

ADOBE PREMIERE PRO FOR COMPLETE BEGINNERS

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WEEK 5 SUMMARY

EFFECTS

Effects are powerful ways to add a professional touch to your video clips. There are over one hundred effects in Premiere Pro! And hundreds more available from third-party developers.

Effects Panel

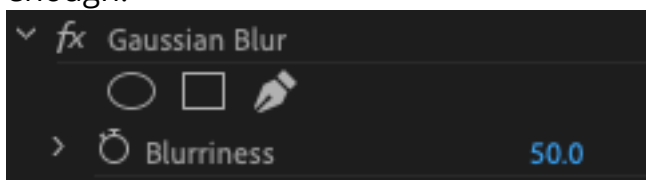
- The effects are located in the Effects panel.
- From the top menu choose **Window > Effects** to make this panel visible.
- In the Effects panel open the **Video Effects** folder to see all of the effects.

Warp Stabilizer

- Instantly fix shaky footage!
- Inside the Effects panel go into the **Video Effects > Distort** folder and locate the **Warp Stabilizer** effect.
- You can also type in the word "warp" into the search box at the top of the Effects panel to locate it.
- To apply an effect onto a clip simply **drag** it from the Effects panel directly onto a clip in the Timeline.
- Wait a few seconds and the clip will automatically stabilize.

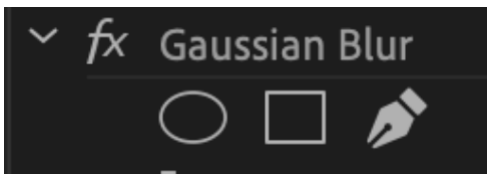
Blur

- Inside the Effects panel go into the **Video Effects > Blur & Sharpen** folder and locate the **Gaussian Blur** effect.
- You can also type in the word "blur" into the search box at the top of the Effects panel to see all of the blur effects.
- **Drag** the Gaussian Blur effect onto a clip in the Timeline.
- Then in the **Effect Controls** panel (which is a completely different panel), next to Gaussian Blur, increase the **Blurriness** amount until the clip is blurry enough.

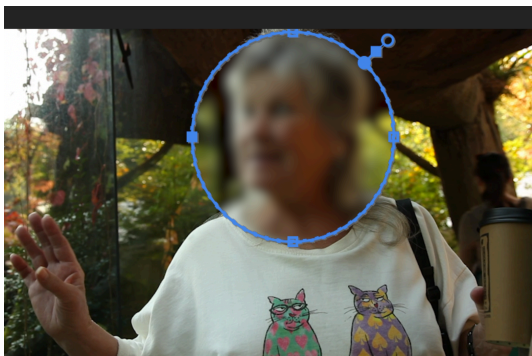


Mask

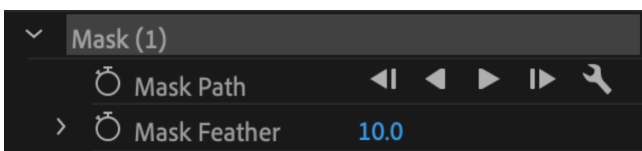
- By default the effect will apply to the entire clip.
- But what if you just want to apply the effect to a specific portion of the image? Such as just blurring someone's face? You can create a **Mask**.
- In the **Effect Controls** panel, immediately under the effect you will see 3 options for masking: Ellipse, Rectangle and Free Draw:



- Click on the mask of your choice and you will see it in the Program Monitor.



- From here, you can adjust the size of the mask by dragging the blue handles.
- Move it by dragging it around.
- In the Effect Controls panel you can also soften the edges by changing the **Mask Feather** amount.

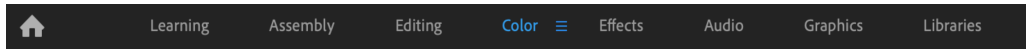


COLOR GRADING & CORRECTION

Lumetri Color

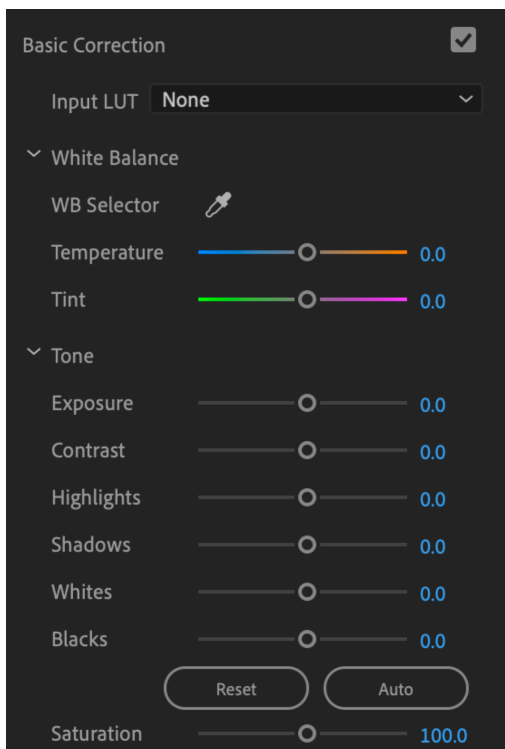
- Lumetri Color is such an important effect, that it has its own panel!
- Activate this by choosing **Window > Lumetri Color** from the top menu.

- You can also switch to the color workspace by choosing **Window > Workspaces > Color** from the top menu. Or choosing **Color** from the Workspaces panel (near top of screen):



Basic Correction

- Select a clip in the Timeline.
- Then in the Lumetri Color panel, click on the **Basic Correction** tab to see all the values there:

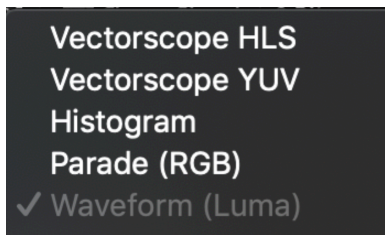


- **White Balance**, adjusts the color balance from blue to orange.
- **Tint**, adjusts the color balance from green to magenta.
- **Exposure** is like Brightness.
- **Contrast**, brights become brighter, darks become darker.
- **Highlights**, adjusts the brightest portions of image.
- **Shadows**, adjusts the darkest portions of image.
- **Saturation**, adjusts intensity of the colors.
- Using this panel properly will take some practice.

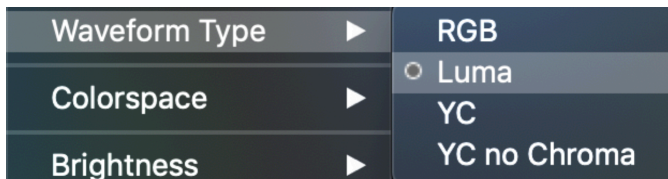
BONUS

Lumetri Scopes

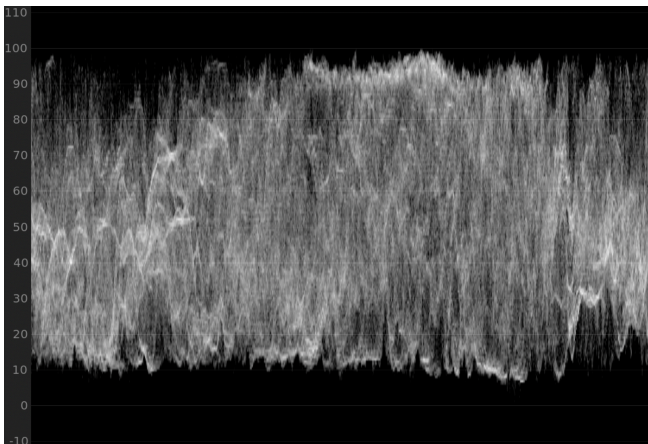
- How bright is too bright? How dark is too dark? A scope will tell you when your image is becoming **overexposed** or **underexposed**.
- We are going to use the **Waveform** scope.
- Open the Lumetri Scopes panel by choosing **Window > Lumetri Scopes** from the top menu.
- Several scopes may appear. We are going to focus on the **Waveform** scope.
- At the bottom of the Lumetri Scopes panel, click on the **Wrench** icon and **uncheck** all of the scopes **except** the Waveform.



- Click on the **Wrench** icon again and choose **Waveform Type > Luma**.



- This scope shows the (brightness) of the image. The left axis goes from 0 to 100.



- If any part of the graph goes above 100 the image is overexposed.
- If any part of the graph goes below 0 the image is underexposed.
- Now you have some objective information to guide you during color grading.