Chapter 1

Introduction to Adobe Premiere Pro CS5.5

Learning Objectives

After completing this chapter, you will be able to:

- *Start Adobe Premiere Pro CS5.5*
- *Start a new project with different settings*
- *Work with panels*
- *Work with workspace*
- *Understand the Source Monitor and the Program Monitor*
- *Change preferences*
- *Customize keyboard shortcuts*

INTRODUCTION

Adobe Premiere Pro is one of the most powerful real-time professional grade video editing applications. It has flexible, precise, and reliable editing tools. Enhanced Mercury playback engine allows it to deliver astounding performance on both desktops and laptops. You can use the roundtrip audio workflow with the Adobe Audition CS5.5 application. In addition, you can render a great quality video for computers, TV, smart phones, films, and tablets by using Adobe Media Encoder CS5.5. With this version, you can drag and drop sequences from Adobe Premiere Pro CS5.5 directly into Adobe Media Encoder CS5.5 and can also integrate your Adobe Story scripts combined with metadata into Adobe Premiere Pro CS5.5. It also supports previewing of Canon XF footage in the Media Browser and utilization of the camera metadata. Moreover, RED support is enhanced in Adobe Premiere Pro CS5.5. It now supports latest Color Science and Firmware for RED ONE camera such as RED Rocket and Mysterium X.

TUTORIAL DESCRIPTION

In this tutorial, you will start Adobe Premiere CS5.5, create a new project with proper settings, and learn to work with the interface of Adobe Premiere CS5.5. You will also learn how to work with the workspace, navigate through panels, and customize keyboard shortcuts.

Downloading Files

Before you start the tutorial, you need to download the *c01_premiere_cs5.5_tut.zip* and *media.zip* files from *http://www.cadcim.com*. The path of the files is as follows:

Textbooks > Animation and Visual Effects > Adobe Premiere Pro > Adobe Premiere Pro CS5.5: A Tutorial Approach

Next, navigate to the *Documents* folder and create a new folder with the name *Adobe Premiere Tutorials* and then extract the contents of the zipped files to *\Documents\Adobe Premiere Tutorials*.



Note

1. The path mentioned above depends on the operating system being used.

2. The media.zip file contains all media files that are used in the tutorials of this book. Therefore, before proceeding with the tutorials, you need to download the media.zip file at least once.

Starting Adobe Premiere Pro CS5.5 and a New Project

After installing Adobe Premiere Pro CS5.5 on your computer, follow the steps given below to start Adobe Premiere Pro CS5.5.

1. Choose the **Start** button on the taskbar to display the taskbar menu. Choose **All Programs > Adobe > Adobe Master Collection > Adobe Premiere Pro CS5.5** from the taskbar menu, as shown in Figure 1-1; the **Welcome to Adobe Premiere Pro** dialog box is displayed along with the **Adobe Premiere Pro CS5.5** screen, as shown in Figure 1-2.

2. Choose the **New Project** button in the **Welcome to Adobe Premiere Pro** dialog box; the **New Project** dialog box is displayed, as shown in Figure 1-3.

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You can open the previously saved projects by choosing the **Open Project** button in the **Welcome to Adobe Premiere Pro** dialog box. You can also open the recently saved projects by choosing them from the **Recent Projects** list in this dialog box.

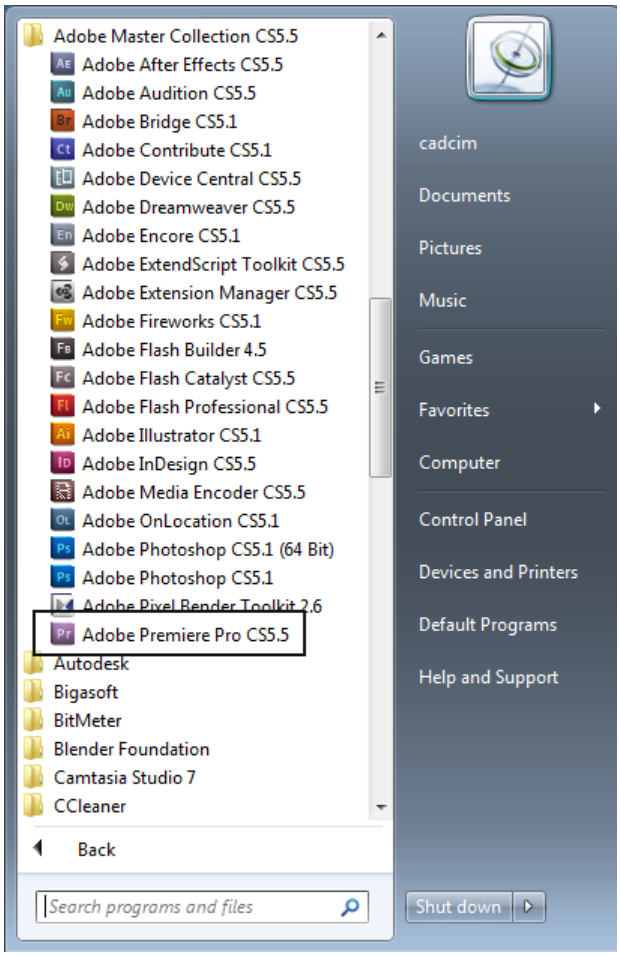

Figure 1-1 *Starting Adobe Premiere Pro CS5.5 using the taskbar menu*

Note

The path for starting Adobe Premiere Pro CS5.5 depends on the operating system being used.

3. In the **General** tab of the **New Project** dialog box, accept the default settings in the **Video Rendering and Playback**, **Video**, **Audio**, and **Capture** areas.

4. Choose the **Scratch Disks** tab from the **New Project** dialog box. The options in this tab are shown in Figure 1-4.

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The **Scratch Disks** tab is used to specify the location of the scratch disks. By default, the files are saved at *\Documents\Adobe\Premiere Pro\5.5*. When you edit a project, Premiere uses the disk space to store files required by your project. Premiere stores captured video and audio, preview files, and conformed audio files. It is best practice to assign a different disk to each asset type. It ensures real-time editing, optimized performance, and 32-bit floating point quality.

