

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

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 palette.

A folder is called a "bin"

You can also create new empty bins in the project window to organize your media.

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?

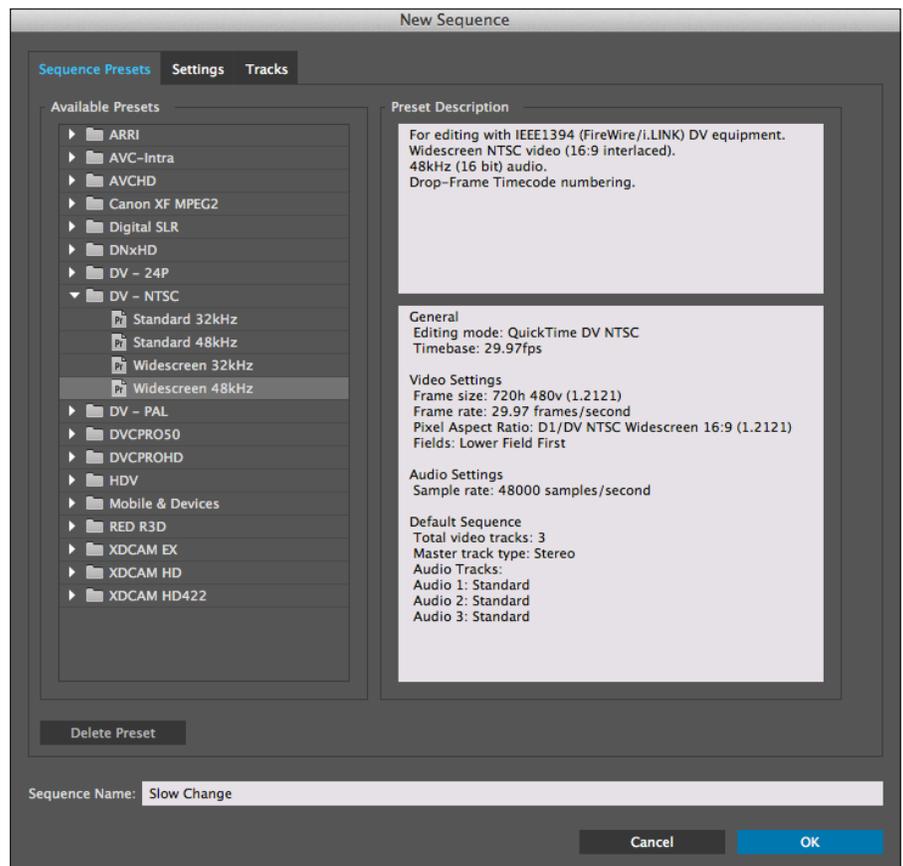
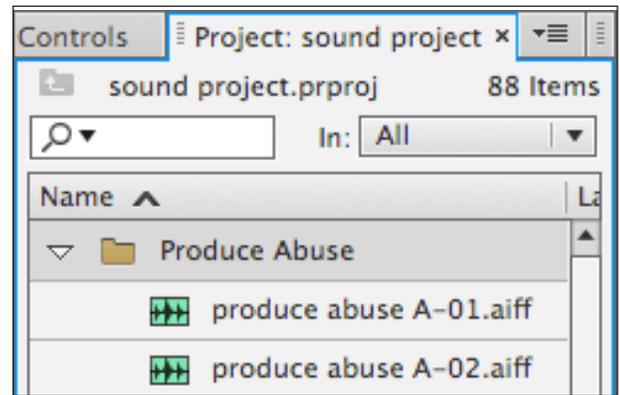
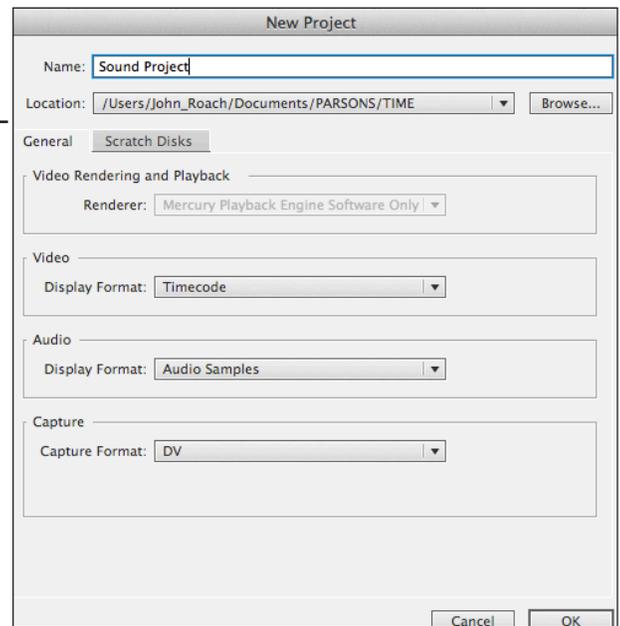
- File Menu > New > SEQUENCE

