track, click on the triangle next to Audio 1 and then click the first icon below it (the one that looks like a sound wave). You'll see the sound wave in the audio track. Look at where you started this last video clip in Video 2. Does it line up with the start of the subdued part of the audio? This is a great way to get the audio and video in synch. Also, you'll notice that the clip is a bit too short to cover the length of the subdued bit of the sound track. Click on your **Rate Stretch Tool** and drag the right side of the clip till it comes to where the music suddenly changes tempo. Again, this will slow down the video clip, but that's the effect we're going for here.



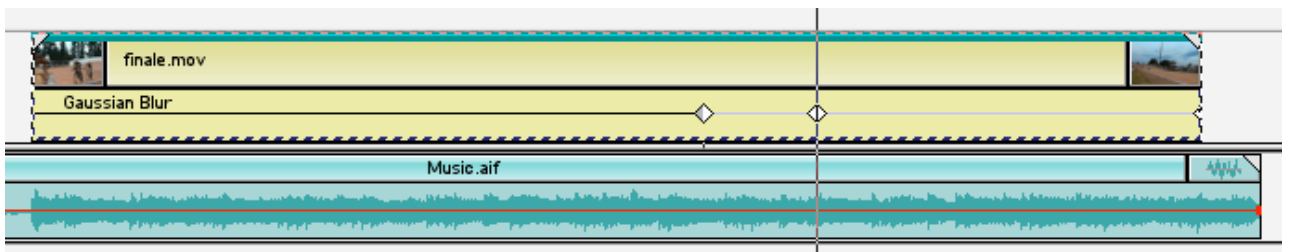
15. There is a fade to black at this point in the final movie, so in the **Video 2** track, make sure you can see the opacity rubber band. Click on a point at **00:00:14.14**, then drag the keyframe at the end of the click down to the bottom so that the red line descends from that point to 0% opacity, like you did for the first clip.



16. The next clip will come from **finale.mov**, but we won't need to edit this movie at all, so just drag it down to the **Video 1B** track. We need to add a blur at the end of the clip, so under the **Window** menu, select **Show Video Effects**. Under the **Blur** folder in the Video Effects window select **Gaussian Blur**, and drag it onto the clip you just put in Video 1B. The clip will turn dark blue, signifying that you are dropping the filter on the clip. Note that video and audio filters are applied directly on the clips, while transitions are applied between clips. A green line will appear at the top of the clip to signify that a filter has been applied. Click the triangle next to **Video 1B** to reveal the rubber band for the filter. You'll see a line with 2 white boxes in the track.

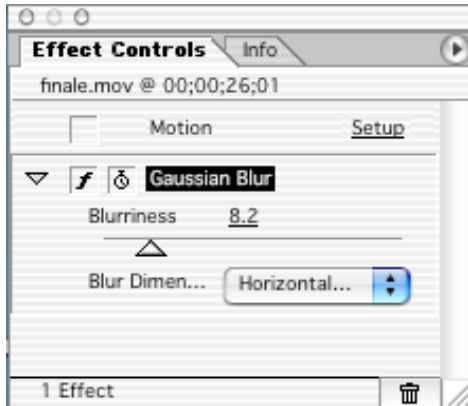



17. We need to set some keyframes on the Gaussian Blur so that it won't affect the whole clip, just the end of the clip. Drag the left white square in the **finale.mov** clip in **Video 1B** to the right until you get to about **00:00:24:14** on the timeline (watch your **Info** window). Now move the **playhead** (the blue triangle in the timeline) to about **00:00:26:00** and click on the white box between the left and right arrows (under Video 1B) to add another keyframe. A white diamond will appear there. Also note that the 2 white squares have changed to diamonds as well.

