AD23300 Electronic Media Studio
Prof. Fabian Winkler
Fall 2013


Adobe Premiere
Pro CS6

Adobe Premiere Pro CS6

For all question related to Premiere Pro that we cannot address in class, start by looking at the excellent Premiere Pro help: `Help > Adobe Premiere Pro Help`. (Or go to: http://helpx.adobe.com/premiere-pro/topics-cs6.html).

Since we'll work with a combination of different media and project files for this project it is good to start it with an empty folder. You can then copy all your project-related files into it and thus make sure that you don't get any media-offline errors in Premiere (e.g. by accidentally moving a linked media file to a different location).

Before you'll actually get to the Premiere Pro main workspace you have to setup your project. Premiere then saves links to all of your media files in a project file. You should see a screen like this, select "New Project:"
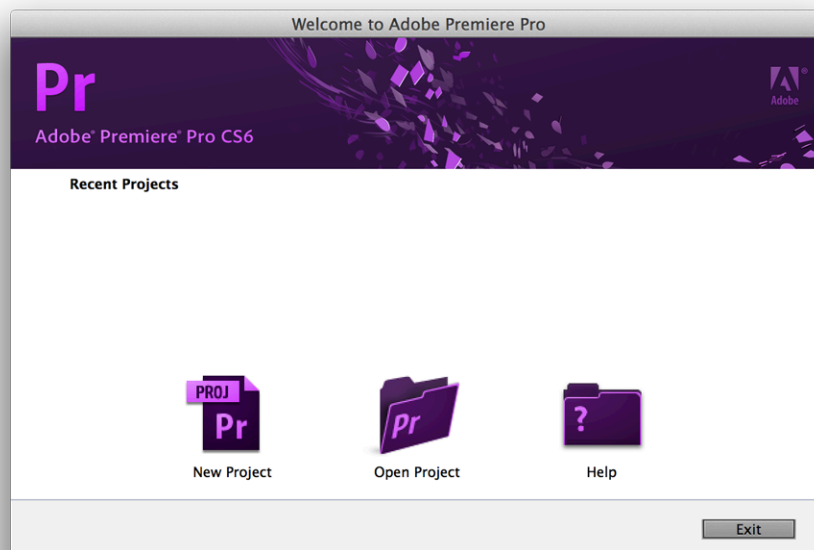
Next we need to choose a location for the project file that we are creating. Choose the empty folder you just created and a name for the project file:
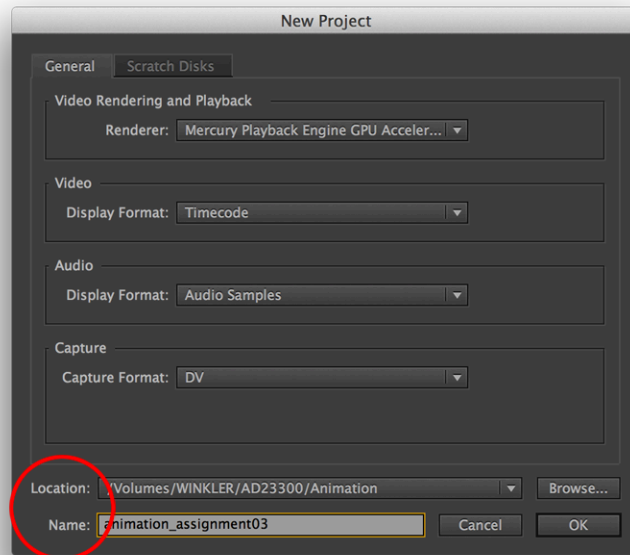

We don't need to worry about a preset for the sequence in our project (the sequence is the timeline representation of the individual still images, the final composition – showing one still image after the other, in a sequence). So when the next window (titled "New Sequence") shows up just hit "OK."

