

KLH Adobe Premiere 2022 Introduction Outline

1 Touring Adobe Premiere Pro

- Understanding Nonlinear Editing in Premiere Pro
- Expanding the Premiere Workflow
- Touring the Premiere Pro Interface
- Using and Creating Workspaces
- Using and Setting Keyboard Shortcuts
- Setting Premiere Preferences
- Resetting Premiere Preferences

2 Setting Up a Project

- Creating a Project
- Setting Up a Sequence
- Changing Project Settings
- Using Proxies

3 Importing Media

- Importing Media Files
- Working with Ingest Options and Proxy Media
- Working with the Media Browser Panel
- Importing Still Image Files
- Customizing the Media Cache
- Recording a Voice Over
- Using Adobe Stock

4 Organizing Media

- Using the Project Panel
- Working in List View
- Working in Icon View
- Working in Freeform View
- Customizing Project Panel Views
- Using and Creating Bins
- Reviewing Footage
- Modifying Clips

5 Video Editing Essentials

- Using the Source Monitor
- Setting In and Out Points
- Creating Subclips
- Source Button and Preference Icon Options
- Navigating the Timeline Panel
- JKL Key Navigation
- Using Essential Editing Commands
- Performing Storyboard Editing
- Program Button and Preference Icon Options
- Using the Program Monitor Editing Mode

6 Working with Clips and Markers

- Using the Program Monitor Controls
- Setting the Playback Resolution
- Playing Back VR Video
- Using Markers
- Using Sync Lock and Track Lock
- Closing Gaps in the Sequence
- Selecting Clips
- Moving Clips
- Using the Lift and Extract Options

7 Adding Transitions

- Transitions Basics
- Using Handles
- Setting Transition Preferences
- Applying and Setting Default Transitions
- Adding Video Transitions
- Using A/B Mode to Edit Transitions
- Adding Audio Transitions
- Selecting Single and Multiple Edit Points
- Copying and Pasting Transitions

8 Advanced Video Editing Techniques

- Performing Three and Four-point Edits
- Changing Clip Playback Speed
- Replacing Clips and Media
- Nesting Sequences

- Performing Regular Trimming
- Performing Advanced Trimming
- Trimming in the Program Monitor
- Using Scene Edit Detection

9 Editing and Mixing Audio

- Using and Setting the Audio Meters
- Examining Audio Waveforms
- Setting Audio Preferences
- Normalize vs Audio Gain
- Using the Essential Sound Panel
- Setting In and Out Points to the Audio Sample Rate
- Auto-Ducking Music
- Using Remix to Retime Audio
- Creating L and J Cuts
- Recording a Voice Over

10 Adding Video Effects

- Working with Visual Effects
- Applying Source Clip Effects
- Using Remove and Paste Attributes with Effect
- Masking and Tracking Effects
- Keyframing Effects
- Creating and Using Effect Presets
- Exploring Frequently Used Effects
- Using the Render And Replace Command

11 Applying Color Correction

- The Color Adjustment Workflow
- Using the Lumetri Color Panel
- Applying Multiple Instances of Lumetri Color
- Working with Secondary Color Correction
- Editing Source Footage vs Clip Instances
- Using Comparison View to Match colors
- Using Lumetri Scopes
- Creating Lumetri Presets and LUT's
- Using Blending Modes for Color Correction

12 Exploring Compositing Techniques

- Using Source Footage Transparency
- Using Compositing in a Project
- Working with the Opacity Fixed Effect
- Adjusting Alpha Channel Transparency
- Color Keying a Greenscreen Shot with Ultra Key
- Partially Masking Clips

13 Creating New Graphics

- Exploring the Essential Graphics Panel

Video Typography Essentials

- Title Basics
- Creating Text Styles
- Working with shapes and logos
- Adding Image and Video
- Creating Rolls and Crawls
- Creating Motion Graphics Templates
- Using the Text Panel to Transcribe Sequences
- Adding and Creating Captions

14 Exporting Frames, Clips, and Sequences

- Understanding the Adobe Media Export Options
- Using the Quick Export Option
- Exporting Single Frames
- Exporting a Master Copy
- Working with Adobe Media Encoder
- Adjusting Export Settings in the Media Encoder
- Uploading to Social Media
- HDR Export
- Exchanging with other Editing Applications

