John Roach - Parsons the New School for Design
Sound and Adobe Premier - Getting Started

1. **Open Premiere and start a new project**
   In the New Project Window name your project
   and then click BROWSE to either create or locate
   a folder for the project. I recommend creating a
   Premiere Projects folder where you can save all of
   your premiere projects. Click OK!

2. **Adjust your Workspace**
   Premiere will open up with whatever configuration
   of windows and palettes you last used. For
   the purposes of this exercise, we'll change the
   workspace.
   Window Menu > Workspace > AUDIO

3. **Import some audio - The Program palette**
   The window where you keep your video, audio and
   images is called the Project Window. It's probably
   on your screen already but if not you can find it in
   Window Menu > PROJECT
   This is commonly referred to as "the Bin"

4. **Import some audio (2 ways)**
   You can import a single file or a whole folder of
   media either by going to File Menu > IMPORT
   or by dragging media into the Project palette.

5. **File or folder?**
   Premiere will retain any folder structure you import
   so if you have your media sorted into folders it will
   organize it that way in the bin.

6. **Create a sequence**
   There's not much you can do with your clips unless
   you create sequence to add them to. With video,
   sequences are dependent on the kind of output you
   plan for your project.
   Is it for the web? Is it for mobile devices? Is it for
   the big screen?

   • File New > SEQUENCE

   • In the New Sequence Window select the
     following: DIGITAL SLR > 1080p > DSLR
     1080p30

   • Note that the window on the right outlines all of
     the aspects of the project (dimensions in pixels,
     frame rate, audio rate, etc)

   • Name the sequence and click OK

7. **The Timeline**
   You'll see your window change immediately. The
   timeline (or sequence window) becomes active.

8. **Preview an audio clip**
   Double click a clip to listen to it in the
   Source Monitor**.**
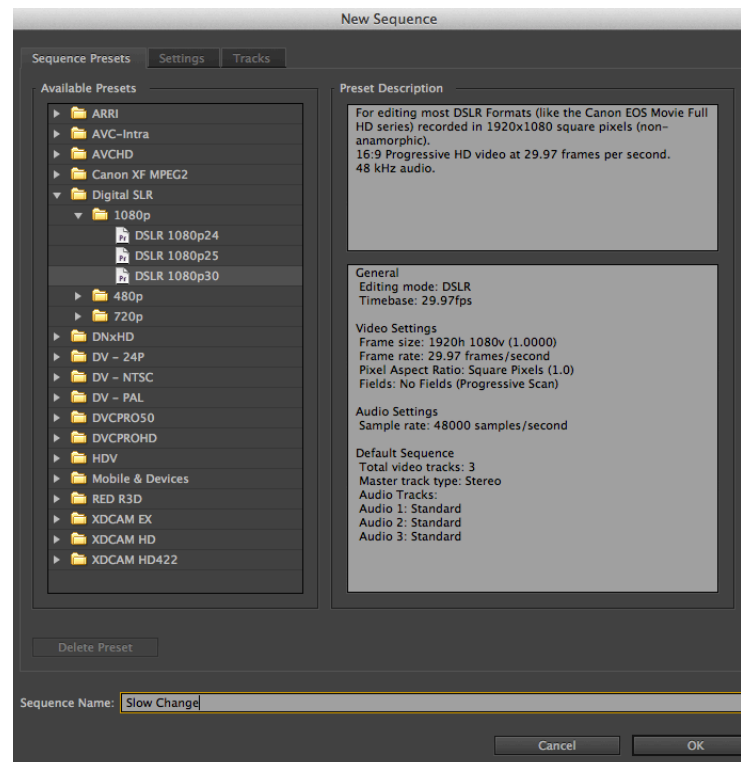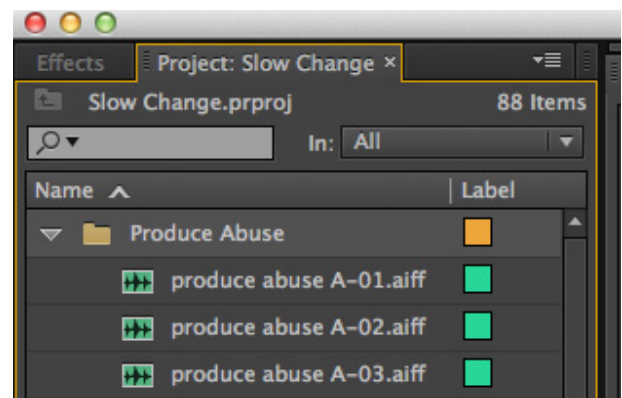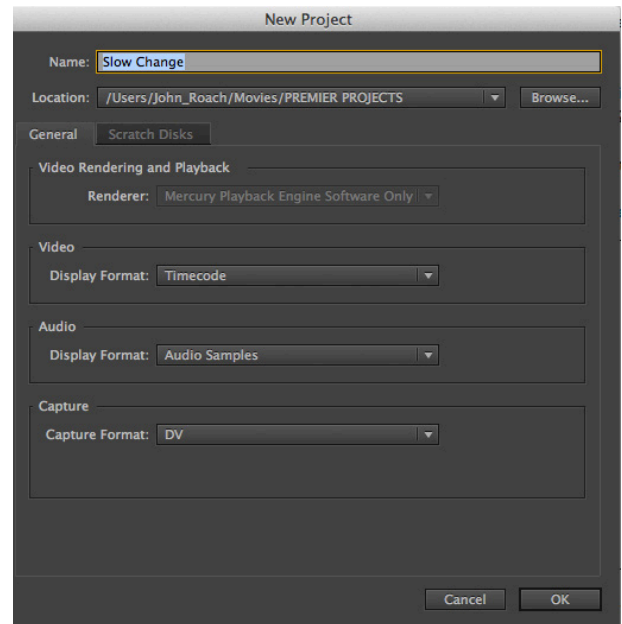
9. Add a clip to the timeline