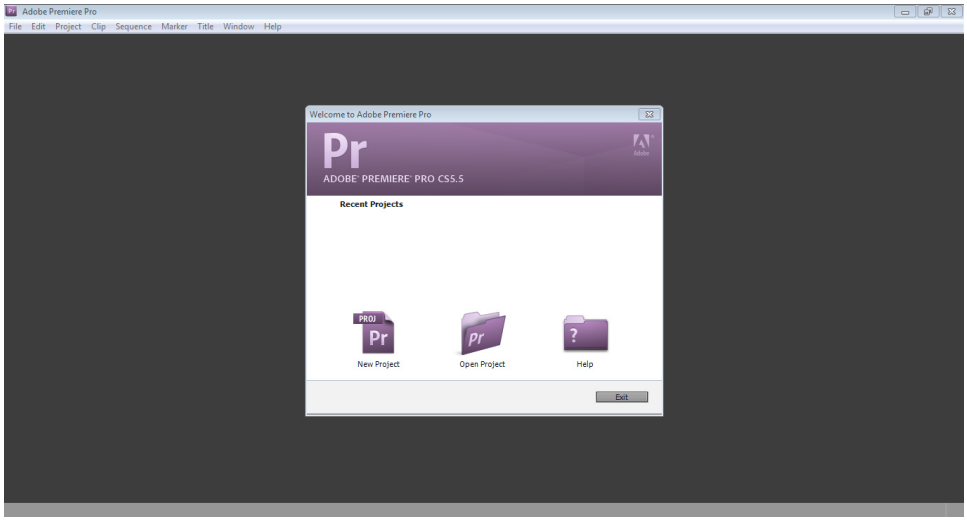

Figure 1-2 *The* ***Welcome to Adobe Premiere Pro*** *dialog box*

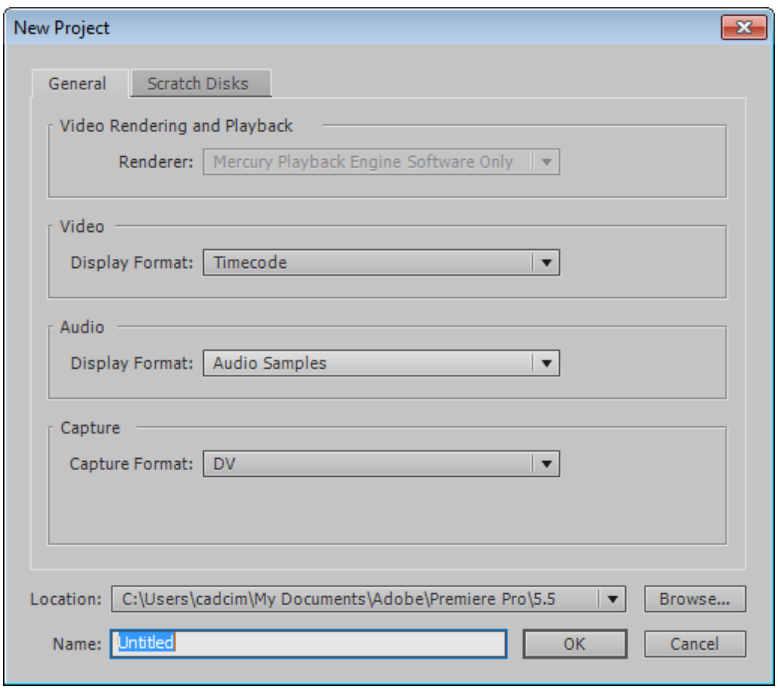

Figure 1-3 *The* ***New Project*** *dialog box*

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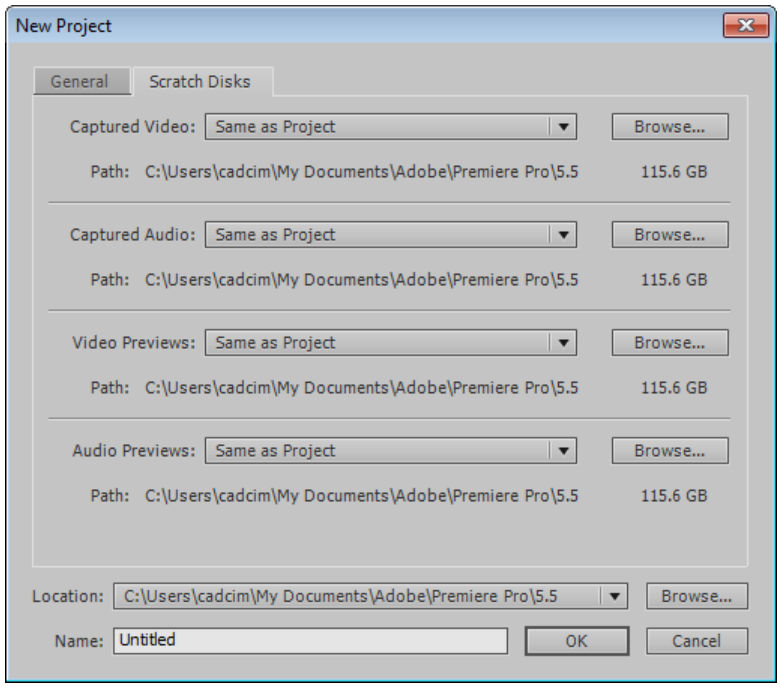

Figure 1-4 *The options in the* ***Scratch Disks*** *tab*

5. To specify the location of the new project, choose the **Browse** button on the right of the **Location** drop-down list; the **Please select the destination path for your new project** dialog box is displayed. Next, browse to the location *\Documents\Adobe Premiere Tutorials* and then choose the **Select Folder** button.

6. Type the name of the project as **Chapter01** in the **Name** text box in the **New Project** dialog box and then choose the **OK** button; the **New Sequence** dialog box is displayed, as shown in Figure 1-5. Also, you are prompted to specify the settings of the new sequence in the new project based on the footage or video clip. In this dialog box, the **Standard 48kHz** preset is selected by default in the **Available Presets** area.



Note

The settings of the new sequence should match the audio and video settings of the footage.

7. Make sure **Sequence 01** is entered in the **Sequence Name** text box.

8. Choose the **OK** button; a new project screen with the new sequence is displayed, as shown in Figure 1-6. The new project screen consists of various panels. These panels are discussed in the next section.

Panels

A new project screen is filled with various panels such as the **Project** panel, the **Timeline** panel, the **Media Browser** panel, and so on, refer to Figure 1-6. Some of these panels are discussed next.

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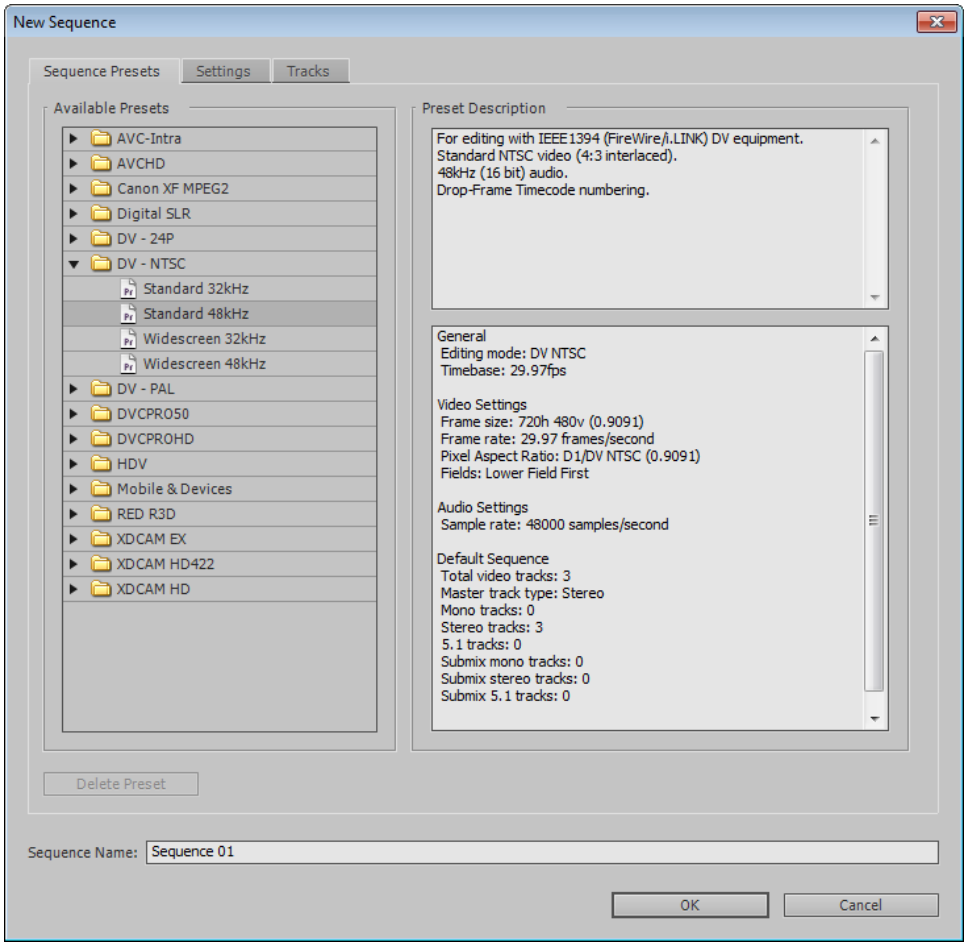

Figure 1-5 *The* ***New Sequence*** *dialog box*

Project Panel

The **Project** panel is used to import all media files such as videos, audios, and stills that you will use in the project. By default, the **List View** button is chosen at the bottom of the **Project** panel. As a result, the media files are displayed in a list.

1. Choose **File > Open Project** from the menu bar; the **Open Project** dialog box is displayed. In this dialog box, navigate to *\Documents\Adobe Premiere Tutorials* and select the **chapter01_general.prproj** file that you have downloaded from the CADCIM website.

2. Choose **File > Save As** from the menu bar; the **Save Project** dialog box is displayed. Browse to *\Documents\Adobe Premiere Tutorials*. Type the name **chapter01_general_02** in the **File name** text box and choose the **Save** button; the opened file is saved with the specified name, refer to Figure 1-7.

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Note

*The **Tickoo Wind Turbine** file is already imported and saved in the **Project** panel. You will learn more about importing media files in Chapter 2.*

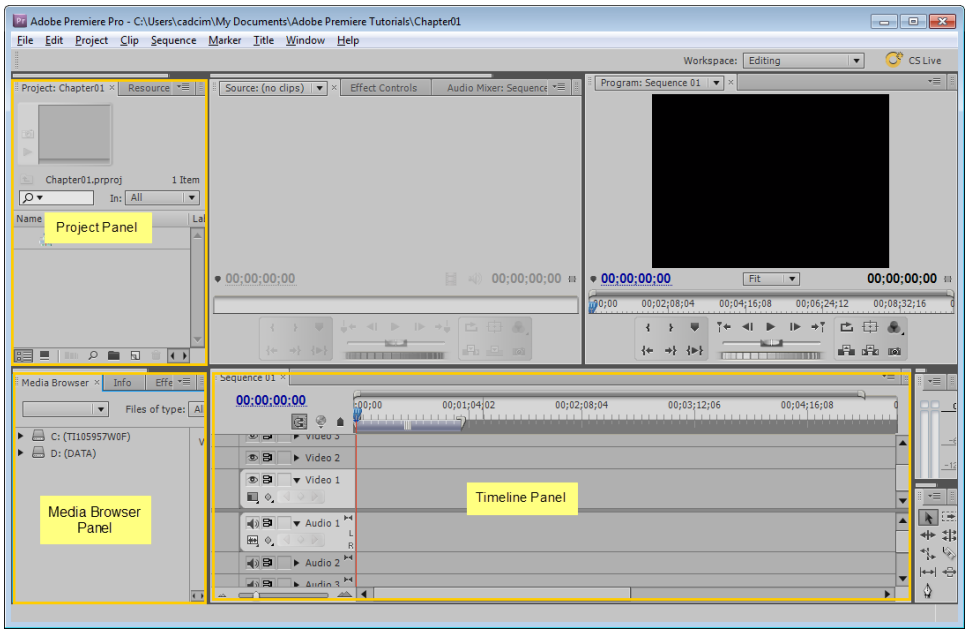

Figure 1-6 *The new project screen displaying various panels*

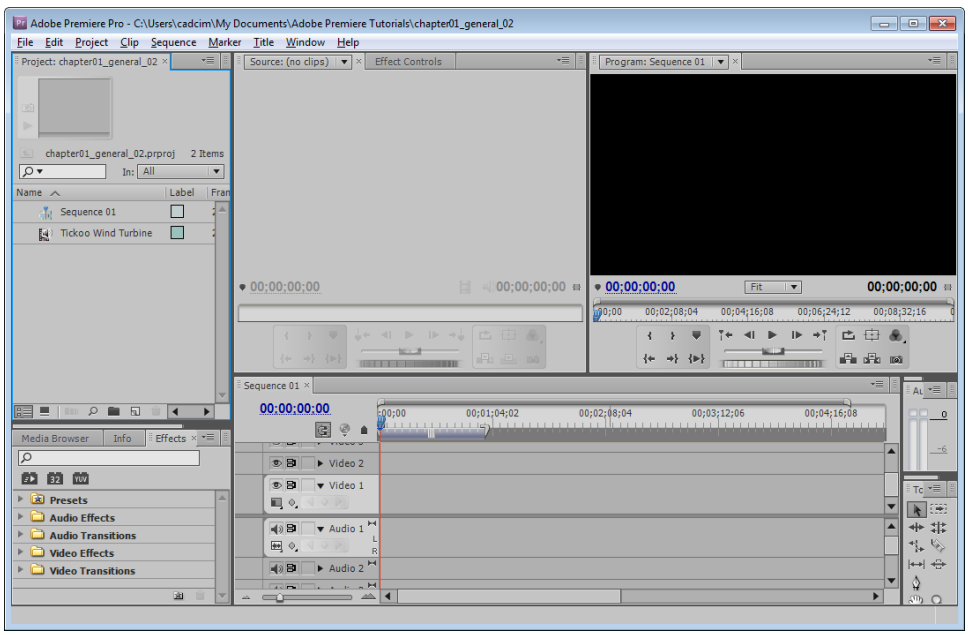

Figure 1-7 *The chapter01_general_02 file displayed in the Premiere Pro CS5.5 screen*

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3. Choose the **Icon View** button at the bottom of the **Project** panel; the *Tickoo Wind Turbine* file and the *Sequence01* are displayed as icons.

   When the **Icon View** button is chosen, you can arrange clips in the **Project** panel in a storyboard style. It helps you in quickly visualizing and assembling the sequence. Then, you can use the **Automate to Sequence** button to move the assembled storyboard to a sequence in the **Timeline** panel.

4. Choose the **List View** button from the **Project** panel and then select the **Tickoo Wind Turbine** media file in the **Project** panel; its preview is displayed at the top of the **Project** panel. Also, the details of the media file are displayed on the right of the preview screen, refer to Figure 1-8. You can choose the **Play-Stop Toggle** button to view the preview of the selected video clip.

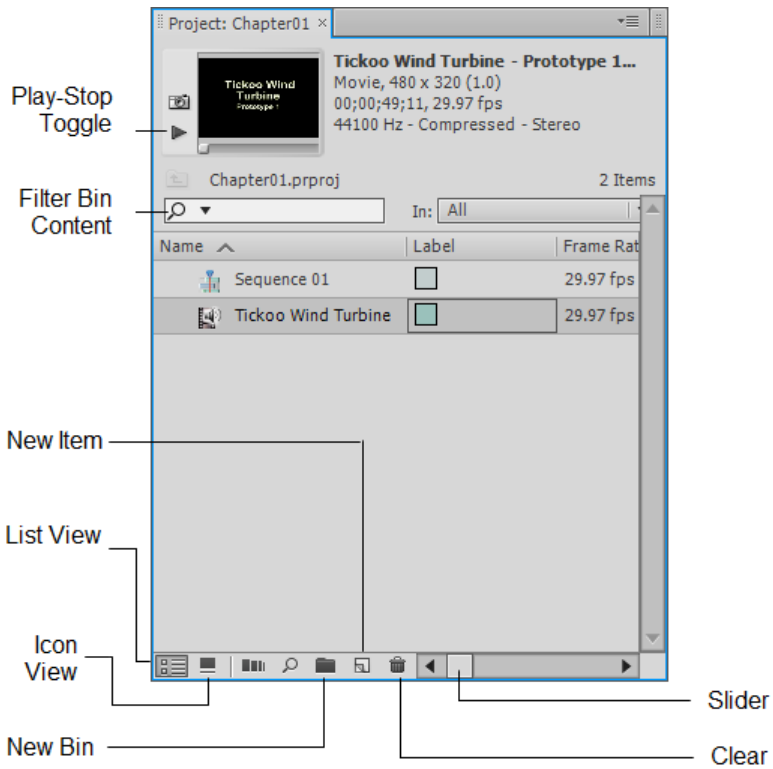

Figure 1-8 *The* ***Project*** *panel with various buttons*

To view full details of the media files in the **Project** panel, you need to drag the slider at the bottom of the **Project** panel. Alternatively, you can increase the size of the **Project** panel to view the details.

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Tip: *You can expand a panel to display it in the full screen mode. To do so, hover the cursor over the panel and press the accent key (`). The accent key is also referred to as back quote key or the tilde key. Alternatively, select the panel by clicking on it and then choose* ***Window > Maximize Frame*** *from the menubar or press SHIFT+`.*

To delete a media file from the **Project** panel, select the file and then choose the **Clear** button. If you have a number of media files in the **Project** panel and you want to delete a specific media file, use the **Filter Bin Content** search field to search the required media file from the list. To do so, type the first few characters of the media file that you need to search in the **Filter Bin Content** search field; all the files starting with the typed characters will be displayed in a list, refer to Figure 1-9. Next, select the required file from the list and choose the close button displayed on the right of the **Filter Bin Content** field.

5. Choose the **New Bin** button; a new folder is created in the **Project** panel. Folders are used to organize media files in the **Project** panel. You can rename the newly created folder as per your requirement.

6. Choose the **New Item** button; a flyout is displayed, as shown in Figure 1-10. You can create a new sequence, a new title, and so on by using the options in this flyout.

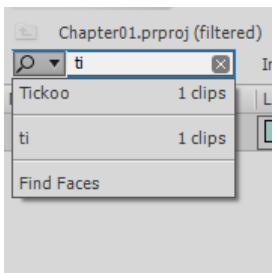

Figure 1-9 *The list showing searched media file*

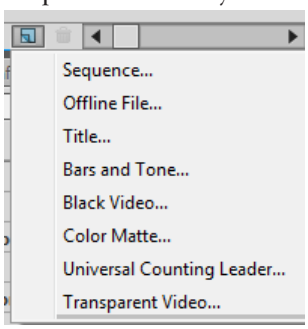

Figure 1-10 *A flyout displayed on choosing the* ***New Item*** *button*

A small arrow on the right of the **Name** column in the **Project** panel indicates that this column is selected. It also indicates that the media files or assets in the **Name** column are displayed in the alphabetical order. Click on the **Name** column; the alphabetical order of the assets in the **Project** panel as well as the arrow will be reversed. Next, select the **Label** column; a small arrow is displayed on its right. Now, the assets will be sorted according to the **Label** column.

In Adobe Premiere Pro CS5.5, the **Label** is a color swatch that helps you identify and associate the assets in the **Project** panel.

In the following steps, you will learn how to assign a label to a media file.

7. Select the **Tickoo Wind Turbine** file in the **Project** panel. Choose **Edit > Label** from the menu bar; a cascading menu is displayed, as shown in Figure 1-11.

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8. Choose a color of your choice from the cascading menu; the chosen label color is assigned to the selected clip.

You can also select all media files having the same label color in the **Project** panel. To do so, select one of the media files. Next, choose **Edit > Label** from the menu bar; a cascading menu is displayed. Now, choose **Select Label Group** from the cascading menu.

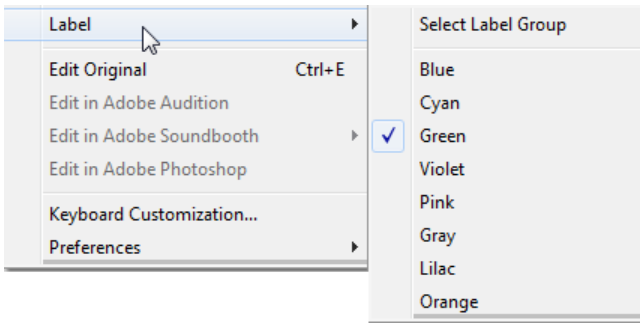

Figure 1-11 *The cascading menu*

In the following steps, you will learn to modify the name and color of the labels.

9. Choose **Edit > Preferences** from the menu bar; a cascading menu is displayed. Next, choose **Label Colors** from it; the **Preferences** dialog box is displayed with the **Label Colors** option selected in it, refer to Figure 1-12.

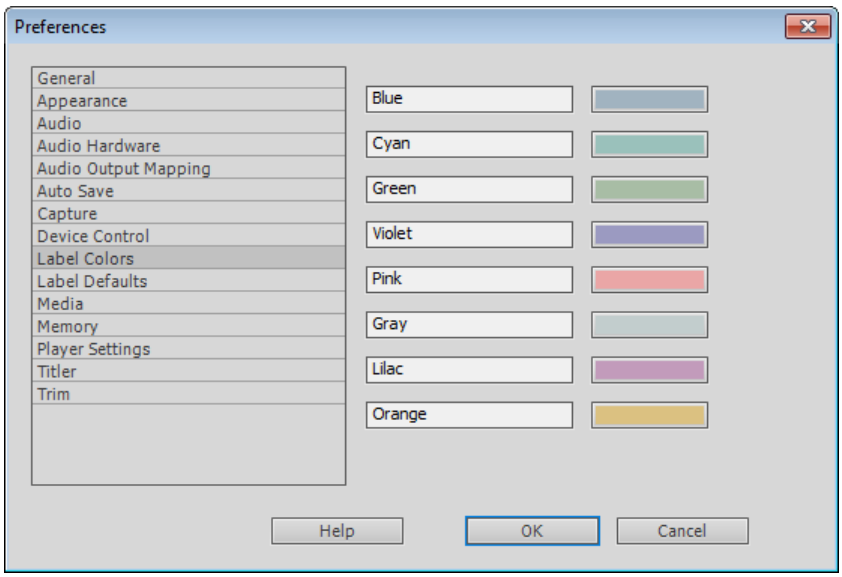

Figure 1-12 *The* ***Preferences*** *dialog box with the* ***Label Colors*** *option selected*

Note that the default label colors and their names are displayed on the right, refer to Figure 1-12.

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10. Choose the color swatch based on your requirement; the **Color Picker** dialog box will be displayed. Next, select the color of your choice and then choose the **OK** button; the selected color will be displayed on the chosen color swatch.

11. Specify a new name for the new color in the text box corresponding to that color in the left of the color swatch. Choose the **OK** button in the **Preferences** dialog box to save the changes made.

    In the **Project** panel, you can select any column to sort media files. Also, you can move a column to replace the position of other columns.

    Next, you will learn how to customize the columns in the **Project** panel.

12. Drag the slider at the bottom of the **Project** panel and move the cursor over the **Media Duration** column.

13. Press and hold the left mouse button on the **Media Duration** column and drag the cursor to the left of the **Label** column; the **Media Duration** column is now placed on the left of the **Label** column, refer to Figure 1-13.

14. Choose the button on the top right of the **Project** panel; a flyout is displayed, as shown in Figure 1-14.

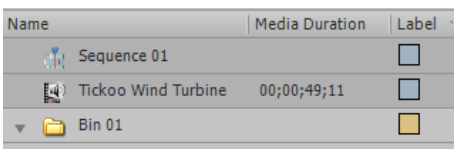

Figure 1-13 *The **Media Duration** column moved to the left of the **Label** column*

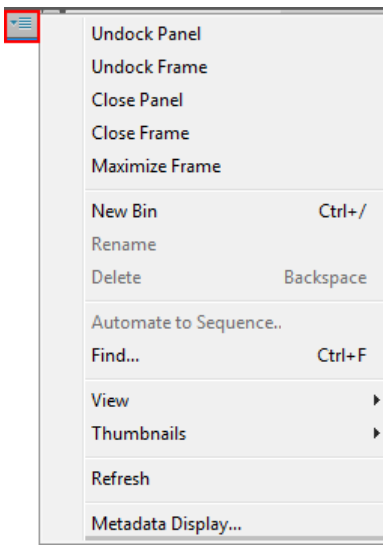

Figure 1-14 *The flyout displayed*

15. Select the **Metadata Display** option from the flyout; the **Metadata Display** dialog box is displayed.

16. Click on the arrow on the left of the **Premiere Pro Project Metadata** node to expand it; a list of all columns available in this node is displayed, as shown in Figure 1-15.

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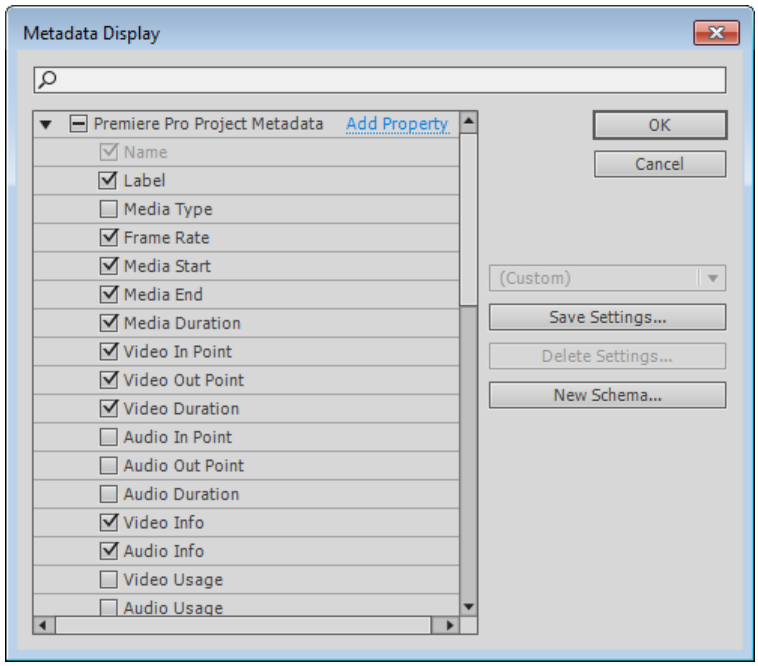

Figure 1-15 *The* ***Metadata Display*** *dialog box with* ***Premiere Pro Project Metadata*** *node expanded*

17. Select the check boxes on the left of the column names that you need to display in the **Project** panel. Also, clear the check boxes for the columns that you do not need to display in the **Project** panel.

18. Choose the **OK** button; the selected columns are displayed in the **Project** panel.

Media Browser Panel

The **Media Browser** panel is used to navigate the media files such as video, audio, and stills on your hard drive. When you navigate to the media folder that you need in the **Media Browser** panel, all media files inside that folder will be displayed on the right of the panel, as shown in Figure 1-16.

Info Panel

The **Info** panel displays the details of the media file selected in the **Project** panel, refer to Figure 1-17.

Effects Panel

Adobe Premiere Pro CS5.5 has a variety of audio and video effects that you can use in your projects to make your project more appealing. All these effects are contained in the **Effects** panel and are divided into several categories such as **Presets**, **Audio Effects**, **Audio Transitions**, **Video Effects**, and **Video Transitions**, refer to Figure 1-18.

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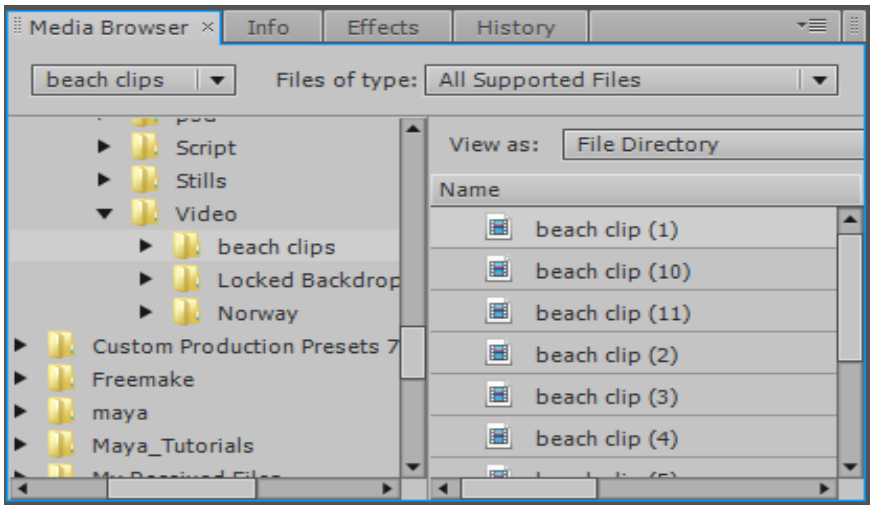

Figure 1-16 *The media files displayed after navigating the folder in the* ***Media Browser*** *panel*

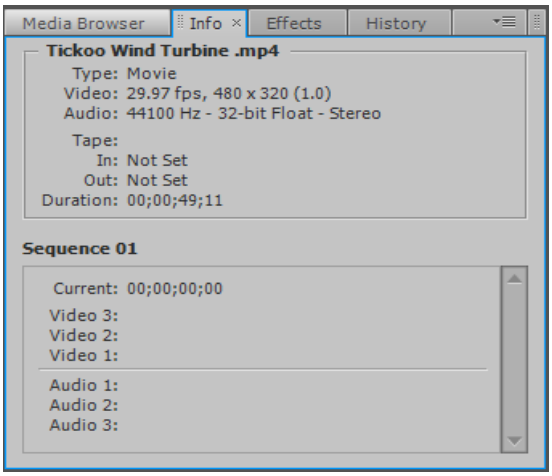

Figure 1-17 *The* ***Info*** *panel*

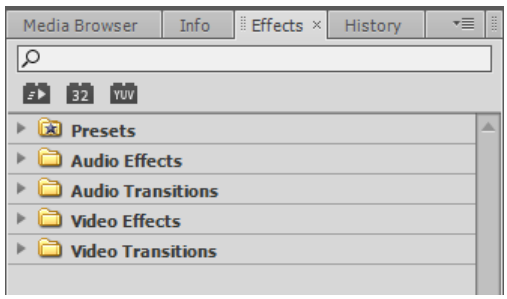

Figure 1-18 *The* ***Effects*** *panel*

Timeline Panel

The **Timeline** panel is located on the lower central portion of the Adobe Premiere Pro CS5.5 screen, refer to Figure 1-19. Every Premiere Pro project may contain one or more sequences. You can assemble and rearrange sequences in one or more **Timeline** panels. You can open a specific sequence on a tab in a **Timeline** panel or dedicate its own **Timeline** panel for it.



Note

To add a clip to the sequence, you need to drag it from the ***Project*** *panel to the* ***Timeline*** *panel. You will learn about adding the clips to the sequence in the later chapters.*

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The **Current time display** shows the timecode for the current frame in the **Timeline** panel, refer to Figure 1-19. To move to a different time, click over the **Current time display**; it will change into a text box. Now, enter a new time. Alternatively, move the cursor over the **Current time display**; the shape of the cursor gets changed. Now, drag the cursor to a new time.

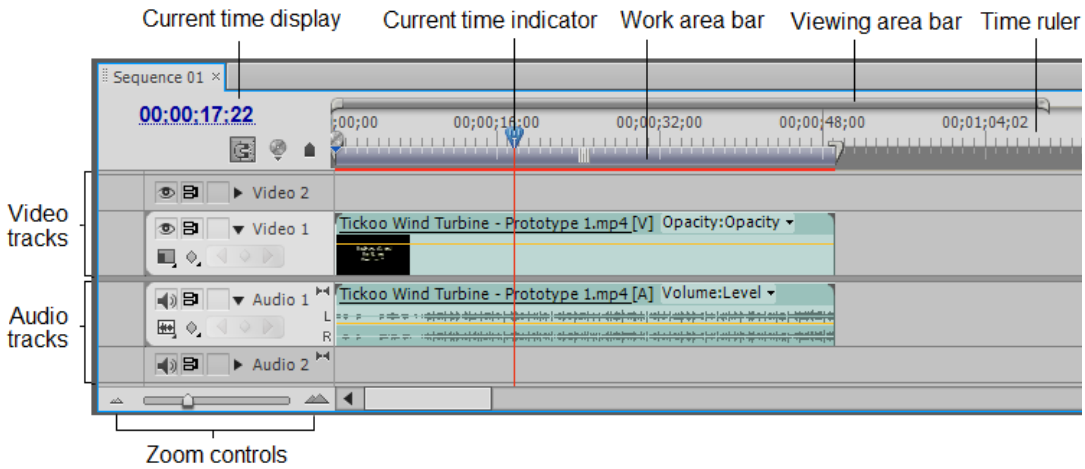

Figure 1-19 *The* ***Timeline*** *panel*

The **Time ruler** is used to measure sequence time horizontally. It also displays icons for markers and the In and Out points of the sequence. You will learn more about these points and markers in the later chapters.

The Current time indicator (CTI) specifies the current frame displayed in the Program Monitor. You can change the current time in the Program Monitor by dragging the CTI.

The **Work area bar** is located at the bottom of the **Time ruler**. It specifies the area of the sequence that you need to preview or export.

The **Viewing area bar** is located just above the **Time ruler**. It specifies the visible part of the sequence in a **Timeline** panel. You can modify the viewing area to view the part of the sequence based on your requirement.

The video and audio tracks are located below the **Time ruler**. It displays the video and audio clips in the sequence. You can add, delete, or rename a track using the options displayed in the shortcut menu, that is displayed when you right-click on the track name.

The zoom controls are located at the bottom left of the **Timeline** panel. These controls are used to increase or decrease the visible frames within the current viewing area.

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Tools Panel

Various tools in the **Tools** panel are used to select, trim, and edit the clips in the sequence, refer to Figure 1-20. You will learn to edit the clips using these tools in the later chapters.

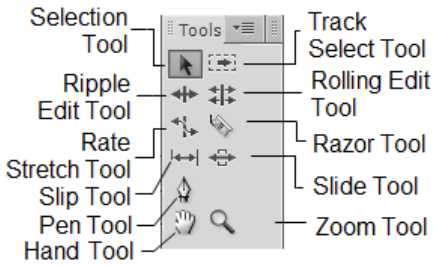

Figure 1-20 *Various tools in the* ***Tools*** *panel*

Working with Workspace

A workspace is an area where various panels of different sizes are located on the Adobe Premiere Pro CS5.5 screen.

1. Choose **Window > Workspace** from the menu bar; a cascading menu is displayed, as shown in Figure 1-21.

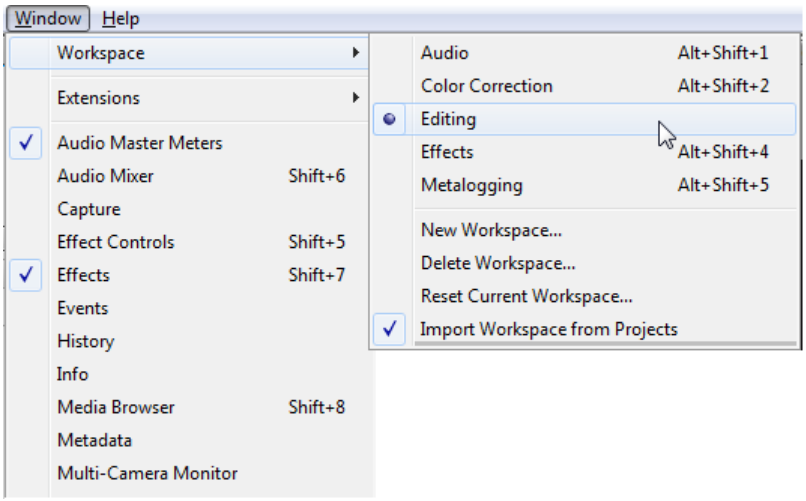

Figure 1-21 *The cascading menu displayed on choosing* ***Workspace*** *from the* ***Window*** *menu*

By default, the **Editing** workspace is selected for the new project, refer to Figure 1-21. You can change your workspace to **Audio**, **Color Correction**, **Effects**, or **Metalogging** based on your requirement.

You can also modify the current workspace by moving the panels and changing their size based on your requirement. Now, you will learn how to change the location of the panels and modify their size.

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2. Move the cursor over the starting point before the panel label, refer to Figure 1-22. Now, click and drag it to the position where you want to place it; a light blue colored highlight is displayed to show the preview of the area where the panel will be placed. Release the mouse button to move the panel to the highlighted location.

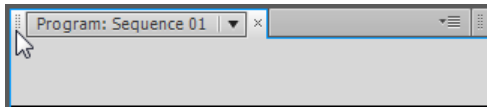

Figure 1-22 *The cursor placed to move the panel*

If a rectangular highlight is displayed while dragging the panel, as shown in Figure 1-23, then after releasing the mouse button, the panel will become an additional tab to the set of panels, refer to Figure 1-24. If a trapezoid highlight is displayed at the time of dragging the panel, as shown in Figure 1-25, then the panel will be displayed in between the existing panels.

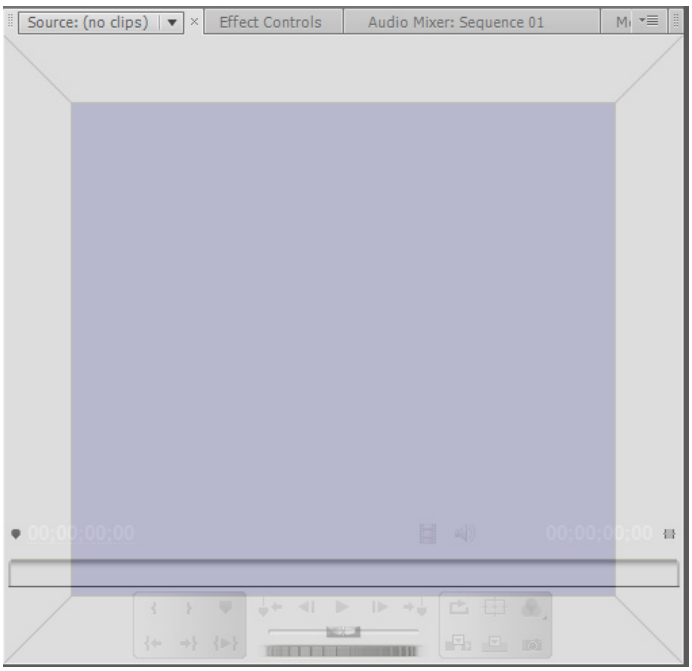

Figure 1-23 *A rectangular highlight displayed while dragging*

3. Choose **Window > Workspace** from the menu bar; a cascading menu is displayed. Next, choose the **Reset Current Workspace** option in the cascading menu; the **Reset Workspace** message box is displayed. Choose the **Yes** button; the current workspace is displayed with the default layout.

To display the additional panels, select them from the **Window** menu in the menu bar. To close a panel, choose the **Close** button located on the right of the panel label. To resize the panel, move the cursor over the boundary of the panel; the shape of the cursor gets changed, as shown in Figure 1-26. Now, drag the mouse button to resize the panel based on your requirement and release the mouse button.

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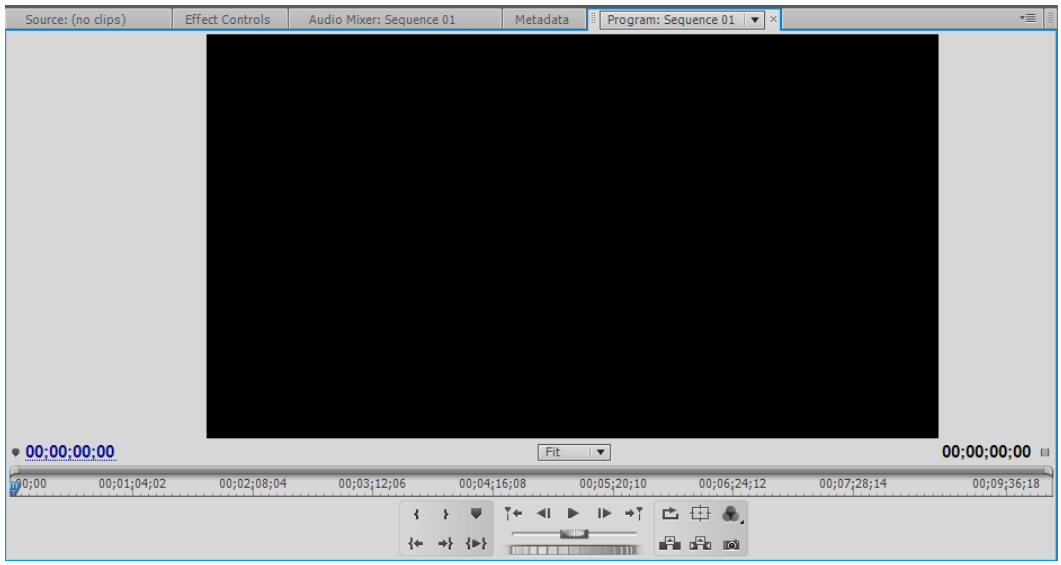

Figure 1-24 *The panel displayed as an additional tab*

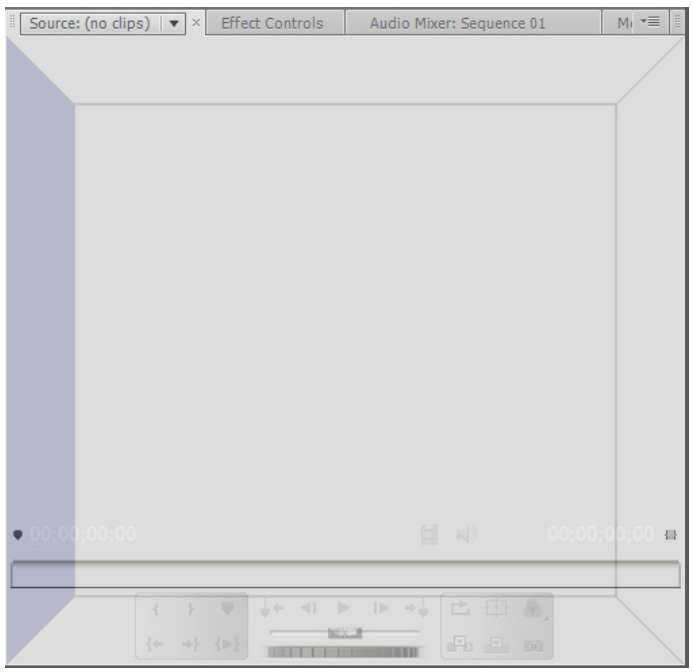

Figure 1-25 *A trapezoid highlight displayed*

4. Choose **Windows > Workspace > New Workspace** from the menu bar to save your own workspace; the **New Workspace** dialog box is displayed, as shown in Figure 1-27. Type the name of your workspace and choose the **OK** button; the new workspace is added in the **Window** menu with the specified name.

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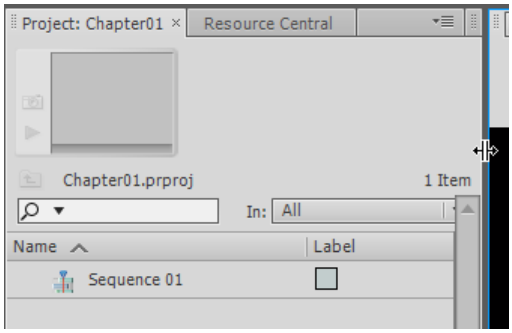

Figure 1-26 *The changed shape of the cursor*

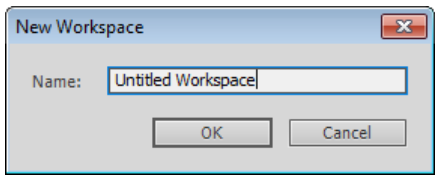

Figure 1-27 *The* ***New Workspace*** *dialog box*

Source Monitor and Program Monitor

By default, the Source Monitor is located at the top center of the Adobe Premiere Pro CS5.5 screen, refer to Figure 1-28. It is used to prepare the video and audio clips that you want to use in your sequence. It plays back individual clips that you will use in your sequence. In the Source Monitor, you can set In and Out points for a clip (audio or video), insert clip markers based on your requirement, and add the clip to your sequence. You can also specify the video or audio track of the clip in the Source Monitor. You will learn more about these features in the later chapters.

The Program Monitor is placed on the top right portion of the Adobe Premiere Pro CS5.5 screen, refer to Figure 1-29. It plays back the sequence of clips that had been assembled in the **Timeline** panel.

The Source and Program Monitors have playback controls at their bottom. These playback controls are used to playback and cue the current frame of the source clip or sequence. To change the magnification settings of the clip displayed in the Source or Program Monitor, click on the arrow on the right of the **Select Zoom Level** button; a drop-down list is displayed, as shown in Figure 1-30. Next, select the magnification based on your requirement.

Customizing Preferences

You can customize the preferences such as appearance of the screen, audio settings, capture, and so on in the Adobe Premiere Pro CS5.5 screen. Next, you will adjust the brightness of the Premiere interface.

1. Choose **Edit > Preferences** from the menu bar; a cascading menu is displayed, as shown in Figure 1-31.

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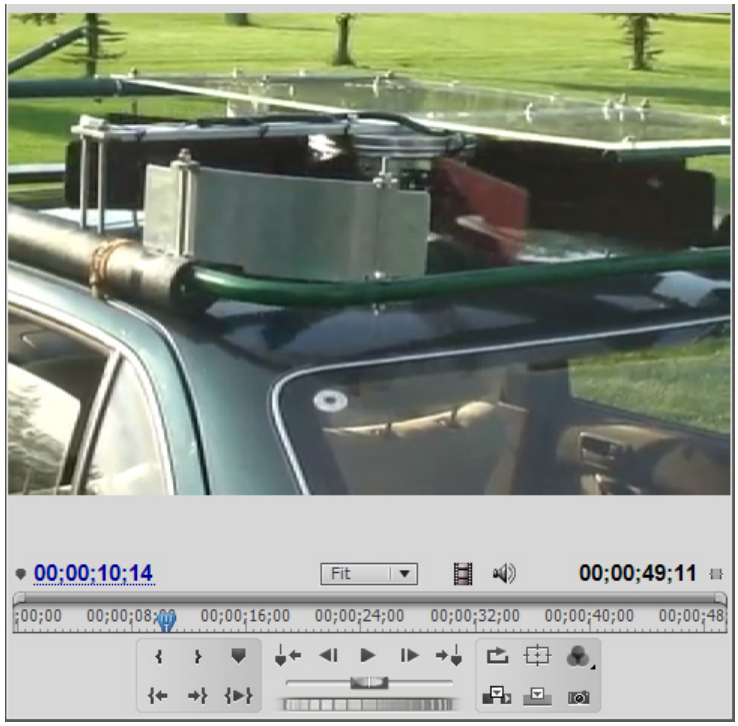

Figure 1-28 *The Source Monitor*



Figure 1-29 *The Program Monitor*

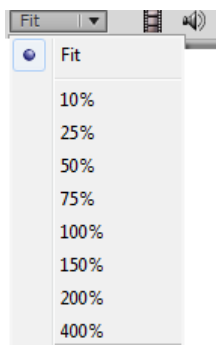

Figure 1-30 *The drop-down list displayed on choosing the* ***Select Zoom Level*** *button*

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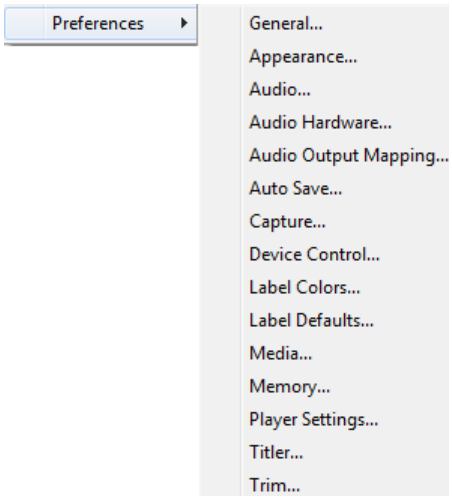

Figure 1-31 *The cascading menu displayed*

2. Choose the **Appearance** option from the cascading menu; the **Preferences** dialog box is displayed, as shown in Figure 1-32.

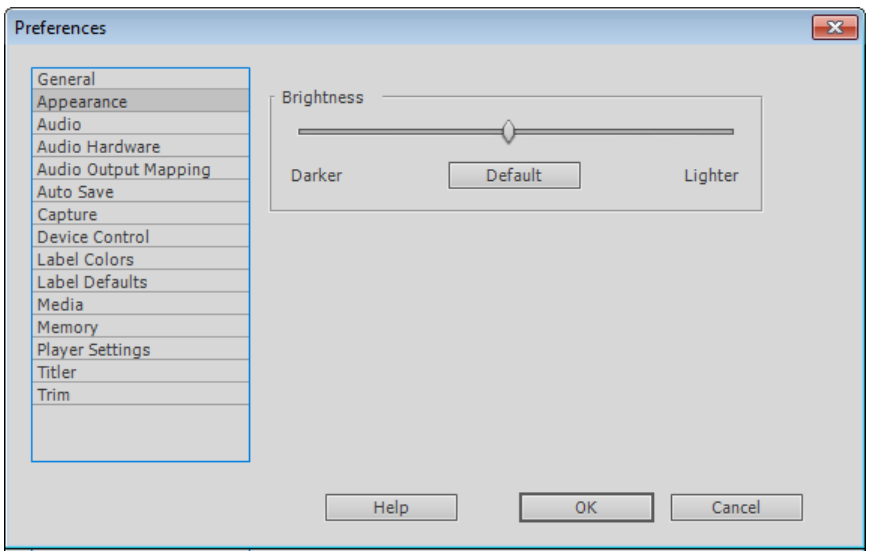

Figure 1-32 *The* ***Preferences*** *dialog box*

3. In the **Brightness** area, drag the slider; the brightness of the Adobe Premiere Pro CS5.5 screen is changed.

   You can choose the **Default** button to restore the appearance of the Adobe Premiere Pro CS5.5 screen to default.

4. After specifying the settings for appearance, choose the **OK** button.

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Tip: *You can select any of the options from the* ***Preferences*** *dialog box and modify the settings based on your requirement.*

Understanding and Customizing Keyboard Shortcuts

1. Move the cursor over a button or tool; the name of the button or tool with its keyboard shortcut is displayed on the tool tip, as shown in Figure 1-33.

2. Choose **Window** from the menu bar; a menu is displayed. This list displays the shortcut commands for some of the options, as shown in Figure 1-34.

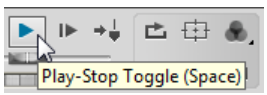

Figure 1-33 *The name and shortcut key displayed on the tool tip*

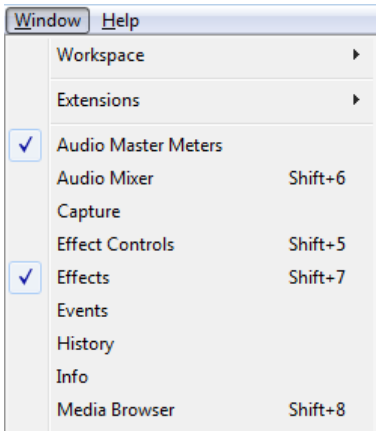

Figure 1-34 *Partial view of the* ***Window*** *menu displaying different options and their shortcuts*

Note

You can select any option from the menu bar based on your requirement to view the shortcut commands.

3. Choose **Edit > Keyboard Shortcuts** from the menu bar; the **Keyboard Shortcuts** dialog box is displayed. By default, the **Application** option is selected in the drop-down list located below the **Keyboard Layout Preset** drop-down list. Also, all commands related to the **Application** option are displayed in the **Command** column.

4. Click on the arrow on the left of the **Window** command in the **Command** column; various options under the **Window** command are displayed.

5. Select the **Capture** row; it is highlighted, as shown in Figure 1-35. Next, double-click on the **Capture** row; the edit mode is enabled.

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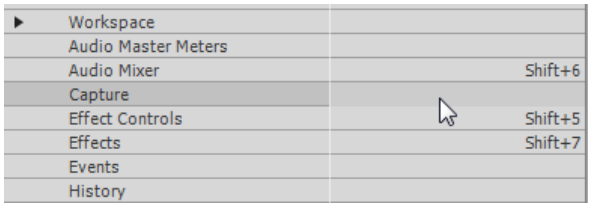

Figure 1-35 *The* ***Capture*** *row highlighted*

6. Now, press the J key on the keyboard; a warning message **The Shortcut J was already in use by the Application > Shuttle Left command**. **That command will no longer have a keyboard shortcut** is displayed at the bottom of the dialog box**.**

7. Make sure the edit mode is enabled for the **Capture** row. Next, press the CTRL+SHIFT+J keys. Now, choose the **OK** button from the **Keyboard Shortcuts** dialog box ; the CTRL+SHIFT+J keys are assigned to the **Capture** command.

Self-Evaluation Test

Answer the following questions and then compare them to those given at the end of this chapter:

1. Which of the following buttons in the **Welcome to Adobe Premiere Pro** dialog box is used to create a new project?

(a) **Open Project** (b) **Help**
(c) **New Project** (d) All of the above

2. Which of the following panels is used to import all media files such as videos, audios, and stills to your project?

(a) **Project** (b) **Info**
(c) **Media Browser** (d) **Timeline**

3. Which of the following panels is used to navigate through the media such as video, audio, and stills on your hard disk?

(a) **Project** (b) **Effects**
(c) **Info** (d) **Media Browser**

4. Which of the following panels is used to select, trim, and edit the clips in a sequence?

(a) **Project** (b) **Tools**
(c) **Info** (d) **Media Browser**

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5. The _____ tab in the **New Project** dialog box is used to specify the location of various types of files in Adobe Premiere Pro CS5.5.

6. The _____ button in the **Project** panel is used to display the preview of the selected video clip.

7. The **New Bin** button is used to create a new folder in the **Project** panel to organize your files or assets. (T/F)

8. You cannot open an existing project by choosing the **Open Project** button in the **Welcome to Adobe Premiere Pro** dialog box. (T/F)

9. The **Timeline** panel is placed in the lower middle portion of the Adobe Premiere Pro CS5.5 screen. (T/F)

10. The **Current time indicator** (CTI) is used to specify the current frame displayed in the Source Monitor. (T/F)

Review Questions

Answer the following questions:

1. Which of the following buttons in the **Welcome to Adobe Premiere Pro** dialog box is used to open the online help?

(a) **Open Project** (b) **Help**
(c) **New Project** (d) All of the above

2. Which of the following monitors is used to playback the sequence of clips that you have assembled in the **Timeline** panel?

(a) Source Monitor (b) Reference Monitor
(c) Program Monitor (d) None of the above

3. Which of the following panels has a variety of audio and video effects that you can use in your projects?

(a) **Effects** (b) **Info**
(c) **Media Browser** (d) **History**

4. Which of the following options in the menu bar is used to customize the preferences of Adobe Premiere Pro CS5.5?

(a) **Edit** (b) **Window**
(c) **File** (d) **Title**

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5. Which of the following options in the **Preferences** dialog box is used to set the brightness of the Adobe Premiere Pro CS5.5 screen?

(a) **General** (b) **Media**
(c) **Appearance** (d) **Capture**

6. The Source Monitor is used to playback and prepare the video and audio clips that you need to use in your sequence. (T/F)

7. The **Viewing area bar** is used to specify the visible part of the sequence in the **Timeline** panel. (T/F)

8. The _____ is used to measure the sequence time horizontally.

9. The _____ is located at the bottom of the **Time ruler** and is used to specify the area of the sequence that you need to preview or export.

Exercise

Exercise 1

Create a new project in Adobe Premiere CS5.5 as per the specifications of your video clip. Try to create your own workspace by dragging the panels to modify their sizes and to change their location. Create a new sequence in the same project.

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Answers to Self-Evaluation Test

1. c, **2.** a, **3.** d, **4.** b, **5. Scratch Disks**, **6. Play-Stop Toggle**, **7.** T, **8.** F, **9.** T, **10.** F.