We finally see the actual Premiere Pro workspace:
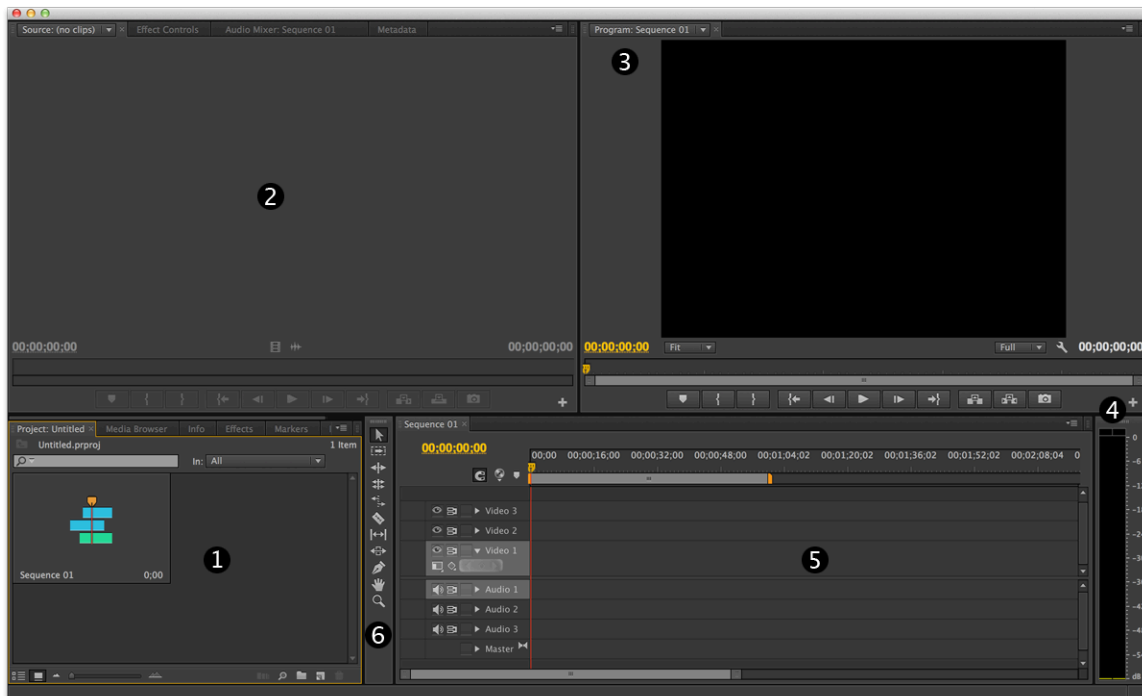
1. Project window: this is where all your media files (sounds, still images, videos, etc.) will go. **2. Source window**: double-clicking a media file will open it in the Source window for preview purposes, or for setting in/out points, accessing effect properties, etc... **3. Program window**: a preview of your final composition. **4. Audio VU meter**: shows the volume/amplitude of the sound track(s). **5. Timeline**/**Sequence window**: show you a temporal representation of your composition, moving the playback head in the Timeline changes the content in the Program window. **6. Tools Palette**: access to all tools to work in the timeline.