There are numerous ways to add media to the timeline, let's just start with dragging.

- Click and drag a clip into A1 (audio track 1) in the timeline
- Use the Timeline Zoom bar to zoom into the timeline window a bit. Or go to the Sequence Menu > ZOOM
  (or just click the + and - keys)

10. Open the track up so you can see the waveform

It is helpful when editing to see the waveform or envelope of the sound. This shows the amplitude of the sound.

- use the track zoom on the right side of the audio tracks to increase or decrease the height of the track.
- you can also click and drag the separation between the left side of tracks to increase the size of only one track.

11. Play the sound in your timeline.
- Click the spacebar to play
- use the playhead to scrub through the sound.

12. Do a quick edit on the clip. Edge edit

To quickly trim the beginning or ending of a clip, just trag the edge of your clip. You'll note that your cursor changes into this:
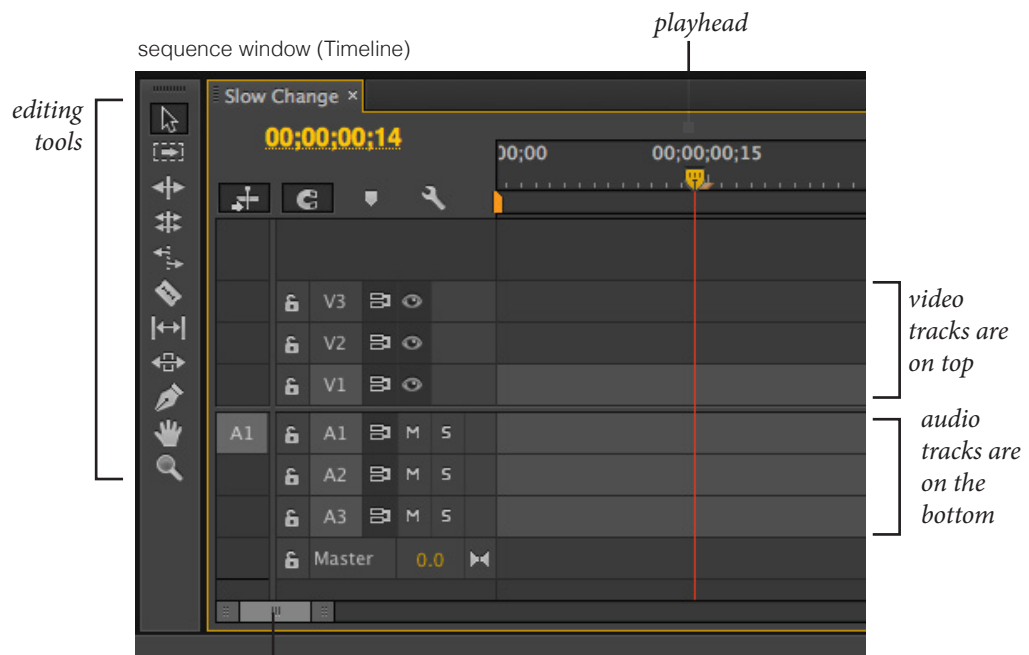
- Trim off the "attack" of the sound
- Trim the end of the clip. Play the sound again

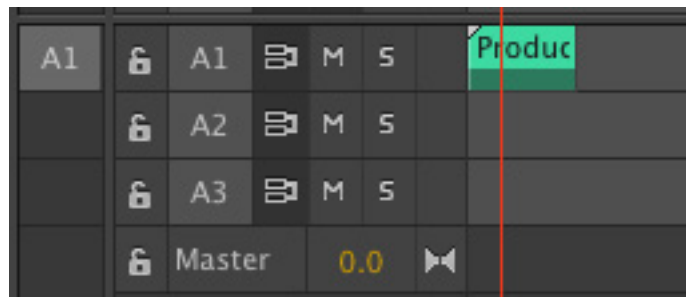## 13. Use the "rubber bands" to alter the volume and create a fade in.
- Select the pen tool in the tool bar.
- The volume line runs through the center of the track. Click it to add a point.
- Drag the points to see how it effects the volume. Note that you can go above the line to increase the volume.
- Create a fade in.

14. Open the audio meters to check the amplitude
- Window Menu > Audio meters
- Play the sound again and watch the meters

playhead

sequence window (Timeline)

editing tools

video tracks are on top

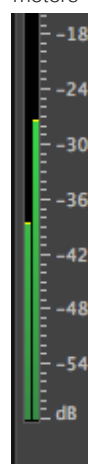*audio tracks are on the bottom*

Timeline Zoom: Use this bar to change the magification of your track

You can use this track zoom to increase the height of your tracks
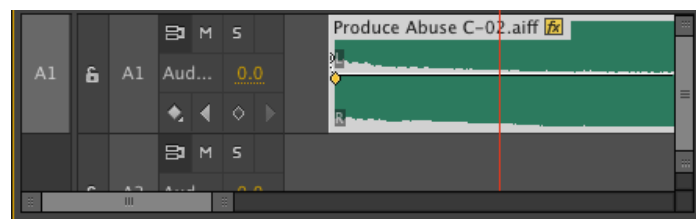
Audio meters

15. Add another clip
- Add another clip, but this time drag it to a different audio track, A2. Now you are layering sounds.

16. Cut this new clip using the razor
- Listen to the clip and choose two or more places to slice the clip.
- Select the razor tool (or click the C key)
- Click with the razor to slice the clip.