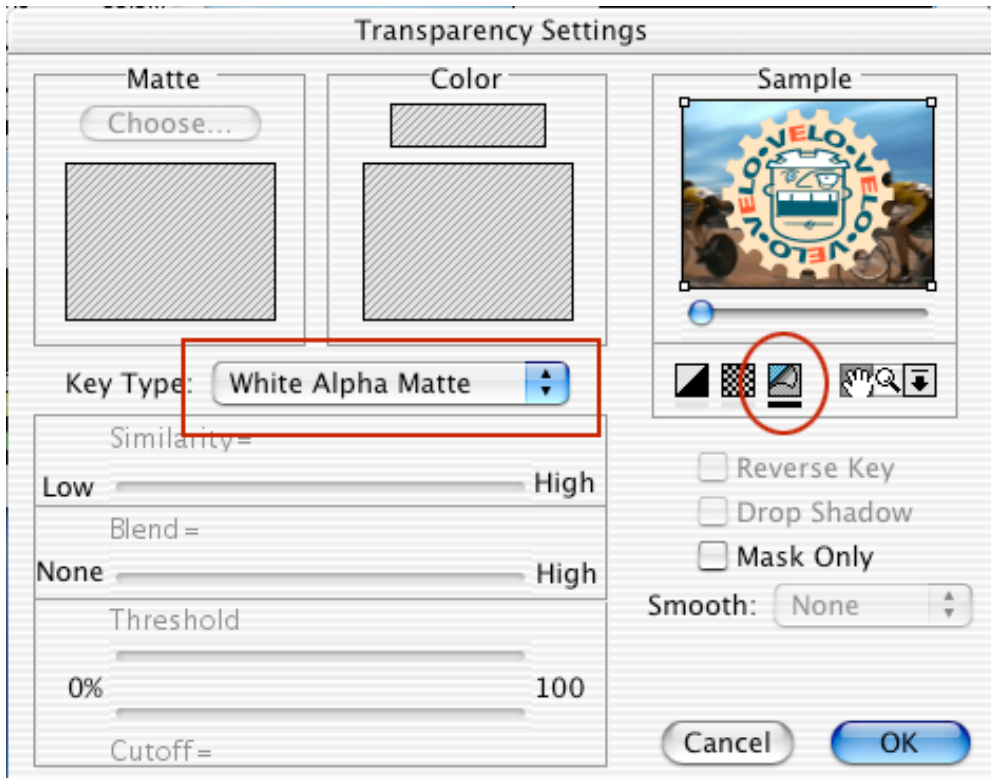




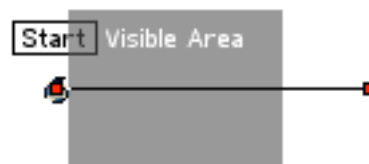
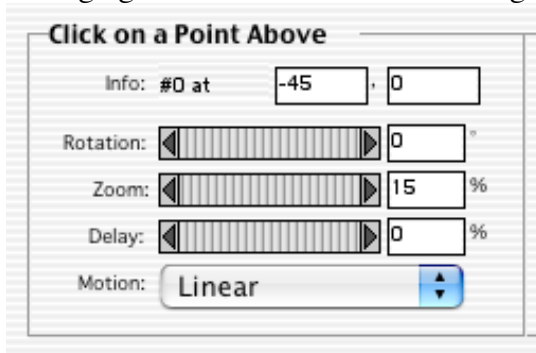
Click on the diamond that you just made at 00:00:26:0. In your **Effect Controls** window (**Windows>Show Video Effects**), drag the **Blurriness** control for the Gaussian Blur to **8.2**. Click on the first diamond (at **00:00:24:14**) and make sure its Blurriness is set to **0.0**. This will make the blur gradually take effect from **00:00:24:14** through **00:00:26:00**.



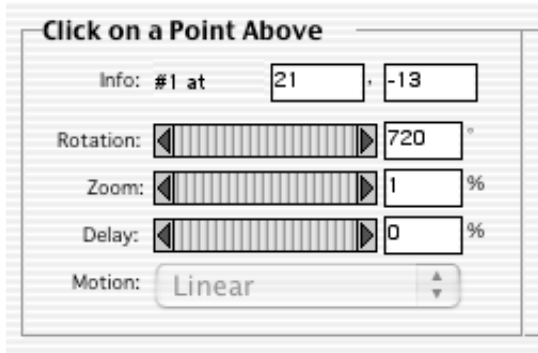
18. The clip still isn't long enough to make it to the end of the sound track, so we need to lengthen it. Rather than toy with the clip's speed too much we're going to stretch the last few frames. Place your cursor at about **00:00:30:00**. Now with your **Razor** tool,  cut the clip where you have the cursor. It will become 2 separate clips at that point. Select your **Rate Stretch** tool and stretch out the last clip till it reaches the end of the audio. We're almost done.
19. Next we add the spinning logo. Drag **Veloman.eps** down to the **Video 2** track starting at the point where your first video effect keyframe is on the last clip (around **00:00:24:14**). With your arrow tool selected, drag the right side of the clip till it goes to the end of the movie. In the **Effect Controls** window, click on the box next to **Transparency**. The **Transparency Settings** window should appear. Next to **Key Type**, select **White Alpha Matte** in the pull-down menu. The white alpha matte makes the white background turn transparent. You should see the Veloman logo appear over the bikers in the background. If you don't see the logo over the video, make sure the **page curl** icon is selected (circled in red). Click **OK**.



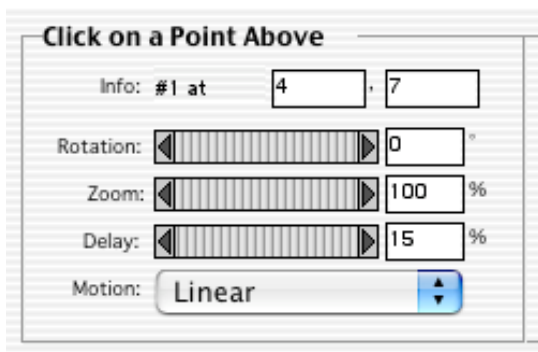
20. Now, with the **Veloman.eps** graphic in **Video 2** still selected, click the box next to **Motion** in the **Effect Controls** window. The **Motion Settings** window appears. In the window at the right, click on the white square to the left of **Visible Area** to select it if it isn't already. Set the **Zoom** to **15%** and click your **Return** key to set the value. The logo gets smaller. Now move the logo next to the edge of "Visible Area".



Click on the white box to the right of **Visible Area**. Set its **Zoom** to **1%**, set the **Rotation** to **720**, and then drag it inside the right edge of the **Visible Area** and up a bit.



21. Now click on the middle of the black line in the **Visible Area**. This will add another **keyframe**. Move this keyframe down a bit below the middle in the Visible Area window. Set the **Zoom** to **100%**. The logo should now increase in size till it gets to the middle, then decrease in size as it goes to the right. We want it to stop in the middle for a while, so set **Delay** (below Zoom) to **15%**. Click the **OK** button.



22. Now **Render Work Area** again (under the **Timeline** menu) and watch your finished video.