If you would like to import the still images you have taken with your photo camera we need to make sure that they have the right duration in the timeline (Sequence window). If we are working with a standard video framerate of 30 frames per second (fps) – actually 29.97 – but have shot the stills at a rate of 15fps we need to make each still 2 frames in duration. Go to the menu bar: `Premiere Pro > Preferences > General` and change the "Still Image Default Duration" setting to 2.
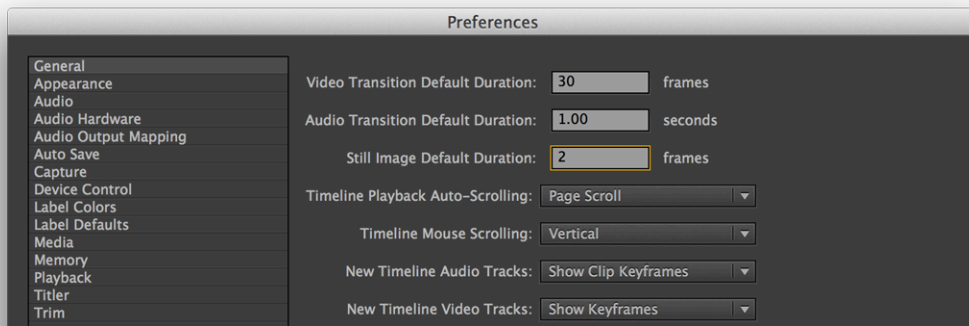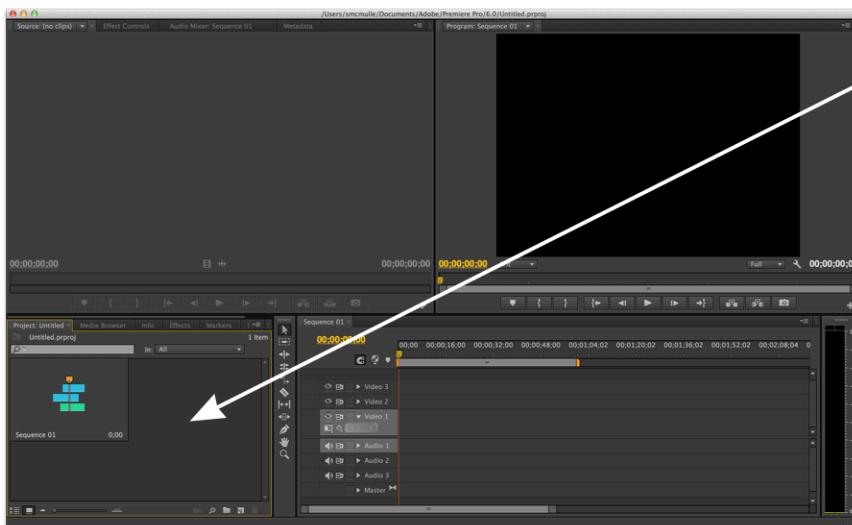

Hit "OK" and return back to the workspace. You can then simply drag and drop the folder with your sequentially-named still image files in the Project window (download the images from:
http://www.gardensandmachines.com/AD23300/downloads/animation_stills.zip):

Money_animation_
stills_highres

In the next step, delete the sequence that was created in the Project window by default and drag and drop the folder with the still images from the Project window onto the new sequence icon at the bottom of the Project window. This will create a sequence with all the still images arranged numerically/alphabetically and with the correct pixel aspect ratio/dimension settings of the images:
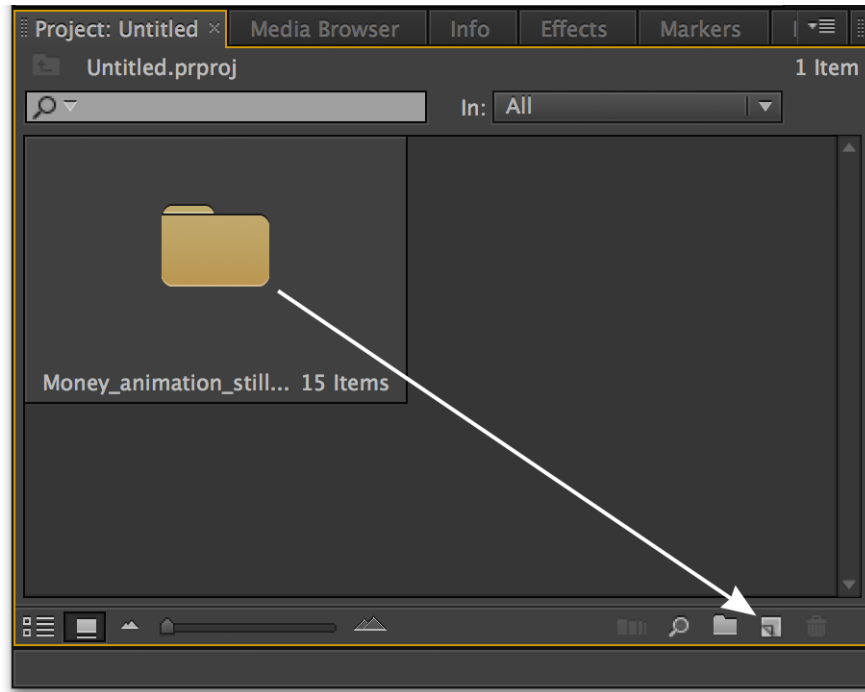