KLH Adobe Premiere 2022 Advanced Outline

1 Managing Project

- Organizing Footage for Project
- Using the System Compatibility Report
- Setting Preferences and Project Settings
- Managing Media Cache Files
- Working with Ingest Settings
- Creating and Working with Proxies
- Using the Project Manager
- Working with Multiple Projects
- Importing Projects or Sequences into a Project

2 Putting Clips in Motion

- Working with Fixed Motion Effects
- Changing Position, Scale, Rotation, Anchor Point
- Keyframing Motion Properties
- Working with Keyframe Interpolation
- Using Vector Motion Properties
- Applying the Auto Reframe Effect
- Adding a Drop Shadow

3 Adding Video Effects

- Working with Visual Effects
- Applying Source Clip Effects
- Masking and Tracking Visual Effects
- Keyframing Effects
- Using Effect Presets

Exploring Frequently Used Effects

Using the Render And Replace Command

4 Performing Advanced Editing Techniques

- Performing Three and Four-Point Edits
- Using Roll, Slip, and Slide Edits
- Using Sync Lock and Track Lock
- Finding and Removing Gaps in the Timeline
- Using Scene Edit Detection
- Changing Clip Playback Speed
- Using Time Remapping
- Selecting & Moving Clips
- Replacing Clip Instances and Source Media
- Using the Program Monitor Editing Mode
- Creating and Editing Nested Sequences
- Trimming in the Program Monitor
- Working with 360° VR Video

5 Working with Audio

- Normalize vs Gain
- Understanding Audio Track types
- Introduction to Audio Effects
- Using the Clip Mixer
- Mixing Audio with the Track Mixer
- The Essential Sound Panel
- Defining Audio Types

Matching Volume

Repairing Audio

Using Audio Ducking

Using Remix to Retime Audio

Using Remove and Paste Attributes with Audio

Dynamically Linking to Adobe Audition

6 Creating Titles and Captions

Using the Essential Graphics Panel

Creating Text and Text Styles

Working with Shapes

Placing Graphics and Video

Creating Automatic Rolls and Crawls

Using Keyframing with the Essential Graphics Panel

Creating Responsive Titles

Saving Motion Graphics Templates

Working with After Effects Motion Graphics Templates

Using the Text Panels to Transcribe a Sequence

Understanding Caption Types

Creating and Exporting Captions

7 Color Correction and Grading

Fundamentals of Color Corrections

Working with Lumetri Color

Primary Color Corrections

Secondary Color Corrections

Shot Comparison and Matching

Working with Lumetri Scopes

Creating and Exporting LUT's

Using Blending Modes for Color Correction

Using other Color Correction Effects

8 Compositing Techniques

Working with Multiple Video Tracks

Using Ultra Key on Green Screened Footage

Using Opacity and Blending modes

Applying the Track Matte Key

Dynamically Linking to After Effects Compositions

9 Multicamera Editing

Setting Up the Multicamera Process

Creating a Multicamera Sequence

Switching Between Multiple Cameras

Finalizing Multicamera Editing

Advanced Multicamera techniques

10 Exporting

Exporting Frames

Using the Quick Export Option

Direct Export vs the Queue

Exporting with the Adobe Media Encoder

Using the Media Encoder Preset Browser

Creating Adobe Media Encoder Presets

Creating a Master Archive File

Exporting to Social Media

HDR Export

Using Multiple Output Presets

KLH Adobe Premiere 2022 Color Correction Outline

The Color Adjustment Workflow

Color Workspace and Custom Color Workspaces

Color Correction vs Color Grading

Applying Basic Color Correction Effects

Saving Color Correction Presets

Using the Lumetri Color Panel

Applying Multiple Instances of Lumetri Color

Working with Secondary Color Correction

Using Lumetri Scopes

Editing Source Footage vs Clip Instances

Using Comparison View to Match colors

Creating Lumetri Presets and LUT's

Using Blending Modes for Color Correction

Adjustment Layer Techniques