

# Adobe Premiere Elements

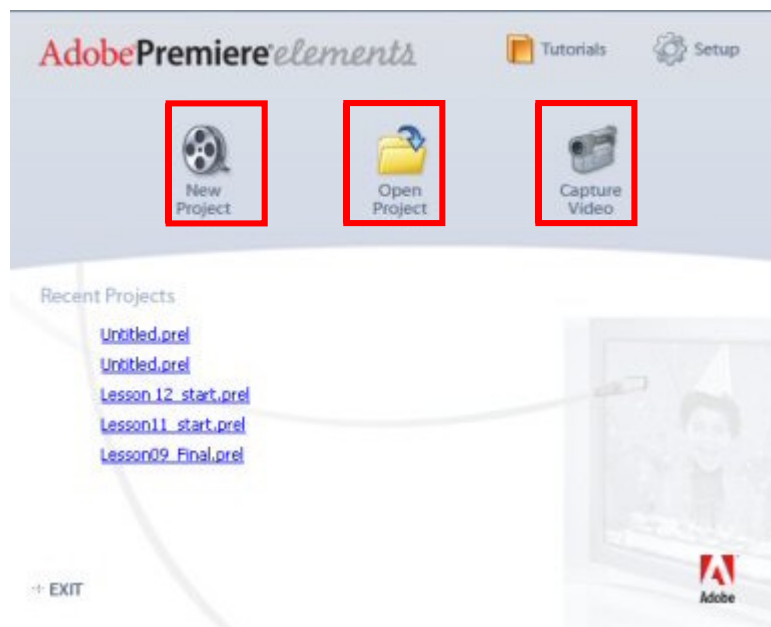
## Introduction

Using Adobe Premiere Elements, you will be able to produce videos using a combination of still images, video clips, voice-over narrations, music soundtracks and an amazing array of effects and transitions. You will be able to export them as stand-alone movies that can be played on a computer or a DVD player, compressed movies suitable for emailing or the web, or full-blown DVDs complete with menus and scene selections. The order of events will be:

1. Capture video and digitize other elements of your movie
2. Import your media into Premiere
3. Edit your clips, including stills
4. Add effects and transitions
5. Add a voice-over narration
6. Add a music track
7. Export your movie

Almost all of these tasks can be accomplished within Premiere Elements, including editing still images, since Premiere works seamlessly with Photoshop Elements to import and export edited stills. The tasks for which you will need additional software include digitizing still images (scanner needed), voice-overs (recording software required) and digitizing music tracks (ripper required). By the time you get to this tutorial, you should have been through the digital derby and learned "How to Capture Almost Anything."

Let's take a quick tour of the Premiere screen to orient ourselves to these tasks and where they are located within Premiere. When you launch Premiere, the welcome screen looks like this:

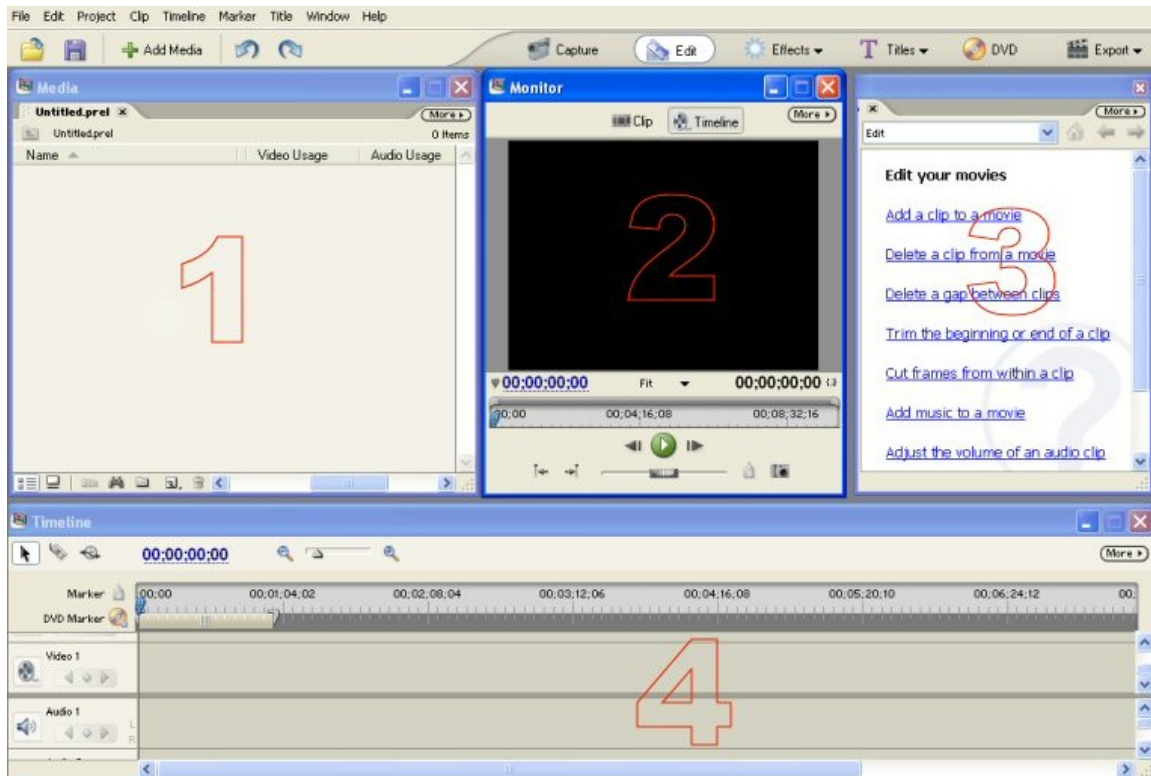


You have three choices:

1. Begin a new project
2. Open an existing project
3. Capture video

For this tutorial, we will assume that you have already captured your video. We will therefore click on "New Project" to start our first lesson.

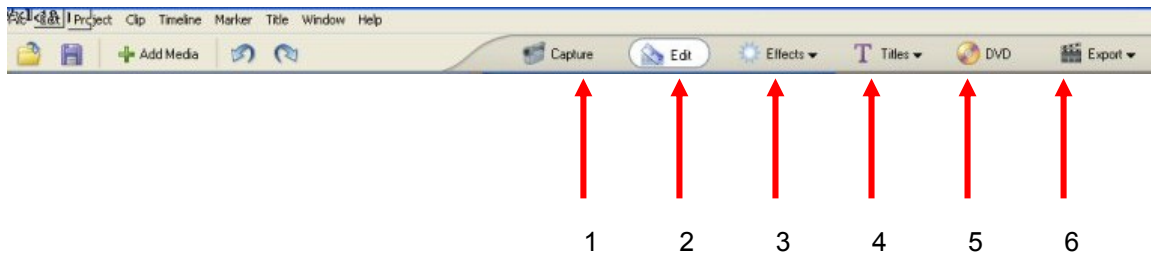
When you click on "New Project", the Premiere workspace opens up:



The four main areas of the screen are:

1. Media window (as you add clips, they will appear as thumbnails in this window)
2. Monitor (you can watch your video in real time as it progresses)
3. How To (need help? Task-related help tips are located here)
4. Timeline (you will add clips and images to the timeline to create your video)

The basic tasks run across the top of the screen in a taskbar:



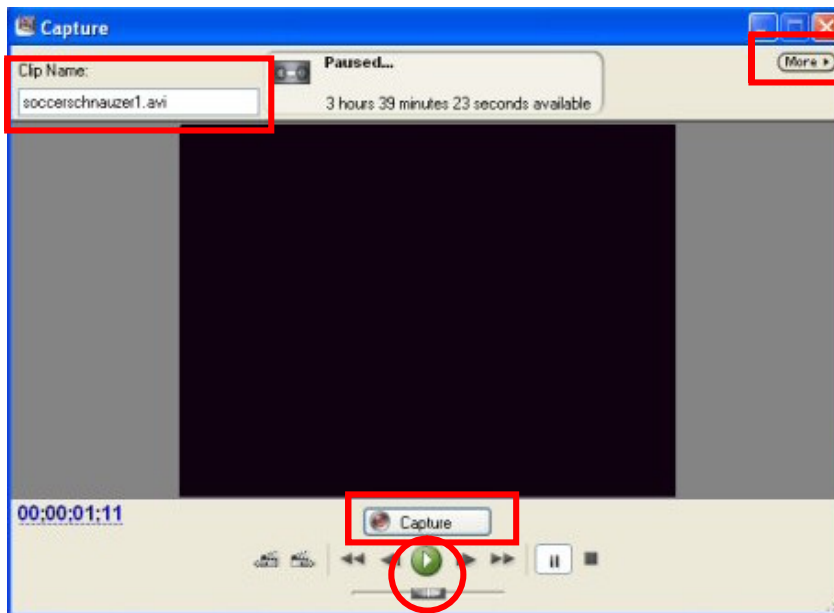
This is the order in which we will make our movie: capture video (or digitize other elements) and import them into our media window, edit our clips, add effects and transitions, add a title screen, create a DVD menu and then export our video.

So, let's get started.

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### Lesson 1: Capturing and Importing Video

Our first task will be to capture video from a digital camcorder. Connect your camera to your computer (on the Sony camera available in the LRC, connect the four-pin end of the firewire to the port that says DV on the side of the camera, then connect the other end to the six-pin firewire port on the computer), launch Premiere Elements, at the Welcome Screen select "New Project," and when the program opens, click on the Capture button. When the work area comes up, you will see the capture window:



First, name your clip.

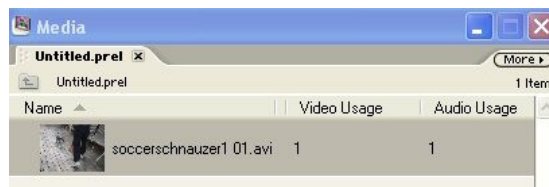
Second, click on "More" and be sure that "Capture audio and video" is checked.

Next, notice that the camera is paused, waiting for your input.

The round green button at the bottom is the play button. Press it to begin playing your video; this button will control your camera.

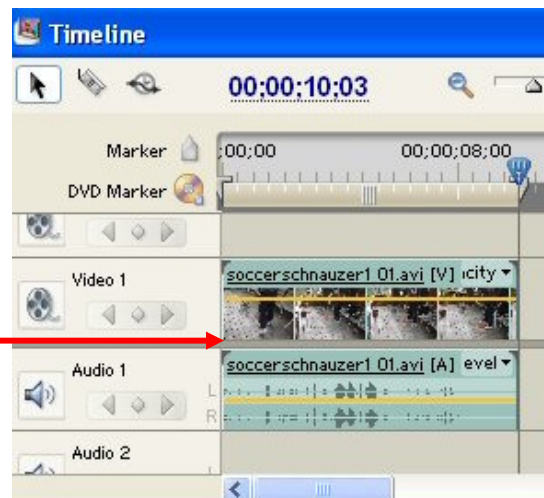
When you're ready, press capture to begin capturing video.

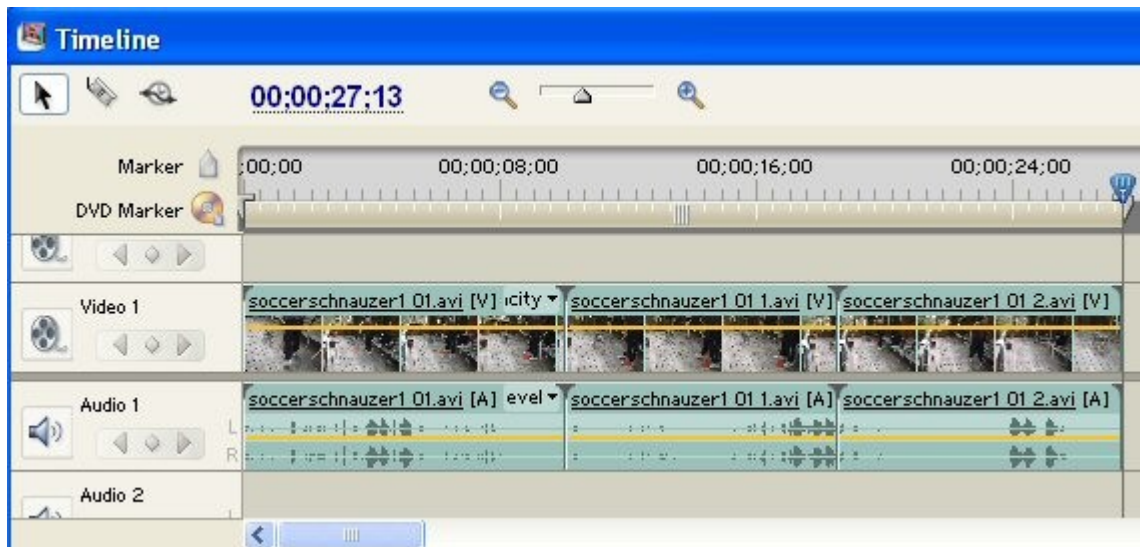
As soon as you click "Stop" (the Capture button will change automatically to a "Stop" button as soon as you begin capturing), Premiere will place a thumbnail of your clip in the media window and will automatically place your clip on the timeline:



Here is the thumbnail of the clip in the media window.

On the right is the clip in the timeline.



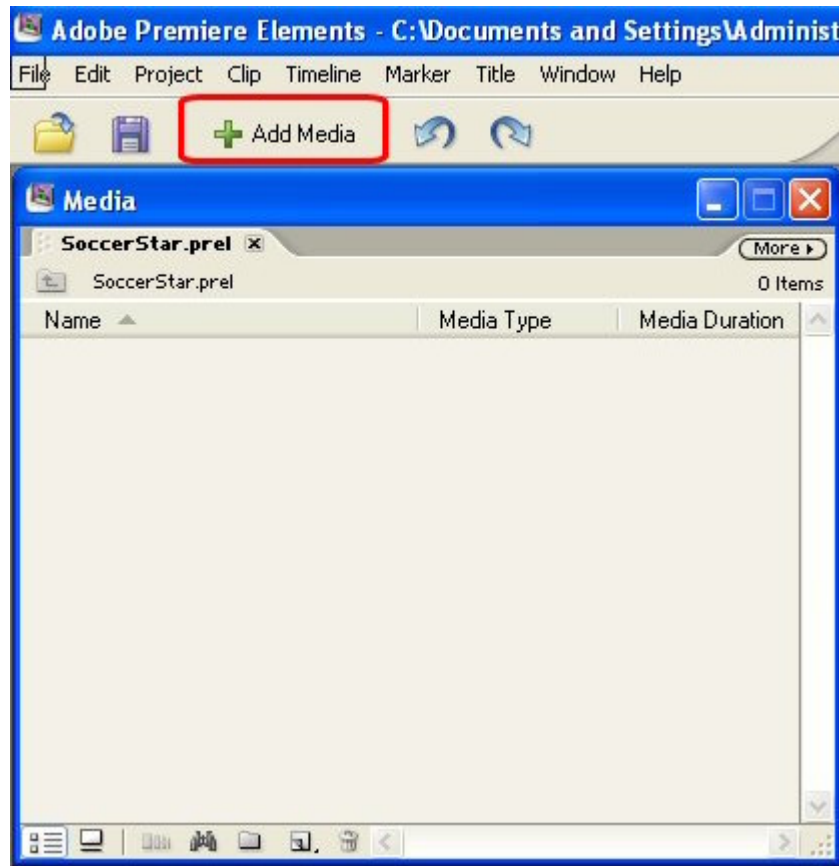


It is possible to capture just video, just audio or both audio and video from your camera. The setting is under the "More" button in the capture window.

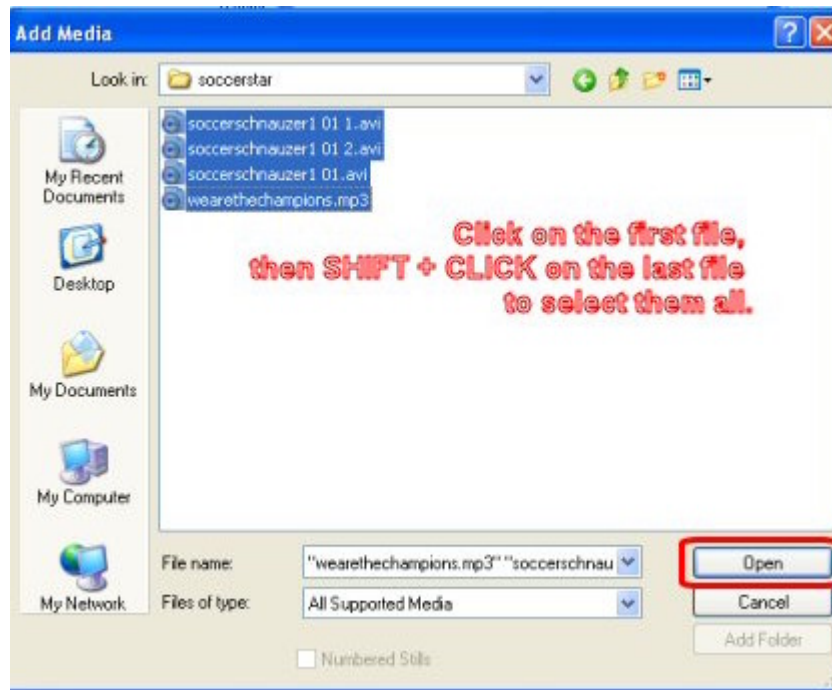
It is also possible to capture video and have Premiere automatically detect scenes. It will mark a new scene each time you stopped filming and then restarted. Each scene can be saved as a separate clip. Again, this setting is under the "More" button in the capture window. You can also select whether to capture directly to the timeline or not.

For the purposes of this tutorial, I have already captured the clips for you, so in essence we are skipping the capture step. Instead, to begin, we now need to import the clips into our project that are already captured.

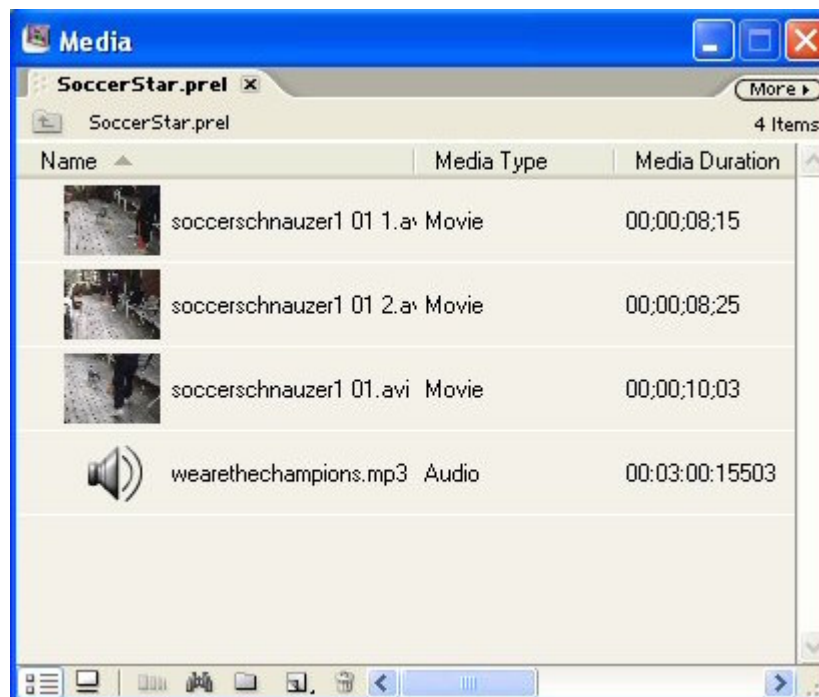
1. Click on the **Add Media** button just above the media window.



2. Navigate to C:\Desktop\Digital Storytelling\goreeimages (or the folder where you stored the downloaded images), select all the images including the sound file (to select the whole group, click once on the first image to select it, then scroll to the last image, hold down the SHIFT key and click the last image; this will select the first, the last, and all images in between).

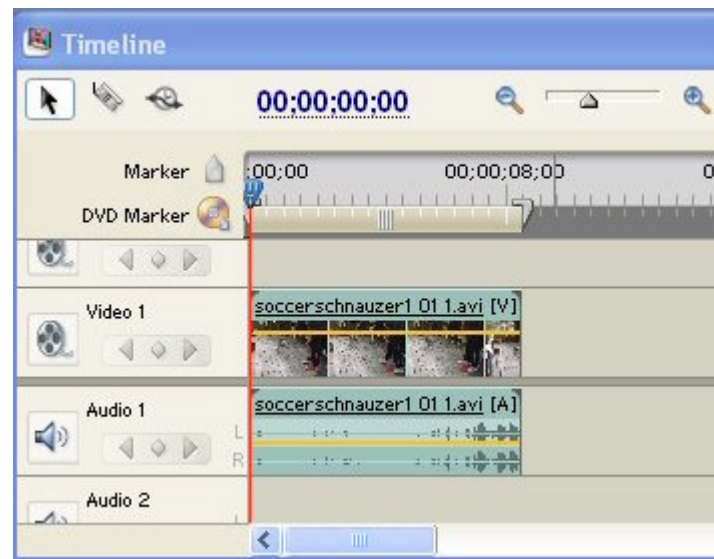


3. Then click OPEN. Thumbnails of all your media should now appear in the media window.

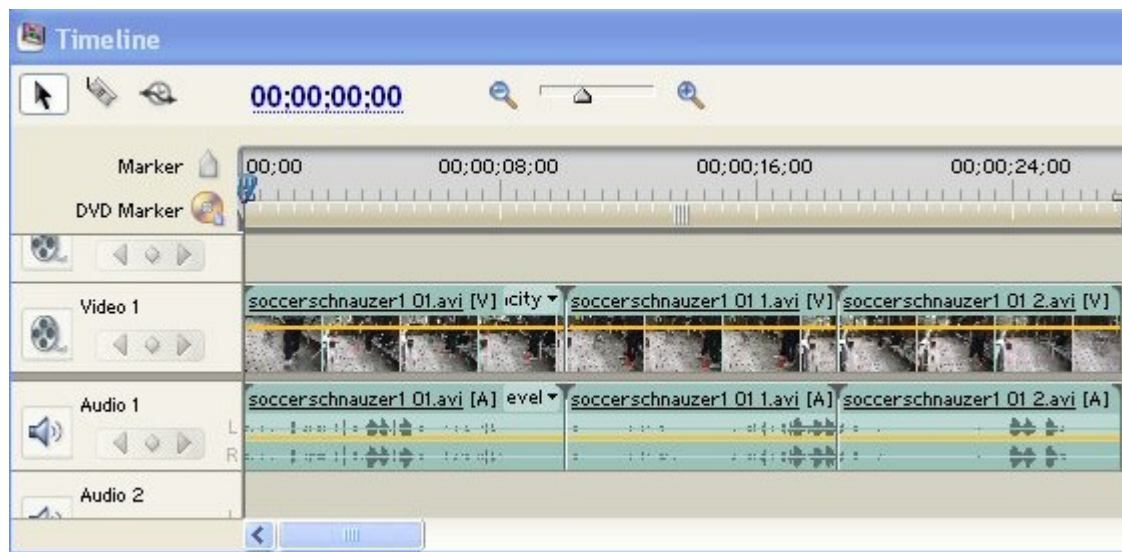


4. To add a clip to the timeline, select the clip named soccerschnauzer1 01.avi and drag it into the timeline in the Video 1 track. Notice that the audio that accompanies this video is automatically placed in the Audio 1 track below.





5. You can add media to your project at any time. You do not have to do it all in the beginning.
6. Let's finish off adding our video clips. Click and drag the second clip (soccerschnauzer1 01 1.avi) into the timeline and then the third (soccerschnauzer1 01 2.avi). Be sure that each clip butts tightly up against the previous one. Your timeline should look like this:



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## Lesson 2: Editing – Trimming clips

When you're creating a video you will certainly want to trim out the "junk" or unnecessary parts of your clips. In our soccer Schnauzer movie, the last clip contains a long sequence of Schotzy trotting across the length of the deck. We don't need all this footage to make the point that he retrieved the ball successfully. Let's trim the end of this clip:

### Trimming Clips in the Timeline

1. Move the current-time indicator to the 26 second mark (watch the time indicator in the monitor window – it's the blue timer on the left side under the preview window). We want to trim out everything from this point to the end.
2. Now place your cursor at the end of the last clip until it changes to a Trim Out tool -- a double black arrow with a red bracket pointing to the left.
3. Make sure the bracket is pointing left, then click and drag the end of the clip to the 26 second mark. The clip is now trimmed. If there were clips after this one, they would automatically snap into place.

### Trimming Clips Using the Razor Tool

In the second clip, there is an unfortunate moment when the photographer (who shall remain unnamed) zoomed in and out with lightening speed. It's enough to make the viewer dizzy. So let's get rid of this momentary photographic lapse. Since this sequence occurs in the middle of a clip rather than at the beginning or the end of a clip, we're going to use the razor tool instead of the Trim Out tool.

1. Place your current-time indicator at the beginning of the second clip. Press the spacebar to play the clip and notice this dizzying zoom (it begins at about 00;00;15;15 and ends around 00;00;17;00). Press the spacebar again to stop playing the clip once you have seen it.
2. Ok, let's get rid of this. Place the current time indicator at the 00;00;15;15 mark. Now select the razor tool in the upper left hand corner of the timeline window:



Click once on the red line. Now move the current-time indicator to the 00;00;17;00 mark. Click once more on the red line with the razor tool.

3. Now click on the selection tool (the black arrow). Select the clip between 15;15 and 17;00. Hit the delete key to get rid of it. The clips to the right will automatically snap into place, closing the gap.



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## Lesson 3: Working with Sound

In this tutorial, we will simply add a music track. In Part II, we will learn how to work with both narration and music. But for now ... A fierce competitor like Schotzy deserves some background music to dramatize his exploits, so let's add a sound track and get rid of the background noise from the video. The neighbor's dog was barking in the background. He was obviously cheering for the other side.

### How to Delete the Sound Track from the Video:

1. Click once on the first clip in the timeline to select it. Once it is selected, it will have a gray box around it.



2. Then right-click anywhere in the clip and from the menu select "Unlink Audio and Video."



3. Click outside the clip to deselect it. Once the clip has been deselected, it will no longer have the gray box around it:



4. Now click again on the audio portion of the first clip to select it. Notice now that only the audio track will have the gray box around it to indicate that it has been selected:



5. Hit the delete key and it's gone.





6. Repeat this process for the remaining clips to get rid of all the audio associated with the original video.

## How to add a music track:

1. Look in the media window, for the audio clip entitled "wearethechampions.mp3."
2. Click and drag it onto Audio Track 1. Be sure to push it all the way over to the left, at the beginning of the video.



3. Now, let's trim it to fit. First, let's cut out all the intro and get right to the "We are the Champions" part. Place your current time indicator (  ) at about 00:00:33:00. Select the razor tool (  ) and make a slice on the red line. Now choose the



selection tool ( ) and select the first portion of the audio (from 00;00;00;00 to 00;00;33;00). Hit the delete key and it's gone.

4. Click and drag the beginning of the clip to the beginning of the video. Now let's trim the end off.
5. Move your current time indicator to the end of the music clip. Make sure your cursor changes to a black arrow with a left-facing red bracket. Click and drag the end of the audio to the 00;00;31;00 mark. This leaves more sound than video. We're leaving space for the credits to roll.
6. Finally, check the volume. If it is too loud, place your cursor on the yellow horizontal line that runs through the music clip. When it changes to a double-headed arrow with a bar in the center, click on the yellow line and drag it down. This will lower the volume. Play the clip until you get the sound level you want.



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### Exporting Your Movie

We'll leave the issue of creating a DVD for our next movie. For now, let's look at some of the other options for exporting our video. Remember, up until now you have been working on a PROJECT. Your project file can be edited at any time, but it can only be viewed in Adobe Premiere Elements. It's probably safe to assume that most people do not have Premiere Elements at this point, so the PROJECT file is useless to them. We need to export the project into a file that can be played by anyone. A PROJECT becomes a MOVIE once we RENDER it (that is, put it into a format that can be viewed by others). Once you've rendered your project into a movie, the MOVIE cannot be edited – it is virtually carved in stone. So be sure you're really finished before you render your project! You can always return to your project file at any time, edit it and then re-render it. We'll look at several options (other than DVD, which is reserved for our second video).

Click on the Export button on the Taskbar on the far right. The following menu appears:



We can export to DVD (which we will do later), export as MPEG which is the format used for full-screen video, to Quicktime, which is a compressed format with a smaller viewing area suitable for the web or email, or Windows Media. Each one has its own advantages and disadvantages.

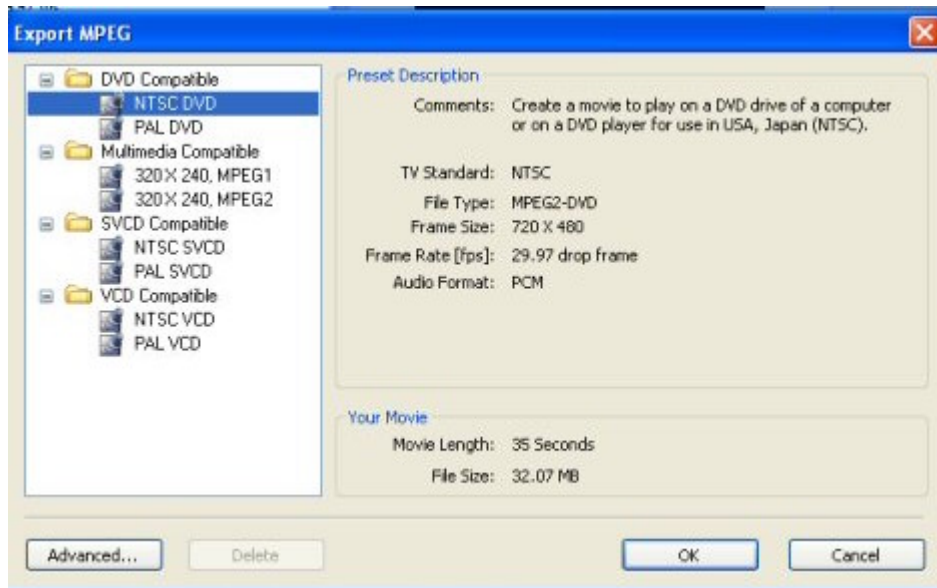
Exporting as an MPEG will produce the highest quality video (and therefore the largest file). However, it will be suitable for viewing full screen either on a computer or a TV. The frame size will be 720 x 480. It is cross-platform and therefore can be viewed on either a PC or a Mac.

Quicktime is a compressed format. The compression will result in a smaller viewing area (the frame size will be 160 x 120). But what you lose in size (and to an extent, quality) you gain in file size. Quicktime files, because they are compressed, are much smaller than MPEG files. If the video is short enough, Quicktime files can be emailed or put on the web. The other obvious advantage is that Quicktime is cross-platform. It can be viewed on either a PC or a Mac.

Windows Media opens up another can of worms. Like MPEG, Windows Media format can go full screen (and therefore will have a large file size). The frame area is 720 x 480. However, your audience will be limited to those who use a PC. Mac users can download a Windows Media viewer that will enable them to view these files, but I've yet to meet a Mac user who's got it! If you want it, you can get it here:

<http://www.microsoft.com/windows/windowsmedia/software/Macintosh/osx/default.aspx>

That said, let's go for broke and choose MPEG as our first export option. When you click on the MPEG option, the following screen opens up:



We'll go for the default option – DVD compatible, NTSC format. Notice that we could also export it in PAL format for our friends in Europe. I wonder if the Sinnigers would enjoy a video of Schotzy, the soccer-playing Schnauzer?? I think not, so we'll stick to NTSC. Notice that the "Your Movie" box tells me my movie is 35 seconds long and the file size is 32.07 MB. This last piece of information becomes important if you have a long movie. Look carefully at the file size and be sure you have enough free space on your hard drive to save it!!

When you click OK, you will be asked to name your movie. Once you click OK from this dialogue box, the movie will begin to "render." The rendering process can be a lengthy one if your movie is long (as in several hours). Patience is a virtue.

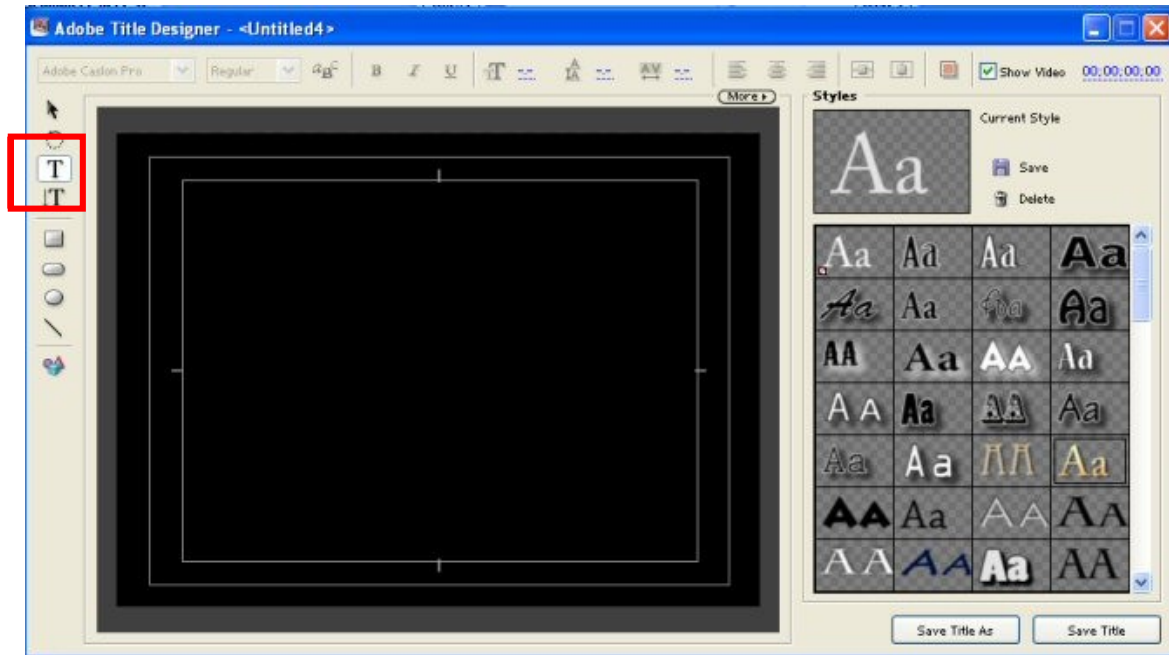
It's time to view the results. Open the folder where you saved your movie, double-click on the .mpg file. It should open in Windows Media Player (in the LRC). To view the video full screen, right-click on the screen and select "Full Screen." Enjoy our little soccer star!!

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## Lesson 5: Adding a Title and Credits

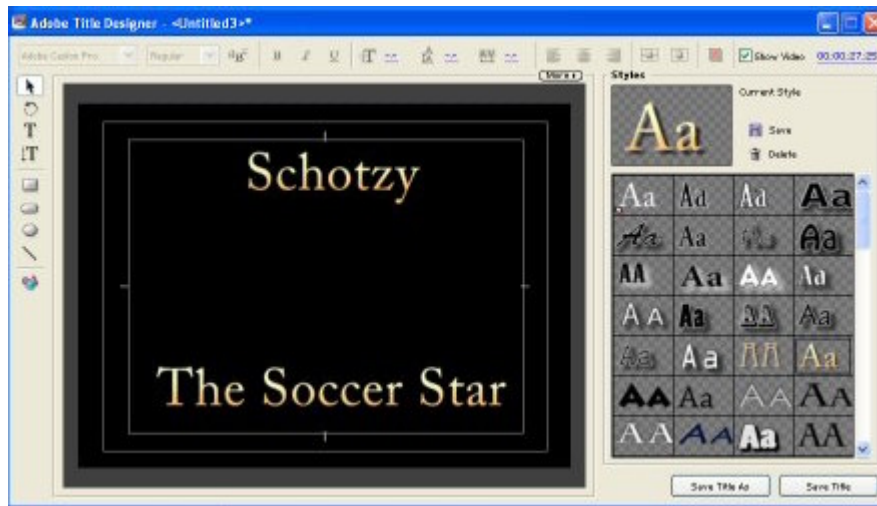
Our video needs a title. So, the next step is to add a title at the beginning of our film. Make sure nothing is selected in the timeline, move your current time indicator to just beyond the very end of your video (00:00:00:00), then click on the **Titles** button in the taskbar at the top of the screen. If the Templates window comes up, just click Cancel for now – we'll come back to this later.

You should be looking at a black screen that looks like this:

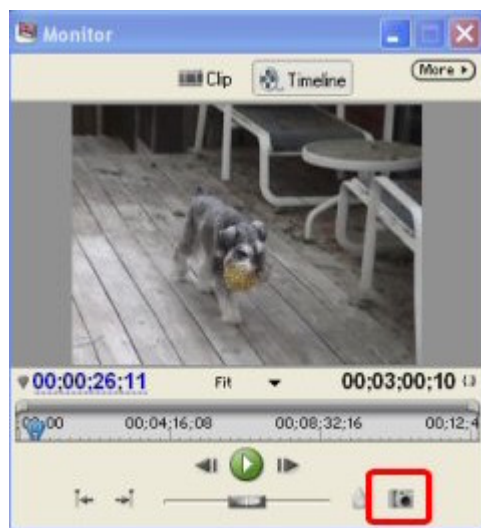


1. Select the Text tool (the Letter "T" on the left) and click inside the innermost box. This box indicates the "safe margins" for viewing. Be sure all your text remains inside this box. Now type *Schotzy* (on the first line, then hit Enter) and *The Soccer Star* on the second line.

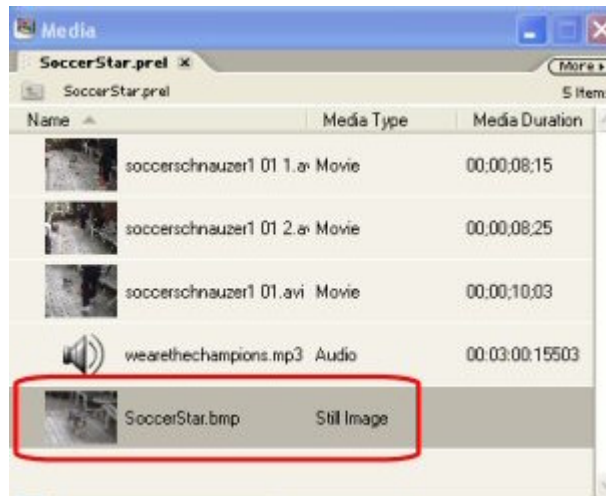





2. You can work with text in this box as you would in Microsoft Word. Select the text, then center it, change the font style by clicking on one of the boxes on the right until you get the look you like. When you're satisfied, click on **Save Title**. Give your title file a name in the dialogue box and click "OK." A thumbnail for your title will now appear in the media window.
3. This looks a bit plain. Let's add an image of Schotzy to our title. First, we need to capture a still image of this darling pup. Move your current time indicator to the end of the video where only Schotzy is visible (get my brother out of the picture!!). Begin playing the video and when you get to a spot where you get a good view of old Schotzy, click the camera button to capture a still:



4. Save your image (note that images are saved as .bmp). The Save dialogue box comes up immediately. Name your file, and when you click OK, notice that it appears immediately in your media window.

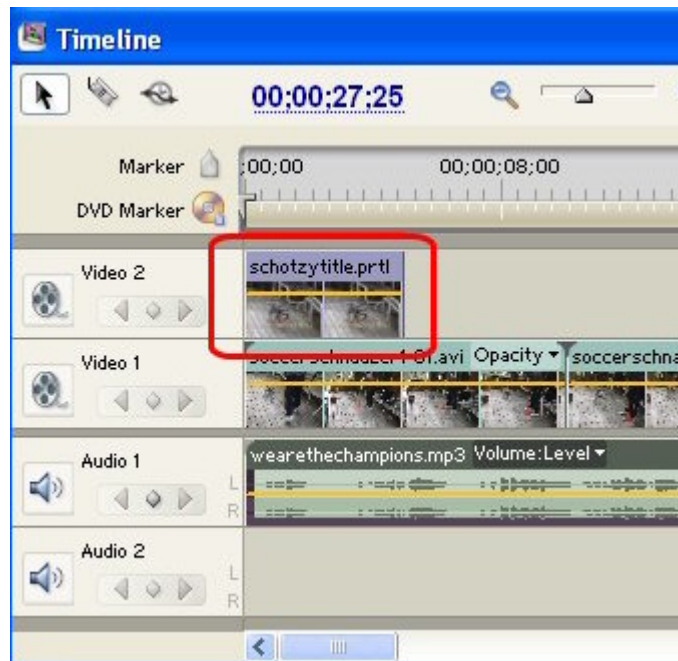


5. In the title window, click on the “Add Image” icon (  ). A dialogue box will pop up; select the file of the still image you captured (SoccerStar.bmp), then click OPEN. But WAIT – the picture is covering up the text!! We can fix that.
6. We can put the picture BEHIND the text by simply re-arranging the order of the layers. RIGHT-click on the image, then from the menu that appears, select Arrange > Send to Back. Watch the magic as the picture of Shotzy slides below the text. The result should look like this:



7. All that's left is to save our title (give it a name). As soon as we save it, a thumbnail of the title appears in our media window. You can close out the title screen now (click on the red X in the upper-right hand corner of the window).

- Now let's add our title to our movie. Click on the thumbnail in the media window and drag it to Video Track 2 (on top of Video Track 1). Now play your movie from the beginning and the title will appear.

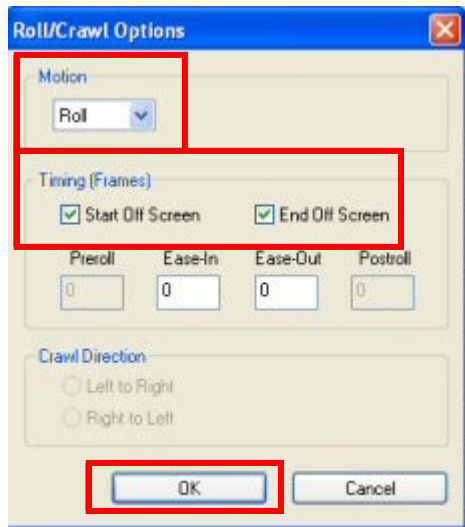


- However, it lasts a little too long, so let's shorten it. Place your cursor at the end of the title clip until the cursor changes to a black arrow with a left-facing red bracket. Click and drag to about 2.5 seconds. Play your movie again to get the effect.

## Adding Rolling Credits

No movie is complete without credits at the end, so let's give this video some class and add a list of rolling credits to finish it off.

- Move your time line indicator to the very end of your video so the screen is black. Now click on **Titles** in the taskbar at the top. A black screen should appear. If the Templates window appears, simply cancel it out for now.
- Click on the **More** button in the upper right hand corner and select Roll/Crawl options:



In the Motion box, select "Roll."

In the Timing box, check both "Start Off Screen" and "End Off Screen."

Click OK.

3. Select the text tool and click inside the innermost box. Remember to keep all your text inside this box. In order to do so, you will probably need to decrease the size of the font. To make the font smaller, place your cursor over the font size and "scrub" your cursor to the left. As you do, the font size decreases. Set it at about 32.
4. Now type with a space between each comment:  
Schotzy the Schnauzer is trained by Jim Pecoy  
He appears here courtesy of the Pecoy family  
His soccer mom is Pat Pecoy – she drives the bus  
When not playing soccer, Schotzy trains at the local parks
5. When you're satisfied with the look of your credits, click **Save** and name the file. It will then appear as a thumbnail in your media window. Click and drag the thumbnail onto Video Track 1 at the very end of your movie.
6. A couple of final adjustments and we're done. When we play the credits, they roll really fast. Let's stretch them out. Click and drag the end of the clip to about 00:00:35:26. Now click and drag the music to match the end of the video. Play it back and see what you think!

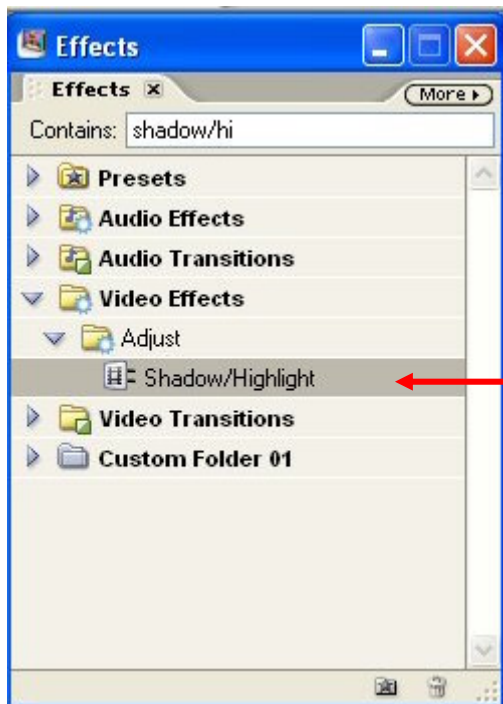
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## Lesson 4: Working with Effects

In Premiere Elements, adding special effects is as simple as dragging and dropping. We'll start with a few basic effects in this video and add more in our next video.

Notice that the last two clips are quite dark and my brother sort of blends into the darkness. Let's lighten these clips up so we can see the offense as well as the defense.

1. Select the second to the last clip (click once on it in the timeline at 00:00;15;00). Then click on **Effects** in the taskbar at the top.
2. In the text box next to the word "Contains," type *Shadow/Highlight*.



Click and drag the icon next to the words Shadow/Highlight onto the second to the last clip.

Repeat (click and drag) for the last clip.

Notice how much brighter this clip is. Jim no longer blends into the darkness.

Ok, let's go Hollywood now and make the beginning of our film a bit more dramatic. Let's fade in from black to begin our first clip.

1. Place your current time indicator at the very beginning of your video.
2. If the Effects window is not open, click on Effects in the taskbar to open the window.
3. In the text box "Contains," type the word "dip."
4. Click and drag the "dip to black" icon to the beginning of the first clip. Play your video to see the effect.