Your workspace should look something like this now:

Working with Sound and Images

The crawling $20 bank note already looks good, but the animation effect would be even stronger if it were supported by some sound. Let's import the supplied sound file into Premiere (get the sound file from: http://www.gardensandmachines.com/AD23300/downloads/animation_sound.aiff) – again drag and drop the file into Premiere's Project window. You can listen to the sounds and see a graphical representation of the waveform by double-clicking on the sound media file in the Project window:
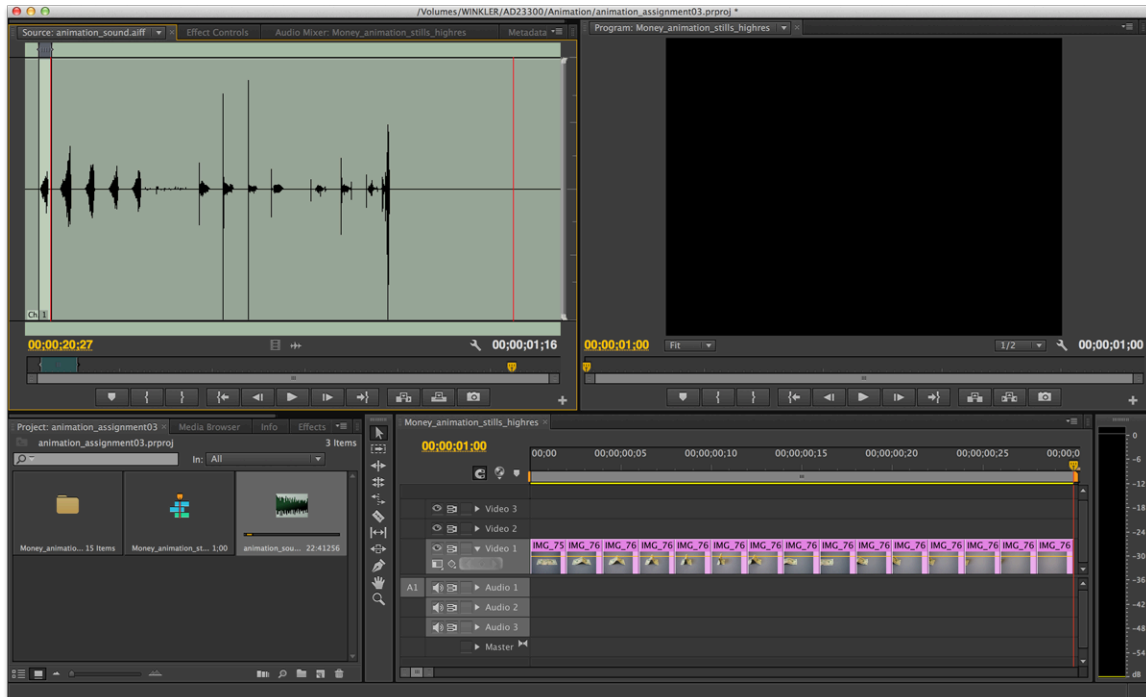
I only want to use the first scratching sound in the sound file, so I place the playback head in the Source window right before the waveform of the first sound and hit "i" on the keyboard to set an IN point. Next I set an OUT point right after the sound ends by moving the playback head to this location and hit