

Preface

As you read these words, a revolution in desktop video is taking place. One of the main causes of the revolution is the advent of the digital video camera, which digitizes high-quality video directly in the camera. After the signal has been digitized, it can be transferred directly over a cable to a personal computer. After your computer gets hold of the video, you need Adobe Premiere Pro to help you creatively shape it into a compelling desktop video production.

Adobe Premiere Pro combines power and ease of use to provide a complete authoring environment for producing desktop digital video productions. By using Premiere Pro, you can capture video directly from your camcorder into Premiere Pro's capture window. After you've captured or imported video and sound, you can assemble your clips into a production by simply clicking and dragging a video clip from one window to another. Placing clips and reassembling them is almost as easy as snapping together the cars in a child's toy railroad train set. Creating transitions that dissolve one scene into another or wipe one scene away to reveal another is simply a matter of dragging an icon representing the transition between the two clips. To fine-tune your work, Premiere Pro provides numerous digital-editing tools — some similar to those available in professional editing studios, others only possible through digital magic. After you've finished editing, you can output your digital movie with settings for the Web, videotape, or DVD. If you've ever tried creating a video production by using traditional videotape hardware, Adobe Premiere Pro will revolutionize the way that you work.

Who Should Read This Book

The *Adobe Premiere Pro Bible* is for multimedia producers, Web designers, graphic designers, artists, filmmakers, and camcorder users — anyone interested in using his or her computer to create desktop video productions or to output desktop video to videotape, DVDs, or the Web. As you read through the *Adobe Premiere Pro Bible*, you'll soon see that it is more than just a reference to virtually all the features in Adobe Premiere Pro. The book is filled with short tutorial exercises that help you understand concepts and put into practice the key Premiere Pro features covered in a chapter. You'll find this book indispensable as you learn to use Adobe Premiere Pro (and a useful reference book after you've mastered Premiere Pro's key features). So don't wait another moment — start reading and learning what you can do with your creative visions.

How This Book Is Organized

If you read the *Adobe Premiere Pro Bible's* chapters in order, you'll gradually become an expert at using Adobe Premiere Pro. However, we expect that most readers will jump in and out of chapters as needed or as their interest moves from subject to subject. Throughout the book, we've included numerous step-by-step tutorials to guide you through the process of creating video sequences by using many Adobe Premiere Pro features. As you work, you'll find many clips on the DVD that will aid you in quickly and efficiently creating short examples that illustrate and help explain chapter topics.

**Note**

For updated information on Adobe Premiere Pro, be sure to visit Adobe's Web site at www.adobe.com.

The *Adobe Premiere Pro Bible* is broken down into seven main parts, each described in the following sections.

Part I: Getting Started with Premiere Pro

Part I provides an introduction to as well as an overview of Adobe Premiere Pro. Chapter 1 includes a getting-started tutorial that introduces you to the basics of creating a desktop video production by using Adobe Premiere Pro. Chapter 2 provides an overview of the Premiere Pro interface, its menus, palettes, and tools. Chapter 3 takes a look at how to customize Premiere Pro so that you can save time when creating projects. Chapter 4 introduces you to Premiere Pro's basic project settings. Chapter 5 shows you how to capture video directly into Premiere Pro from a digital video camcorder or an analog camcorder.

Part II: Editing with Premiere Pro

Part II provides a thorough look at the basics of putting together a digital video production. Chapter 6 shows you how to use Premiere Pro's Timeline and sequences to assemble a video production. Chapter 7 continues editing essentials. Chapters 8 and 9 provide a look at Premiere Pro's audio features. Chapter 10 rounds out this part with a discussion of how to use transitions to smooth changes from one clip to another.

Part III: Working with Type and Graphics

Part III is dedicated to type and graphics. This part shows you how to use the Title Designer window and titling tools. You'll learn how to create titles with styles, templates, and logos; how to create rolling and scrolling credits; and how to create titles with drop shadows. You'll also learn how to create graphics by using the Title Designer window, Adobe Illustrator, and Adobe Photoshop. Chapters 11 and 12 cover creating type and graphic effects.

