

Adobe Premiere Pro 201 – Advanced Study of Premiere Pro – Course Outline (2 Days)

Working in Adobe Creative Cloud

- The "planning to playback" video-production workflow
- Overview of Creative Cloud
- Learning the role of each component
- Working with media files in video production
- Real-time playback and editing

Putting Clips in Motion

- Motion effect vs. Vector Motion
- Changing clip position, size, and rotation
- Working with keyframe interpolation
- Using other motion-related effects
- Auto Reframe

Adding Video Effects

- Working with effects
- Master clip effects
- Masking and tracking visual effects
- Keyframing effects
- Effect presets
- Working with Adjustment layers

Performing Advanced Editing Techniques

- Working with 360° VR video
- Finding gaps in the Timeline
- Selecting & Moving clips
- Using Sync Lock and Track Lock
- Classic Source/Program editing
- Slip & Slide
- Editing Nested sequences
- Time remapping

Sweetening Sound

Understanding audio track types: standard, 5.1, Adaptive, Mono, Submix

- Introduction to audio effects

- Clip Mixer and Track Mixer
- The Essential Sound panel
- Defining Audio Types
- Matching Volume
- Cleaning up noisy audio
- Audio Ducking

Creating Titles

- Working with the text tool
- Time and Space responsive titles
- Creating a Title template
- Working with motion graphics templates
- Captions

Improving Clips with Color Correction and Grading

- Using color effects
- Working with Lumetri color
- Working with Lumetri Scopes
- Fixing colors
- Matching Colors
- Creating a movie look
- Secondary color correction

Exploring Compositing Techniques

- What is Compositing?
- Color keying a greenscreen shot
- Using the Ultra Key effect
- Introduction to Blending modes
- Using the Track Matte Key
- Replace with After Effects composition

Multicamera Editing Advanced

- Adding cameras to your multicamera sequence
- Advanced multicamera techniques
- Finalizing multicamera editing

Managing Your Projects

- Working with proxy media

- Create an Ingest Preset
- About Adobe Prelude
- Using the Project Manager
- Importing projects or sequences
- Working with multiple projects
- Managing media cache files

Rendering and Outputting

- Understanding compression and other factors for exporting files
- Exporting a master
- Using Adobe Media Encoder



Note: The curricula above comprise activities typically covered in a class at this skill level. The instructor may, at his/her discretion, adjust the lesson plan to meet the needs of the class.