the "o" key on the keyboard. I can then drag the sound media file from the project window into the Audio track 1 of the Timeline. You can move the sound media file in the Audio track to make it fit the visuals. You can also hover with your mouse over the beginning or end point of the sound media file in the timeline window until the selection tool changes to the trim tool (red bracket w/ arrow). Clicking and dragging then changes the in/out points of the media file in the Timeline.
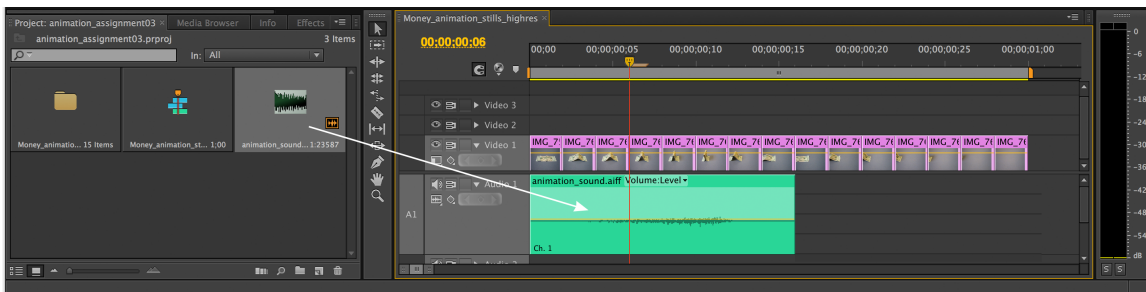
Since the crawling motion is performed twice by the bank note we also need a second instance of the scratch sound. We can simply copy the first sound from Audio track 1 (select, the hit command+C), move the playback head to the end of the first sound in the Timeline window and paste the sound there (command+V). Your project will now look something like this:
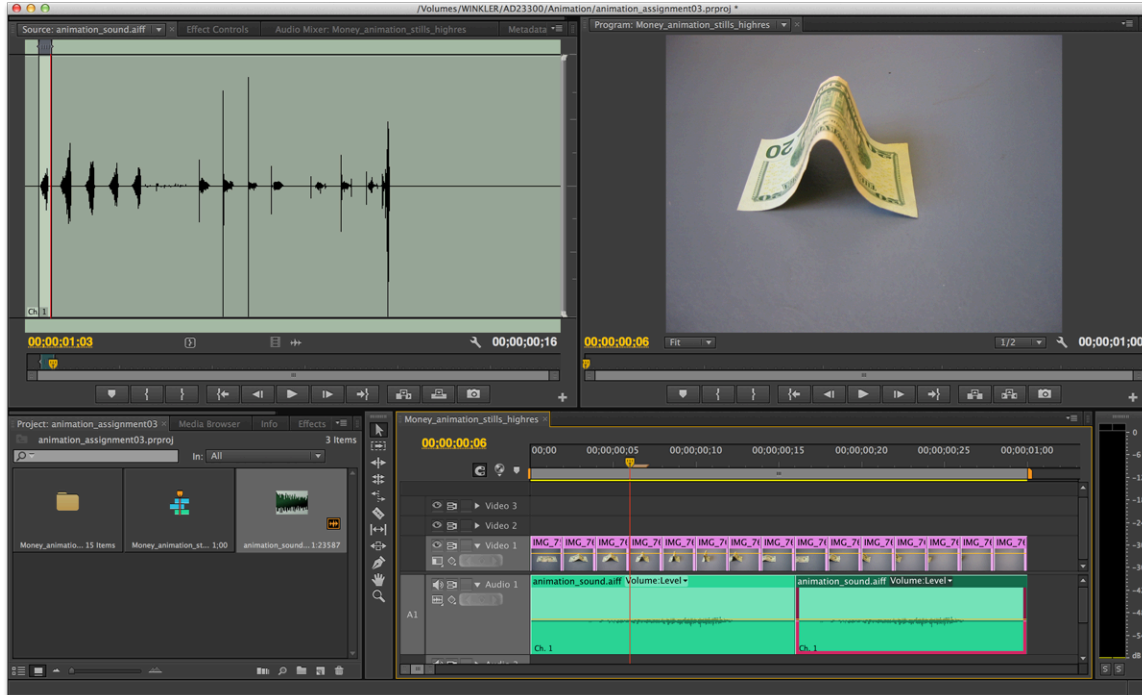

