



Adobe Premiere Pro

2022
release



Classroom in a Book[®]

The official training workbook from Adobe

Maxim Jago



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You can use clip thumbnails in Icon view and Freeform view in a bin as storyboard images.

Drag the thumbnails to arrange them in the order you want the clips to appear in your sequence, from left to right and from top to bottom, select them, and then drag them all into your sequence. The order the clips are selected is the order they will be added to the sequence.


Using a storyboard to build an assembly edit

An assembly edit is a sequence in which the order of the clips is correct but the timing of the edits has yet to be worked out. It's common to build sequences as an assembly edit first, just to make sure the structure works, and then adjust the timing later.

You can use storyboard editing to quickly get your clips in the right order.


- 1 Save your current project. This is good practice when you reach any major milestone in the development of your project.
- 2 Open Lesson 05 Desert Sequence.prproj in the Lessons folder.
- 3 Make sure the Project panel is the active panel, and choose File > Save As. Save the project as **Lesson 05 Desert Sequence Working.prproj**.
- 4 Double-click the Desert Montage sequence to open it in the Timeline panel.

This sequence has music but no visuals. You'll add some shots using a storyboard edit.

The audio track A1 has been locked (click the track padlock  to lock and unlock a track). This means you can make adjustments to the sequence without risking making changes to the music track.

Arranging your storyboard

It's not necessary to pre-arrange clips in the Project panel prior to adding them to a sequence. However, it's a helpful step to quickly give you a sense of the sequence structure.

- 1 Double-click the Desert Footage bin to open it in a new panel.
- 2 Click the Freeform View button  at the lower-left corner of the bin to see thumbnails for the clips.

You can set the Project panel to Icon view to arrange clips as a storyboard, but Freeform view gives you more...freedom! It's a more flexible way to display clip thumbnails.

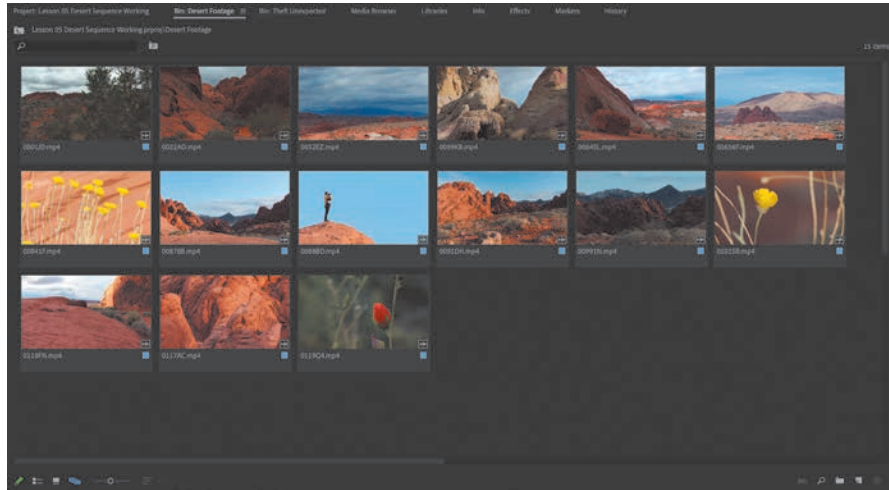
- 3 Double-click the Desert Footage bin name to toggle it to full screen. Then, right-click the background of the bin and choose Reset To Grid > Name.

● **Note:** You now have two project files open at the same time. You can switch between them by choosing Window > Projects, and you can close all projects by choosing File > Close All Projects.

▶ **Tip:** Project file-names can become quite long. It's fine to include useful information to help you identify a project, but avoid making the name so long it's hard to manage the file.

► **Tip:** You can use the Zoom control at the bottom of the bin window to resize the clip thumbnails.

This neatly arranges the clips, sorted by name.

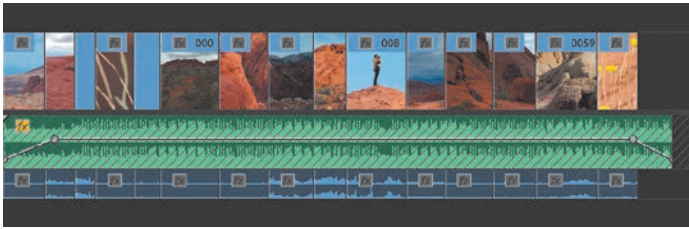


- 4 Drag the thumbnails in the bin to position them in the order in which you want them to appear in the sequence, from left to right and from top to bottom—just like a comic strip or storyboard. In Freeform view, thumbnails can overlap and be arranged loosely. The order in which clips will be selected in the next step is the order that Premiere Pro will add them to a sequence, so try to arrange clips broadly so they are in order, left to right, top to bottom. This will make it easier to select them in the correct order in the next step.




- 5 Lasso to select the clips in the order you'd like them to appear in the sequence, or select them in the correct order while holding Command (macOS) or Ctrl (Windows).
- 6 Double-click the Desert Footage bin name to toggle it back to its original position. Drag the clips into the sequence, positioning them on the Video 1 track right at the beginning of the Timeline, above the music clip.

The clips are added to the sequence in the order you selected them in the Project panel.



Freeform view gives great flexibility when reviewing and arranging clips, ready to add them to a sequence, but Icon view offers an even faster workflow:

- 1 Press Command+Z (macOS) or Ctrl+Z (Windows) to undo the last step.
- 2 Double-click the Desert Footage bin name to toggle it to full screen, and click the Icon View button  to switch to that view.
- 3 Drag the clip thumbnails into the order you'd like them to appear in the sequence. In this view, the thumbnails always stay in an ordered grid.
- 4 Double-click the Desert Footage bin name to toggle it back to its original position.
- 5 Make sure the Desert Footage bin is selected (with a blue outline), but click the background of the bin to deselect any clips. Now press Command+A (macOS) or Ctrl+A (Windows) to select all the clips based on their position in the bin.
- 6 Drag the clips into the sequence, positioning them on the Video 1 track right at the beginning of the Timeline, above the music clip.

Premiere Pro adds the clips to the sequence in the order you originally selected them in the Project panel. Because you selected the clips in one step by selecting them all, the selection order is based on the thumbnail placement in the bin.

- 7 Position the Timeline panel playhead at the beginning of the sequence. Play your sequence to see the result.

Although you chose an order for the clips to play in the bin, remember that you are always free to change the order, or the timing, of the clips in the sequence.

Now that you have two projects open at the same time, it may not be clear which project you are working on. If in doubt, look at the project file location, displayed at the top of the Premiere Pro interface. An asterisk (*) after a project name indicates changes have been made to that project since it was last saved.

`/Volumes/MEDIA/Lessons/Lesson 05 Desert Sequence Working.prproj *`

- 8 Close each project by choosing File > Close Project twice or by choosing File > Close All Projects. If you are asked if you would like to save, do so.

► **Tip:** You may need to scroll to see the clips after toggling the bin panel back to its original size.

Setting the duration for still images

These video clips already had In and Out points, which were used automatically when you added them to the sequence.

Graphics and photos can have any duration in a sequence. However, they have default In and Out points that are applied as you import them.

To change the default duration, choose **Premiere Pro > Preferences > Timeline** (macOS) or **Edit > Preferences > Timeline (Windows)** and enter a new number in the **Still Image Default Duration** field. This setting applies to clips when you import them, so it won't affect clips that have already been imported.

Still images and still image sequences (a series of images intended to play one after another, as animation) have no timebase—that is, the number of frames that should play per second (fps or frame rate). You can set the default timebase for still images by choosing **Premiere Pro > Preferences > Media** (macOS) or **Edit > Preferences > Media** (Windows) and setting an option for **Indeterminate Media Timebase**.

Review questions

- 1 What do In and Out points do?
- 2 Is the Video 2 track in front of the Video 1 track or behind it?
- 3 How do subclips help you stay organized?
- 4 How would you select a time range in a sequence to work with in the Timeline panel?
- 5 What is the difference between an overwrite edit and an insert edit?
- 6 How much of your source clip will be added to a sequence if the source clip has no In or Out points and there are no In or Out points in the sequence?

Review answers

- 1 In the Source Monitor and in the Project panel, In and Out points define the part of a clip you would like to use in a sequence. On the Timeline, In and Out points are used to define parts of your sequence you want to remove, edit, render effects, or export as a file.
- 2 Upper video tracks are always in front of lower ones, so the Video 2 track is in front of the Video 1 track.
- 3 Although subclips make no difference to the way Premiere Pro plays back video and sound, they make it easier for you to divide your footage into different bins. For larger projects with lots of longer clips, it can make a big difference to be able to divide content this way.
- 4 You'll use In and Out points to define parts of your sequence you want to work with. For example, you might render when working with effects or export parts of your sequence as a file.
- 5 Clips added to a sequence using an overwrite edit replace any content already in the sequence where they are placed. Clips added to a sequence using an insert edit displace existing clips, pushing them later (to the right) and making the sequence longer.
- 6 If you don't add In or Out points to your source clip, the entire clip will be added to the sequence. Setting an In point, an Out point, or both will limit the portion of the source clip used in the edit.

6 WORKING WITH CLIPS AND MARKERS

Lesson overview

In this lesson, you'll learn how to do the following:

- Understand the differences between the Program Monitor and the Source Monitor.
- Play 360° video for virtual reality (VR) headsets.
- Use markers.
- Apply sync locks and track locks.
- Select items in a sequence.
- Move clips in a sequence.
- Remove clips from a sequence.



This lesson will take about 90 minutes to complete. To get the lesson files used in this chapter, copy them from the DVD that accompanies the print book, or download them from the web page for this book at www.adobepress.com/PremiereProCIB2022. Store the files on your computer in a convenient location. For more information, see “Accessing the lesson files and Web Edition” in the Getting Started section at the beginning of this book.