Part IV: Advanced Techniques and Special Effects

Part IV covers advanced editing techniques and special effects. Chapter 13 covers the sophisticated editing features in Premiere Pro, such as three- and four-point edits. It also provides a discussion of using Premiere Pro's Rolling Edit and Ripple Edit tools as well as using its Slip and Slide editing tools. Chapter 13 also covers precise frame-by-frame editing by using the Trim window. Chapter 14 reviews the video effects in the Effects window, while Chapter 15 covers the program's transparency effects (found in the Keying folder of the Effects window). Chapter 16 provides you with information on how to create color mattes and backgrounds using Adobe Photoshop and Illustrator. If you want to create motion effects in Premiere Pro, check out Chapter 17, which provides a thorough look at Motion effects. Chapter 18 takes you on a guided tour and shows you how to enhance your video using both Adobe Premiere Pro and Adobe Photoshop.

Part V: Outputting Digital Video from Premiere Pro

After you've learned how to create a digital video production in Premiere Pro, your next concern is how to output your work in the best possible manner. This part covers all the bases. Chapter 19 reviews Premiere Pro's settings for exporting QuickTime, AVI, and MPEG movies. Chapters 20 and 21 describe how to obtain the best possible quality when outputting a movie to the Web. Chapter 22 provides a discussion of outputting to videotape, while Chapter 23 covers outputting to CD-ROM as well as using Premiere Pro with Macromedia Director and Flash.

Part VI: Premiere Pro and Beyond

The chapters in this section (Chapters 24–30) provide a look at using Premiere Pro with different software packages, such as Adobe Encore, Adobe Photoshop, Adobe Illustrator, and Adobe After Effects. Chapters 24 and 25 take you on a tour of how to use Adobe Encore to create a DVD. Chapter 26 provides a look at how you can use Adobe After Effects to edit Premiere Pro projects. Chapter 27 shows you how to create alpha channels in Photoshop that can be used in Premiere Pro; it also shows you how to edit Premiere Pro filmstrip files in Photoshop and export them back into Premiere Pro. Chapter 28 shows how to create graphics and text by using Adobe Illustrator. These graphics and texts are then imported and used in Adobe Premiere Pro, many times as masks. Chapters 29 and 30 deal with working with Adobe After Effects. In Chapter 29, you learn how to create masks using After Effects Bézier masks. In Chapter 30, you also learn how to use the After Effects powerful motion paths and how to create composite video clips.

Part VII: Appendixes

The *Adobe Premiere Pro Bible* appendixes provide a hardware overview geared to nontechnical users, a resource guide, and a guide to the *Adobe Premiere Pro* DVD. The appendixes also feature a section on how to license QuickTime from Apple Computer. If you are going to distribute a Premiere Pro movie on a CD-ROM as a QuickTime movie, you'll probably want to include QuickTime; therefore, you'll need to obtain a software license from Apple Computer. The hardware overview appendix provides a look at computer systems and IEEE 1394/FireWire ports, and it also provides a short guide to DV camcorders and audio. The resource appendix provides a Web guide for digital video and sound equipment as well as the Web addresses for magazines and publishers specializing in video, audio, and lighting.

Things to Note

The *Adobe Premiere Pro Bible* runs only on Windows XP Pro and XP Home Edition. The program's target user is the video professional.

Key combinations

Here are some conventions in this book that you should note. To save your file, press Ctrl+S. When keyboard instructions call for pressing several keys simultaneously, the keys are separated by a plus sign. For example, to deselect all clips in the Timeline, press Ctrl+Shift+A.

Mouse instructions

When the text specifies to click an item, move the mouse pointer over the item and click once. Windows users always click the left mouse button unless otherwise instructed. If the text specifies double-click, click the mouse twice without moving the mouse.

Menu commands

When the text specifies steps for executing a menu command, the menu and the command are separated by an arrow symbol, such as Sequence ⇨ Render Work Area. When submenus are specified, you'll often see an arrow separating each menu command. For instance, to export a project from Premiere Pro, you'll see the instructions written as File ⇨ Export ⇨ Movie.