17. Another way to create an audio fade (Audio Transition)
- Open the effects palette (it's likely grouped with your project palette)
- Open the Audio Transitions Folder and then open the Crossfade folder
- Select Constant Power and drag it onto the part of the clip that you want to fade.
- Preview the results.
- Drag the edge of the fade bar to change the duration of the crossfade.
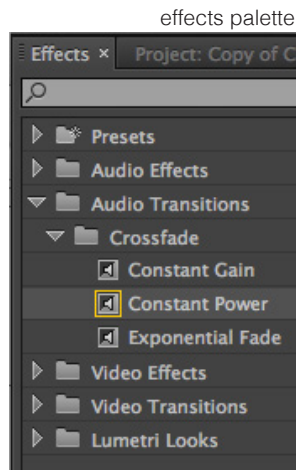
18. Crossfade between two clips
- place two clips next to each other in the timeline
- drag a crossfade onto the line that separates the two clips.

19. What if the Crossfade Doesn't work?
- To crossfade two adjacent clips, the clips need some additional audio beyond the boundaries of the clip.
- In steps 12 and 16 you trimmed a clip. The audio you edited out is not lost. It still exists beyond the edge of the audio clip. This is because Premiere is a *non-destructive editing environment.*
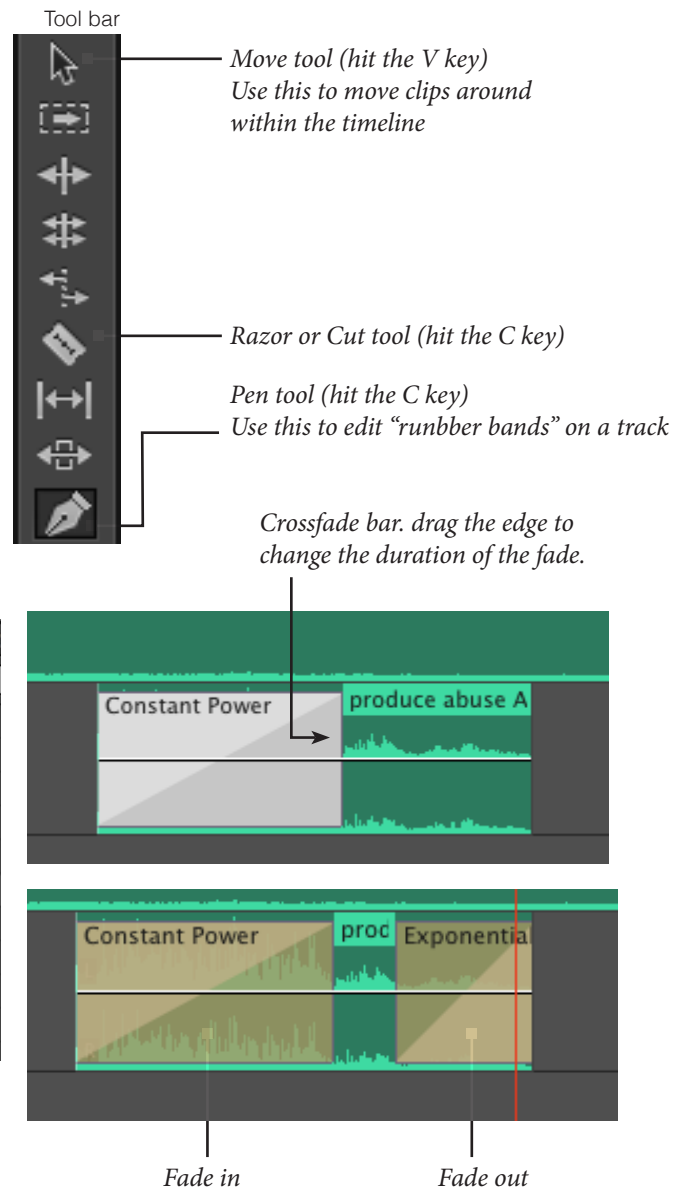
20. Change the panning on a clip (balance)
As long as you can see the waveform on a clip you can manipulate both its volume and its panning. Panning determines how much of the sound is in your left ear and how much is in the right.

- In the name of the clip, look for a little **FX** icon If it isn't visible you probably need to zoom the view of your track (+ key)
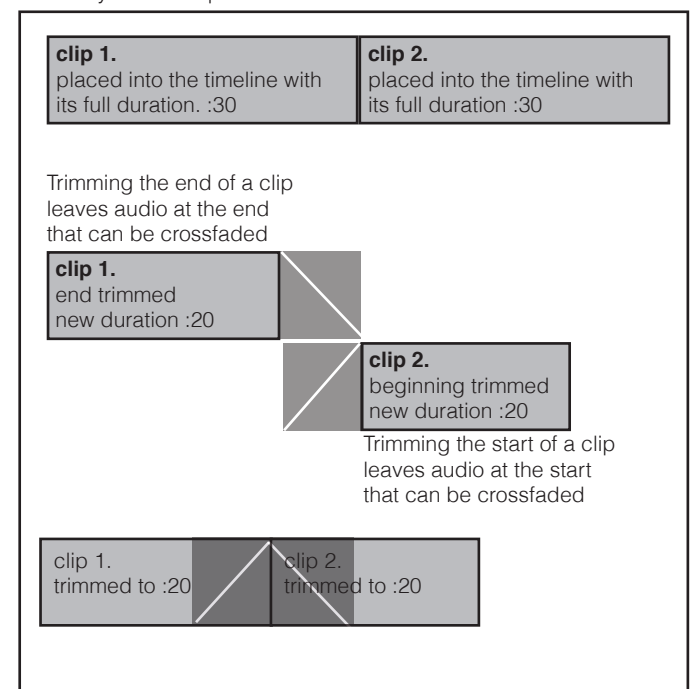- Click **FX** and then pull down to Panner > BALANCE.
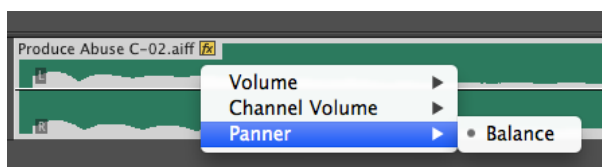
- You can now edit the rubber band to effect the balance of the clip. You can use the pen tool and selection tool to change the balance over the duration of the clip.

Tool bar

Move tool (hit the V key) Use this to move clips around within the timeline

Razor or Cut tool (hit the C key)

Pen tool (hit the C key) Use this to edit "runbber bands" on a track

Crossfade bar. drag the edge to change the duration of the fade.

effects palette

Constant Power   produce abuse A

Constant Power   proc Exponentia

Fade in   Fade out

Crossfade Effect
A crossfade can't occur if there's not additional audio beyond the clip's boundaries

clip 1. placed into the timeline with its full duration. :30	clip 2. placed into the timeline with its full duration :30

Trimming the end of a clip leaves audio at the end that can be crossfaded

clip 1. end trimmed new duration :20

clip 2. beginning trimmed new duration :20

Trimming the start of a clip leaves audio at the start that can be crossfaded

clip 1. trimmed to :20   clip 2. trimmed to :20

3

21. Changing the panning or volume for an entire track rather than a clip.
To do this, you need more global control which can be found in the mixer

- in the Window Menu open the AUDIO TRACK MIXER

- Use the track volume fader or panning knob to impact these properties across an entire track.

22. Adding an effect to a track - Reverb
To add an effect to an entire track, you can use the effects area in the mixer,

- click the triangle at the top of the mixer to make the effects visible.

- click on one of the slots and select Reverbmand then Listen to the track you effected.

23. Change the parameters of the effect

- to alter the properties of the effect (in this case reverb) double-click the effect in the mixer.

- In the window that appears, alter the effects parameters. Many have presets which is a good place to start!

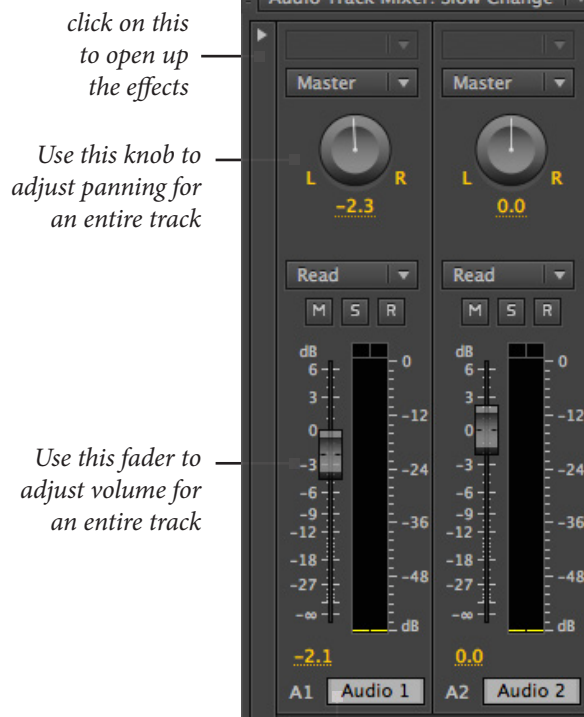**24. Adding an effect to just one clip within a track**
To do this you need to apply an effect and use the effects settings to adjust the results.

- Select the clip that you want to effect

- In the effects palette, look for Audio Effects > REVERB. Double click the effect to apply it to the track.

- to edit the parameters of the effect, open the EFFECT CONTROLS palette in the Window Menu. Notice that you see REVERB listed there along with Volume and Panning.

25. Changing the duration (and speed) of an audio clip.
manipulating the speed of a clip can be effective in further distancing a sound from its source.

- select the clip you want to adjust. either right-click, control-click or go to Clip menu to select SPEED/DURATION

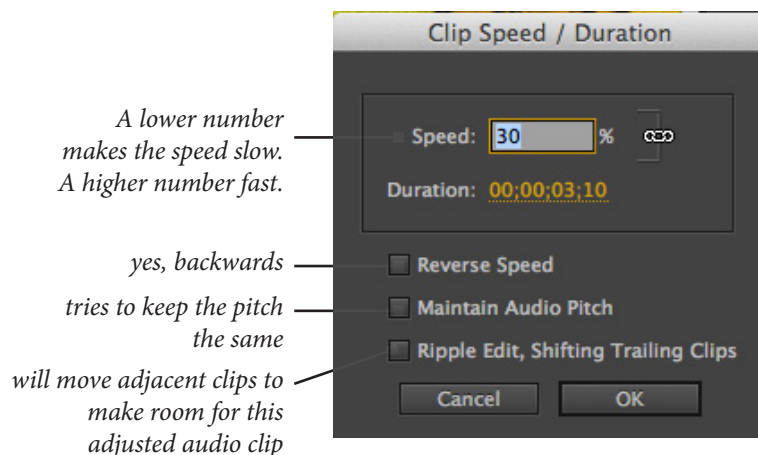- See the image to the right for details about this feature

click on this to open up the effects

Use this knob to adjust panning for an entire track

Use this fader to adjust volume for an entire track

you can rename your tracks here

notice that you can also change the panning and volume for a single clip in this same window.

click Edit to open the parameters for the effect.

A lower number makes the speed slow. A higher number fast.

yes, backwards

tries to keep the pitch the same

will move adjacent clips to make room for this adjusted audio clip

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26. Outputting a mixed audio file to share

The export window is used to output your multitrack sound and video ptojects as a single file. You can select from many different formats, sizes, and compressions that can be used for different contexts (so, for example, Youtube or a hi-res file for playback on an HD screen, etc)

- In this case we are only outputting an audio file
- File menu > Export > Media
- In the Export Settings pane on the right, choose your audio format. AIFF is uncompressed audio. MP3 is compressed audio.
- Format: Choose MP3
- Preset: Choose 256kbps (this effects the quality of the file)