- In the New Sequence Window select the following:

 - DV-NTSC > Widescreen 48kHz**

- Note that the window on the right outlines all of the aspects of the project (dimensions in pixels, frame rate, audio rate, etc) This dimensions of the sequence are small in this case!

- Name the sequence and click OK.



7. The Timeline

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

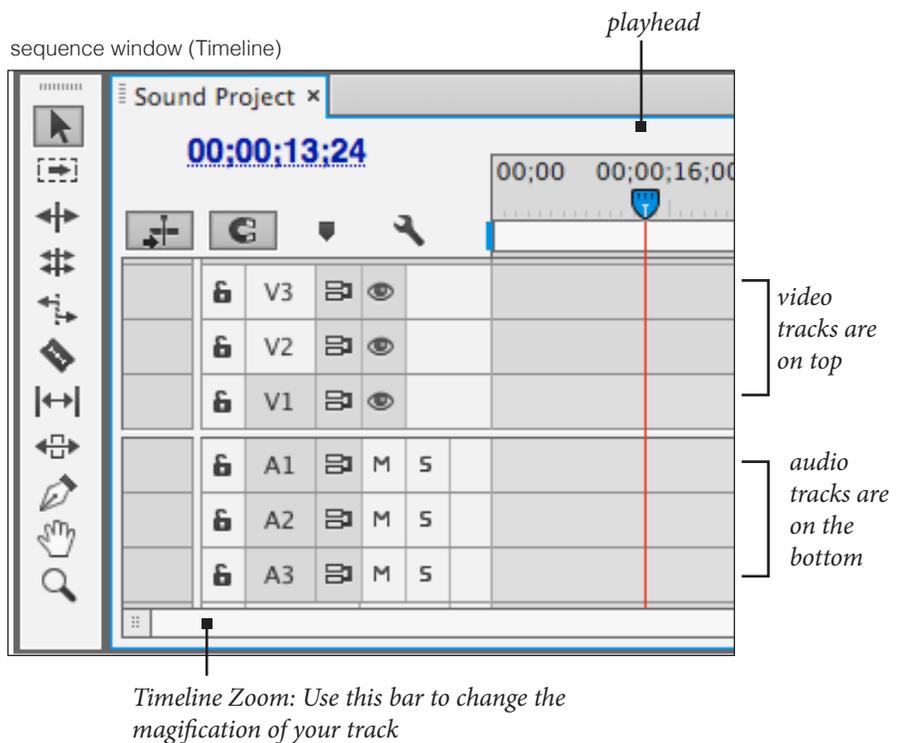
8. Preview an audio clip

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.

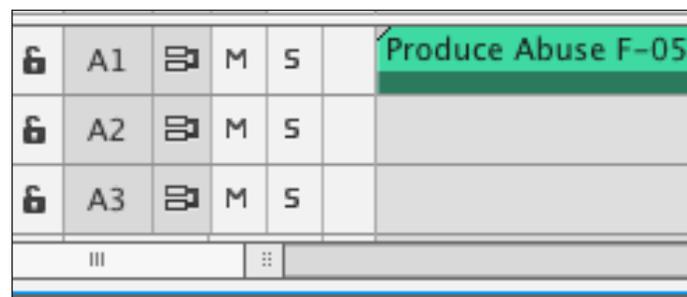
- Click and drag a clip into A1 (audio track 1) in the timeline
- Use the Timeline Zoom bar to zoom into the timeline window a bit. Or go to the Sequence Menu > ZOOM (or just click the + and - keys)



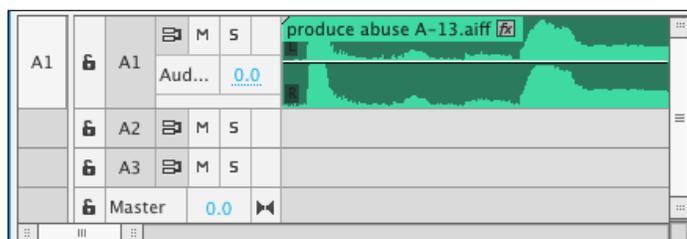
10. Open the track up so you can see the waveform

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.



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



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

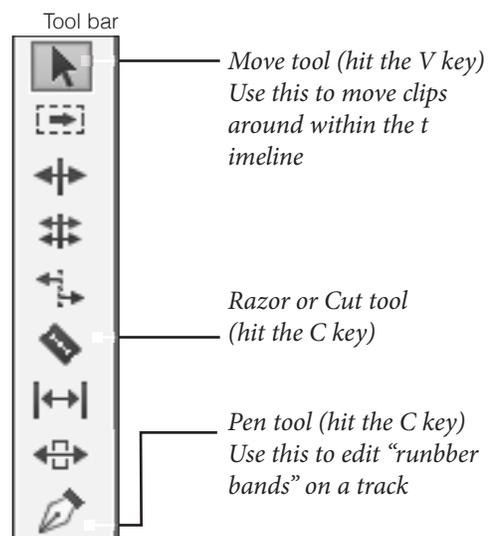
To quickly trim the beginning or ending of a clip, just drag the edge of your clip.

You'll note that your cursor changes into this:

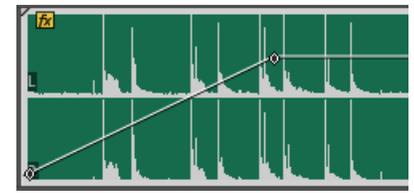
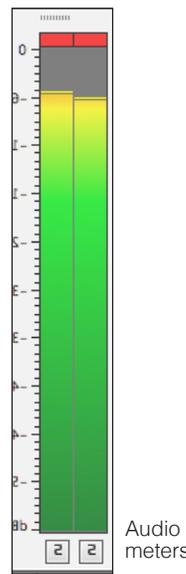
- Trim off the "attack" of the sound
- Trim the end of the clip. Play the sound again

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 using the pen tool.



Rubber Bands

14. Open the audio meters to check the amplitude

- Window Menu > Audio meters
- Play the sound again and watch the meters

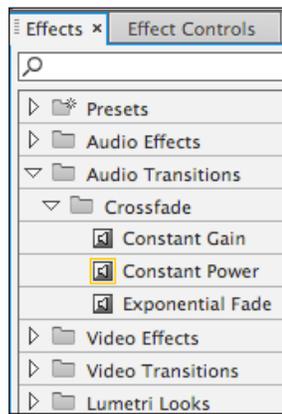
15. Add another clip

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

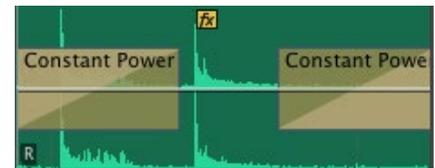
16. Cut this new clip using the razor

- 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.

Effects Palette



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



Fade in

Fade out

17. Audio Transition - Another way to create an audio fade

- 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*.
- See the description to the right

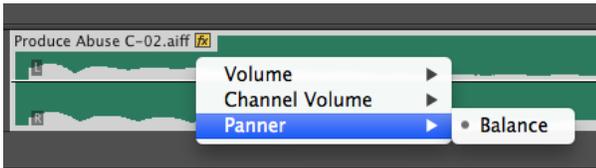
Crossfade Effect

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

<p>clip 1. 10 seconds Placed at its full duration</p>	<p>clip 2. 10 seconds Placed at its full duration</p>
<p>clip 1. end trimmed new duration :08 <i>Trimming the end of a clip leaves audio at the end that can be crossfaded</i></p>	<p>clip 2. start trimmed new duration :08 <i>Trimming the start of a clip leaves audio at the start that can be crossfaded</i></p>
<p>clip 1 and 2 stuck back together and with an added :04 crossfade.</p>	

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.

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.

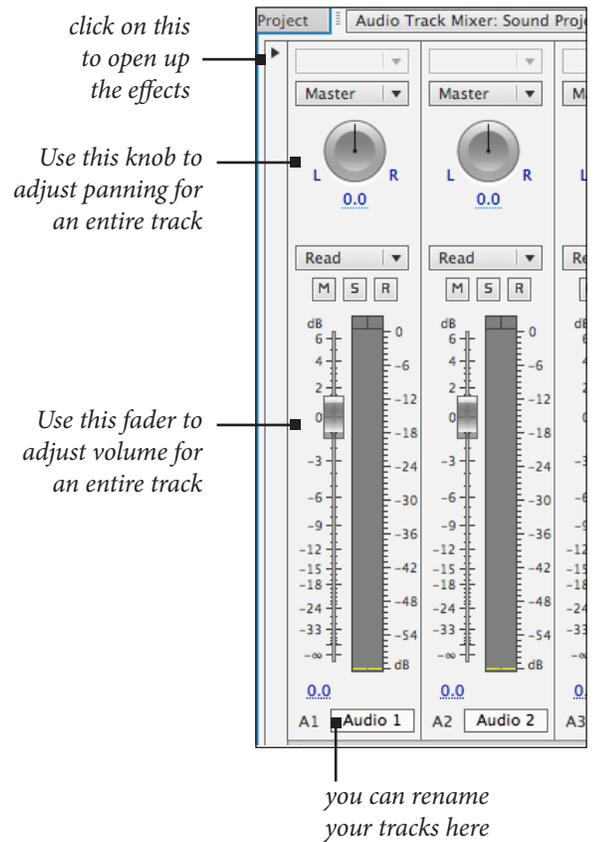
23. Change the parameters of the effect

- 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!

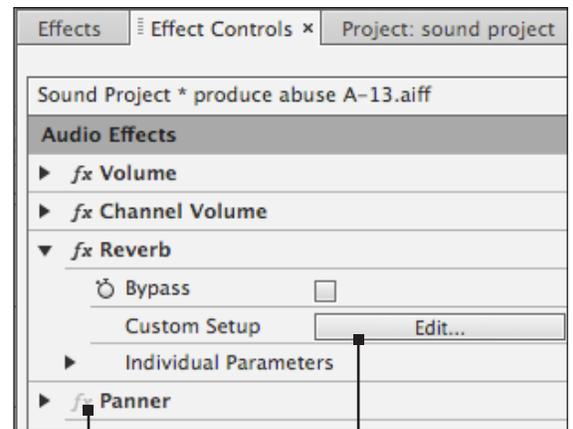
24. Adding an effect to just one clip within a track

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.



Effect Controls

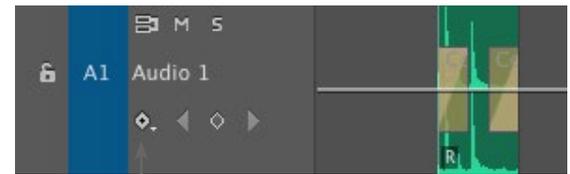


notice that you can also change the panning and volume for a single clip in this same window.

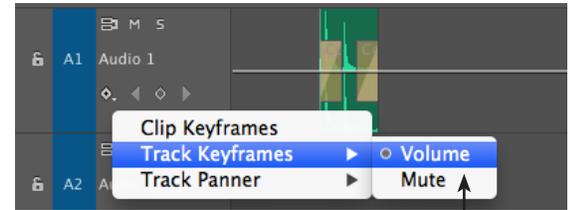
click Edit to open the parameters for the effect.

25. Use the rubber bands and pen tool to change the volume, panning or effect parameters to a an entire track rather than just a clip

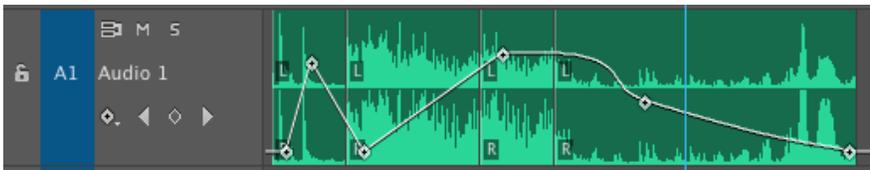
- First, be sure the view of your audio track is tall enough to see all of the controls for the track.
- Look for the SHOW KEYFRAMES button. It looks like a little diamond.
- Click the button, pull down to TRACK KEYFRAMES and then VOLUME
- Use the pen tool to adjust the rubber band to create volume adjustments that span numerous clips and edits.



Show Keyframes



Track Volume



IMPORTANT!

Be sure to switch back to Clip Keyframes when you are done! You'll find out quickly that you can't move or edit your clips when you are in the Track Keyframes mode.

26. 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.

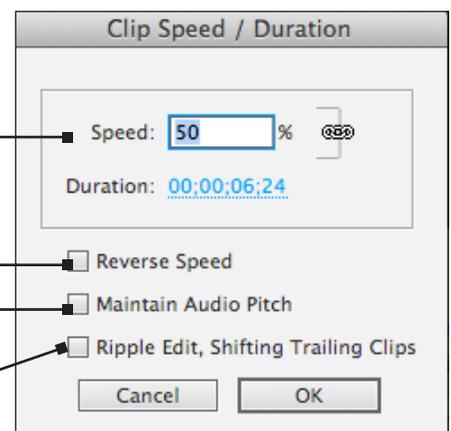
- select the clip you want to adjust. either right-click, control-click or go to Clip menu to select SPEED/DURATION
- See the image to the right for details about this feature.
- Note that changing the duration of a clip will alter its length in the timeline.

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



27. Changing the pitch or duration of a clip using Adobe Audition.

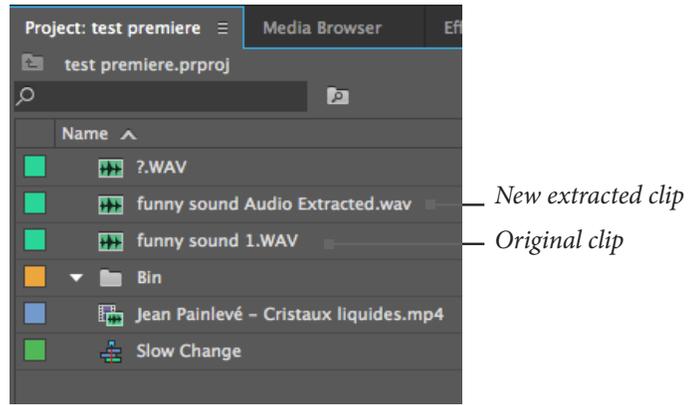
- A safe method of slowing down or speeding up a clip, and having access to more possibilities, is to open the clip from your timeline in Audition.
- Control-click or right-click the clip you want to change.
- Pull down to EDIT CLIP IN ADOBE AUDITION



WARNING!
Students have found out the hard way that stretching clips in Premiere can sometimes lead to unexpected results when you export and parts of the file may not render. Use this feature at your own risk.

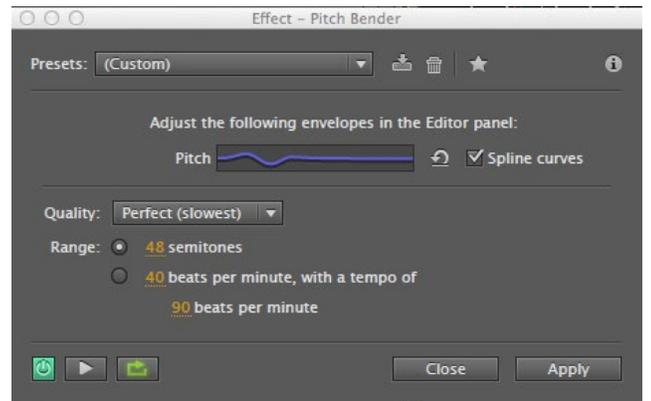
Adobe Audition (Continued)

- When you open the clip on Audition, Premiere will automatically create a duplicate of your audio clip in your project.
That's because your edits in Audition will be *destructive* and permanently change your clip!



28. Audition Pitch Tools

- Go to the Effects Menu > Time and Pitch
- Try the Pitch bender
- Use the blue rubber band in the waveform to create changes in pitch over time.
- clicking the blue line will add a point.
- If you want curves, click the "Spline Curves" box in the Pitch Bender window.



Output and share your file

Outputting a mixed audio file to share
The export window is used to output your multitrack sound and video projects 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)

Export Settings

Match Sequence Settings

Format: **MP3**

Preset: **MP3 256 kbps...**

Comments:

Output Name: **Sound Project.mp3**

Export Video Export Audio

Summary

Output: /Users/John_Roach/Desktop/Sound Project.mp3
No Video
No Video
Uncompressed, 44100 Hz, Stereo

Source: Sequence, Sound Project
No Video
48000 Hz, Stereo, 00:00:07:29

Audio **FTP**

Basic Audio Settings

Channels: Mono Stereo

Audio Bitrate: **256 kbps**

Codec Quality: Fast High

Use Maximum Render Quality Use Previews

Use Frame Blending Import into project

Estimated File Size: 249 KB

Metadata... **Queue** **Export** **Cancel**

00:00:07.807 00:00:07.974

Source Range: **Work Area**