Exporting the Final Project

If you haven't saved your project in a while it is a good idea to do it now. In order to create a stand-alone version of your project (the one that is playing in Premiere right now needs Premiere and all of the source media files to work) we need to export it as a Quicktime movie.

It is good practice to export two versions of your movie:
1) A version with the highest possible resolution and the least compression (best quality).
2) A version that fits the format for the desired distribution (Youtube, Vimeo, DVD, Bluray, etc…). IN our case this will be a stand-alone Quicktime file at 720x480pixels (16:9 aspect ratio) or 640x480 pixels (4:3 aspect ratio).

To export 1) the best quality (high res) movie file, click once in the timeline window (the border around the window turns orange to show that the focus is on the window). Then go to `File > Export > Media`. In the Export window make sure to select "Change Output Size to Match Source" from the Source Scaling drop down menu (see following page).
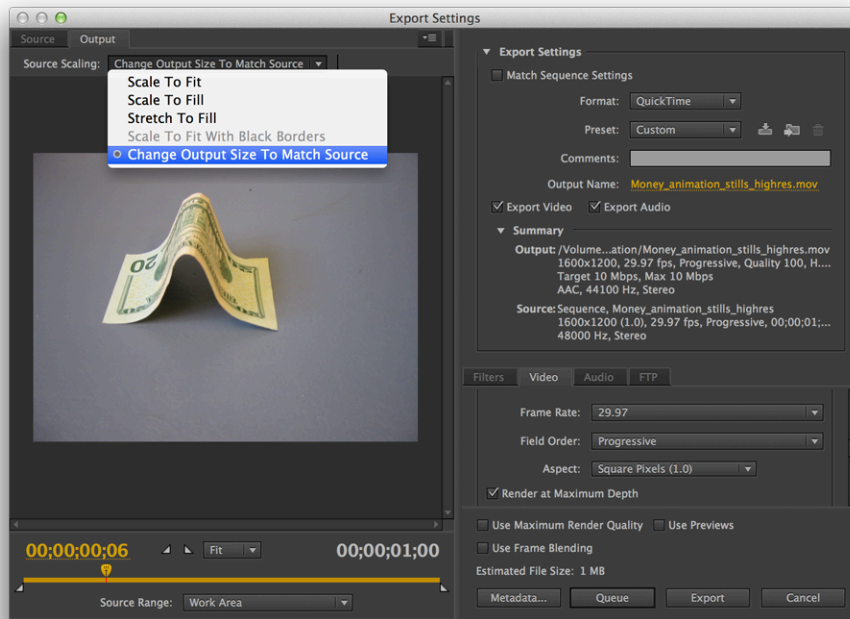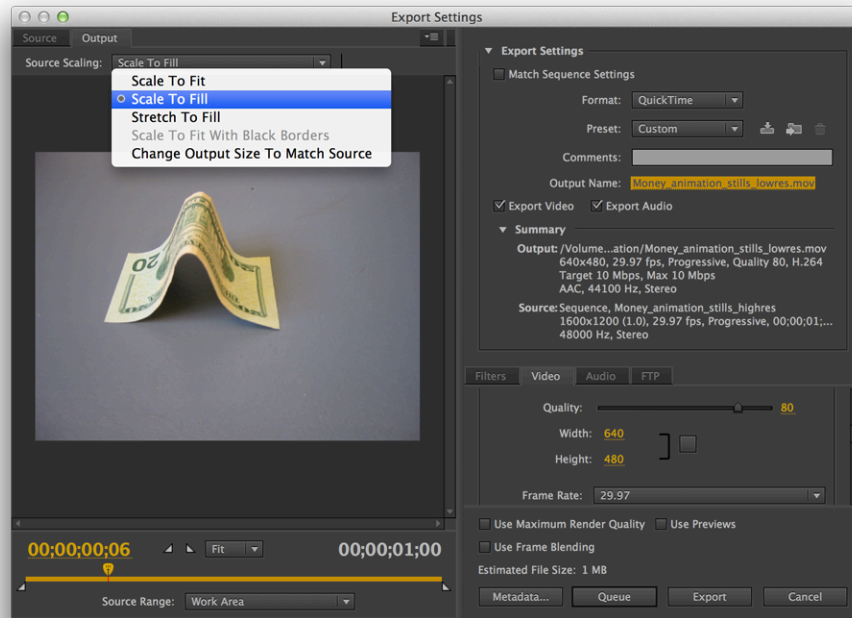
Then go through all of the export settings starting at the top:

- Uncheck "Match Sequence Settings"
- Format: Quicktime
- Preset: Custom (this will change automatically once you change the output size in the Scale Setting drop down menu).
- Click on Output Name to set the name and save to location of your resulting Quicktime file, I usually save directly in the project folder.
- Check "Export Video"
- Check "Export Audio"
- Go to the Video tab:
  o Video codec: H.264 (a very powerful MPEG4 codec that compresses the file well, yet maintains close to the original image quality).
  o Quality: 100
  o Width/Height: these should reflect the width and height of your source image files, in my case (if you use the supplied files), it should be: Width: 1600, Height: 1200. This should be set automatically after you chose the "Change Output Size to Match Source" in the Source Scaling drop down menu initially.
  o Frame Rate: 29.97
  o Field Type: Progressive
  o Aspect: Square Pixels (1.0)
  o The rest of the Video tab settings you can leave unchecked.
- Go to the Audio tab:
  o Audio Codec: Uncompressed
  o Sample Rate: 44100Hz (48000 is fine, too)
  o Channels: Stereo
  o Sample Type: 16 bit

Finally hit the "Export" button and Premiere will create your high resolution/best quality Quicktime file. Keep this for your records.

Next, export the file that we need for the presentation of your project in class. It will be a scaled-down version that plays well on almost all computer systems and can be the basis for Youtube/Vimeo uploads (check their setting recommendations first though if you are planning to upload your file there: see for example https://vimeo.com/help/compression).

In the Export window make sure to select "Scale to Fill" from the Source Scaling drop down menu (see following page).

Then go through all of the export settings starting at the top:

- – Uncheck "Match Sequence Settings"
- – Format: Quicktime
- – Preset: Custom (this will change automatically once you change the output size in the Scale Setting drop down menu).
- – Click on Output Name to set the name and save to location of your resulting Quicktime file, I usually save directly in the project folder.
- – Check "Export Video"
- – Check "Export Audio"
- – Go to the Video tab:
  - o Video codec: H.264
  - o Quality: 80
  - o Width/Height: if your material is closer to or precisely 16:9 (widescreen) aspect ratio set them to Width: 720, Height: 480. If your material is closer to or precisely 4:3 aspect ratio set them to Width: 720, Height: 480.
  - o Frame Rate: 29.97
  - o Field Type: Progressive
  - o Aspect: Square Pixels (1.0)
  - o The rest of the Video tab settings you can leave unchecked.
- – Go to the Audio tab:
  - o Audio Codec: AAC
  - o Sample Rate: 44100Hz

- Channels: Stereo
- Sample Type: 16 bit

Finally hit the "Export" button and Premiere will create your Quicktime file for the critique/presentation in AD23300.

Open the exported file in Quicktime (download the free player for your computer at home here: http://www.apple.com/quicktime/download/) and make sure it plays nicely: