

# Adobe Premiere

by Jack and Sue Drafa

Just as Adobe Photoshop is one of the most popular image-editing software products, its brother, Adobe Premiere is just as popular in the video editing world. But wait, this isn't a video magazine. What's a video editing software review doing in a still image magazine? Relax, it's because Premiere is the type of program we use today to make digital slide shows. The slow demise of the slide projector has turned us towards hardware and software technology that allows us to project our still images in a new type of digital format.

Yes, Adobe Premiere is a video editing program, but it's so much more. If it makes you feel and better, just forget the words video, and think of Premiere as a digital still production program. It's designed to handle still images in the same manner that it incorporates video and provides a new and innovative way for us to create slide shows.

If you've used Premiere before, be prepared, as this most recent version of Premiere Pro is quite different than previous versions. Many of the features that have been upgraded from version to version have been completely overhauled and replaced with totally new features.

One of the best aspects of Premiere Pro 1.5 is that it is suited to all levels of digital slide show creators. Adobe has made it simple enough for you to easily produce a show if you are a new producer. Otherwise, just like Photoshop, Premiere has hundreds of advanced features that can be accessed as you become more proficient with the program. To really understand how easy this program is to use, we'll take you



Left: The assets library is where you import video, stills and audio files. These files can be previewed in file name or thumbnail format. Each image can be selected and dragged onto the timeline. You can also jump to Photoshop at any time from the image. Below: Premiere toolbox works much like elements and Photoshop, except that it has fewer tools. Advanced image editing can be accomplished by jumping to Photoshop or Elements by right-clicking on an image.

through a simple presentation, and then work up to the more complicated issues.

For our first project, we will attempt to duplicate a project that resembles a dissolving two-projector show. When you open Premiere, several menus will appear, along with a floating toolbox like the one in Photoshop. Since you are starting a new project, the image bins in the project menu will be empty. You can import the images you want to put in your show by right-clicking on the open area. A small icon at the bottom of the image bins allow you to set your viewing as thumbnails or filename. We recommend thumbnail view so you actually see your image choice.

If you have a specific length of time that you want most images to remain on the screen, you can set the default frame time in the preferences menu. Remember that 30 frames equal a second, so the default of 150 frames is 5 seconds per image. Not to worry, though as you can always change the time later.

At the bottom of the screen you will find a blank time line. Select your first



image and drop it on the video 1 line. Then grab the second image and drop it to the right of the first. Now go to your image bin, and press the effects tab at the top. Select the cross dissolve, which closely resembles a projector dissolve, and drop it at the point between the two images. You can then click on the small dissolve box to change the settings and preview the effect.

From then on it's just a matter of dropping one image after another, and adding dissolves in-between. You can adjust any of the image times by right-clicking on the image and inputting a new time. Otherwise you can use the mouse to grab one end of your image and stretch it or shorten it to the

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Dynamite digital slide shows made easy

desired time length. At any time during this process, you can view your show by pressing the play button in the monitor window. If you want to work on one specific section of your presentation, you can set the play point to start at any time in the show.

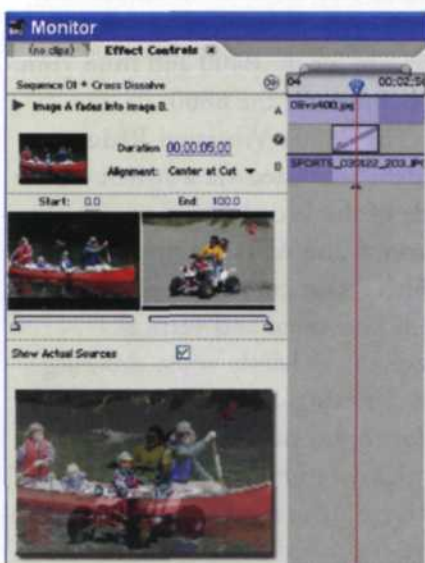
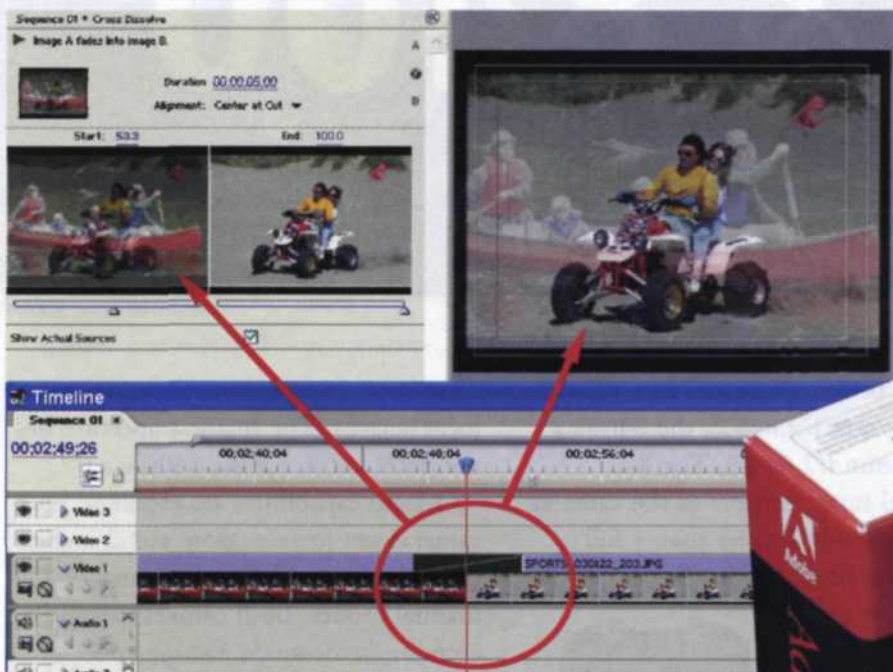
Just below the video 1 line, you will find an audio track where you would lay down a music or narration track. At

any time you can add more audio tracks if needed. Premier makes it easy to adjust the audio track volume levels. At points where you want to change levels, you add keyframe anchor points and the line between the two points is a rubberband. To change volume levels, grab the line between two keyframes and move it up or down. This is a great function if you have a narrative voice

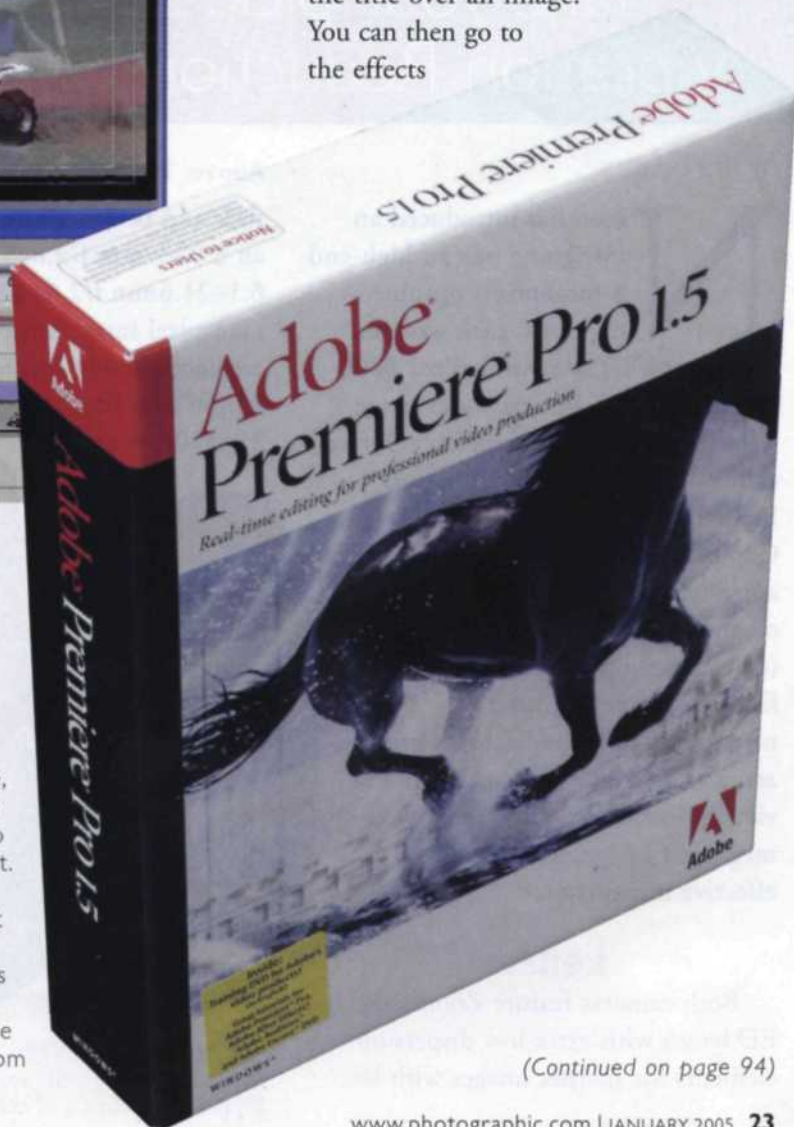
over the music and you don't want the music too loud.

Continue using the play button, reviewing the show until you have it just the way you want. You can then save the final file as an AVI video file, or create a final DVD using the output function.

For those who previously used three or more projectors with added special effects, simulated motion and text, Premiere has all the tools you'll need. For example, you may want to have a title move across the screen or zoom in. If you mask your title in Photoshop and save it as a masked channel, you can float the title over an image. You can then go to the effects



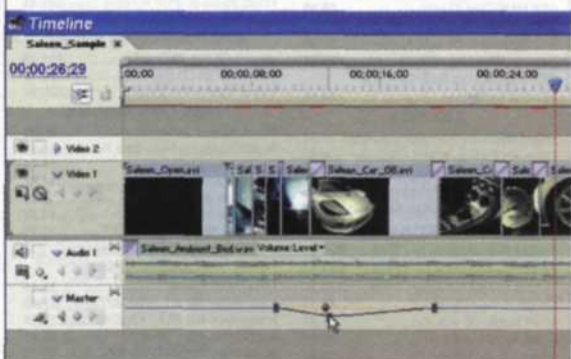
Above: Transition effects such as dissolves can be selected from the transition library and dropped on the timeline above and across two images that you want to blend. When you select the effect on the timeline, a menu at the top of the edit screen allows you to tweak the transition effect. Left: This is the menu displayed when you select a transition effect from the timeline. Here, a cross dissolve is selected with the effect displayed in the monitor and at the bottom of the menu.



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**Above:** Volume levels for narration and music can be adjusted by setting points and dragging the line up or down.

**Above right:** Double-click an audio file from the timeline to get a closer look.

**Below right:** The audio mixer gives you dial and slider controls like a real mixer.

menu and select one of several dozen video effects so your title will spin, zoom, pan, flow, or fly into the image. Best of all, your images stay in register no matter how complex the effect, not like the old slide projector shows.

At this point we have not even scratched the surface of Premiere's potential. If you are competent with layers using Photoshop, you can create complex images with multiple layers that can be imported into Premiere as PSD files. When you bring the sequences files, each layer becomes a separate line that can be manipulated with any effect. For example, if you want a complex image to appear to piece together from different directions, you can key all the layers to that final point. Then select each layer and send it in a different direction at an earlier point on the timeline. Do this to each layer, and run the effect forwards to see all the layers pan, zoom, and fly into the scene to create the final image.

Each single image loaded onto the timeline has a motion and opacity effect automatically attached to the image. The default is set so that nothing happens to the image when



you drop it on the timeline, but both are easily activated. By turning on the keyframe button, you can change the motion and opacity values in the effect.

The motion is very flexible if you active-touch the motion word itself. This turns on a mouse control that allows you to drag the image from the original point to any other point on the viewing screen. Even more control can be attained with the Bezier control handles that appear at the ends of the motion movement. As you bend these handles, the motion path becomes a curved path. This enables you to have an image fly in at angles on a curved path.

Once you start to really understand the power of Premiere, you might want to turn on the image opacity handles with a small button to the left of the timeline. When you do, a small line appears in your image and you can then start adding keyframe anchor points on the line. Be aware that you will need at least three keyframes to achieve any type of effect. Once you set three points, you can manually move one down, and the opacity of the image forces the image to become less visible. This is a handy manual method of controlling dissolving effects.

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**Top:** The layer function is fully interactive with Photoshop. At any time you can click on a layered PSD file and fine-tune your edit in Photoshop.

**Bottom:** Still images can be set to motion paths on straight lines or Bezier curves. You can zoom, pan and change speeds via menu.

There are a lot more complex effects possible with Adobe Premiere Pro 1.5, and we couldn't even begin to cover them all. Although we don't normally watch the videos included with software, the Video Workshop that comes with all Adobe imaging products is great. Adobe Premiere Pro 1.5 is designed for Microsoft Windows XP systems and is available at the Adobe store for \$699. Upgrades are available for various prices, depending on which product you are upgrading. For more information of Adobe imaging products, you can log onto the web at [www.adobe.com](http://www.adobe.com). ■

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