



## Course Description:

Those who are interested in a career in video and audio production need to have a working knowledge and practical experience in Adobe's Premiere Pro CC software. This course will teach you how to effectively use the new Premiere Pro CC software, allowing you to edit video and audio more effectively and efficiently. LearnKey expert Ryan James will teach you how to customise the program, helping your workflow fly.

He will also teach you how to use the new features found in Premiere Pro CC. Among these new features are: New Master Clip Effects, Live Text templates, and new masking and tracking capabilities.

## Course Prerequisites

This course assumes that delegates have completed the Introductory level of PCS' Adobe Premiere Pro course, or at least have the equivalent Premiere Pro knowledge and experience.

## Course Contents:

### Session 1

- Section A: Video Production Process
  - Video Communication Process
  - The Process
  - Phases of Production
  - Record Keeping, Concept
- Section B: Understanding Copyright
  - Copyright, Intellectual Property
  - Copyright and Patent
  - Copyright
  - Registered Copyright
  - Written Permission
  - Fair Use Doctrine
  - Fair Use Guidelines
  - Copyright in Education
  - Derivative Works
  - Public Domain
  - Privacy
- Section C: Define the Project
  - Project Purpose
  - Feedback from Clients and Peers
  - Target Audience, Demographics, Age
  - Gender, Occupation
  - Education, Residence
  - Ethnicity, Income Level
  - Computer Literacy
- Section D: Develop a Production Plan
  - Production Plan
  - Project Scope
  - Project Deliverables
  - Project Deadlines, Needs
  - Project Genre
- Section E: Understand Preproduction
  - Preproduction Phase
  - The Story
  - Character
  - Story Structure
  - Story Conflict
  - Character Development
  - Premise, Logline
  - Story Synopsis, Treatment
  - Step Outline
- Section F: Develop a Script
  - Script
  - Scene Heading
  - Action
  - Character and Dialogue
  - Script Tips
  - Transitions
  - Shooting Script
  - Storyboard





## Session 1 Continued

- Section G: Camera Basics
  - Aspect Ratio
  - Safe Areas, Picture Composition
  - Rule of Thirds, Headroom
  - Nose Room, Lead Room
  - Scene Structure
  - Types of Shots
  - Wide Shot
  - Close-up, Medium Shot, Medium Close-Up
  - Extreme Wide Shot, Extreme Close-Up
  - Angle of View, Cutaway Shot
  - Match Shot
  - Closing Shot
  - Compositing
  - Focus
  - Camera Moves
  - Dolly, Truck, Pedestal
  - Pan, Tilt, Zoom
- Combo Moves
- Follow the Action
- Scene Structure
- Shot List
- Schedule
- Section H: Production Plan
  - Production, Production Meeting
  - Above the Line, Below the Line
  - Set Management, Call Sheet
  - Production Log
  - Shooting Fundamentals, Coverage
  - Continuity, Cuts
  - Jump Cuts, Cutaways
  - A and B Roll, News, Screen Direction
  - Dailies
  - Audio, Natural Sound
  - Ambient Sound, Room Tone
  - Foley, VU Meter

## Session 2

- Section A: Create New Project
  - New Project Settings
  - Preferences
  - Identify Workspace and Functions
  - Workspace Windows
  - Import
  - Log and Capture Video
  - Close Panels
  - Import PSD Files
- Section B: Project Panel Settings
  - Project Panel
  - Size, Scrub through Thumbnails
  - Storyboard in Project Panel
  - Assembly Edit
- Section C: Role of CSS
  - Create a Sequence
  - Edit in Source Monitor
  - Add Sequence in Source Monitor
  - Playhead and Still Image
- Section D: Add Audio or Video
  - Add Only Audio or Video
  - Timeline
  - Trim Clip
- Section E: Learn Edit Tools
  - Lift, Extract, Move Clip
  - Time Ruler and Timecode
  - Edit in Program Monitor
  - Precision Editing, Cuts-Only Edit
  - Ripple Edit, Rolling Edit
  - Slip Tool and Slide Tool
  - Trim Monitor
  - Quick Tool Review
- Section F: Create Transitions
  - Transitions
  - Dissolve Transitions
  - Wipe Transitions, Effect Controls Panel
- Section G: Learn Video Effects
  - Apply a Video Effect
  - Adjust Keyframes
- Section H: Create Adjustment Layer
  - Adjustment Layer
  - Change the Speed of a Clip
  - Interpolation
  - Vary Speed of a Clip
  - Still Frame
  - Freeze Frame
  - Editing Terms





## Session 3

- Section A: Create Titles
  - New Title
  - Alter Title Properties
  - Alpha Channel, Opacity
  - Title Styles
- Section B: Enhance a Text
  - Add Graphic to Title
  - Add Path Text
  - Add Title to Video
  - Animate Text
  - Read Time
  - Interpolation, Bezier Handles
- Section C: Add a Shape
  - Create a Shape
  - Add Effects to Shape
  - Spatial Interpolation
  - Add Credits
  - Rolling Credits
  - Basic 3D Effects
- Section D: Audio Editing
  - Edit Audio
  - L-Cut and J-Cut
  - Adjust Volume in Timeline
  - Adjust Volume Keyframes
  - Add Narration
- Section E: Enhance Audio
  - Record Audio
  - Add Background Sounds
  - Audio Mixer Adjustments
  - Add a Soundtrack
  - Add Audio Keyframes
  - Render Audio Clip
- Section F: Add Special Effects
  - Add Still Image
  - Picture In Picture
  - Add Drop Shadow and Beveled Edge
  - Add B-Roll Footage
  - Warp Stabiliser
- Section G: Export Media
  - Export a Sequence
  - Export a Single Frame
  - Video Codecs
  - Metadata for the Web
  - Export Audio Only/Video Only
  - Adobe Media Encoder

