



Why Premiere?

Double track editing

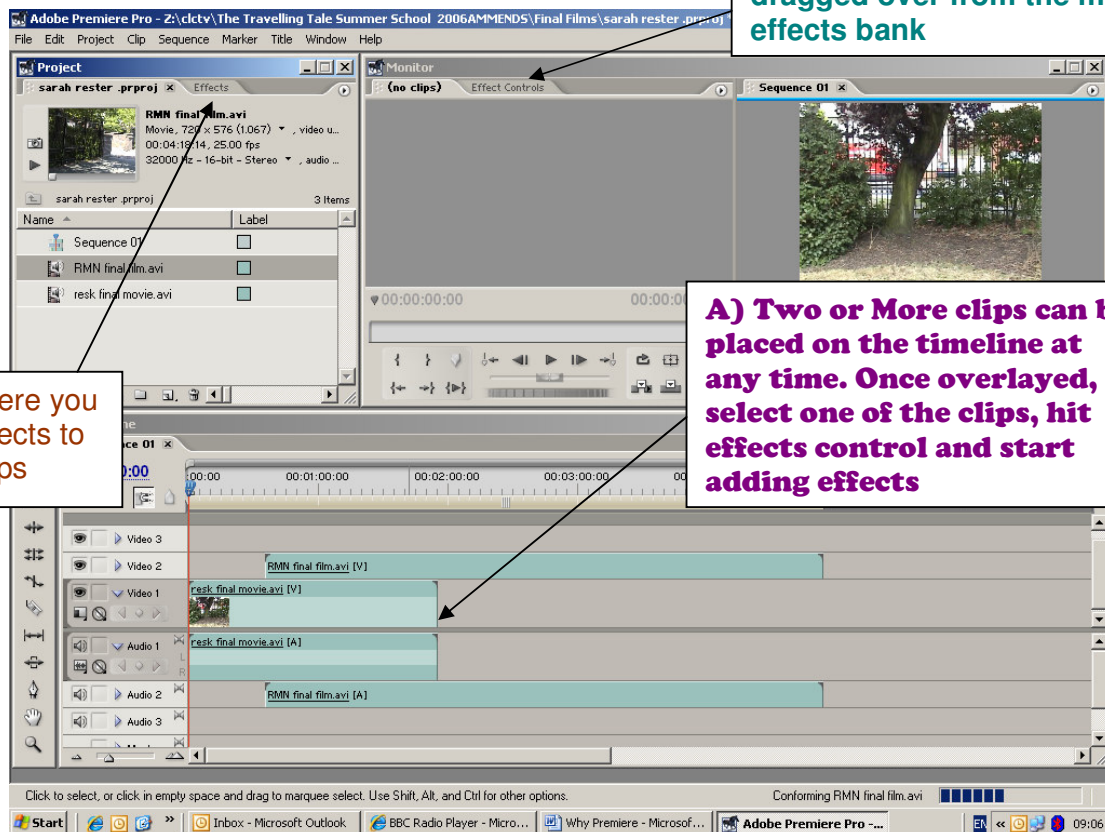
Premiere is quite a high spec and standard editing program. It requires a lot more processing to run it and memory to store the files that are created. That said Premiere can do marvellous things. One of the most useful applications of Premiere is double track editing.

- Double Track or A/B editing is a feature you will not find in editing packages such as Pinnacle, Movie Maker or iMovie.
- Double Track editing allows you to overlay clips.
- You can put one clip on top of the other and create a layer.
- Add some movement to the top clip and the bottom clip appears.
- Two clips visible at the same time.

C) Effects control for clips will show the clips that have been dragged over from the main effects bank

A) Two or More clips can be placed on the timeline at any time. Once overlaid, select one of the clips, hit effects control and start adding effects

B) This is where you select the effects to add to the clips

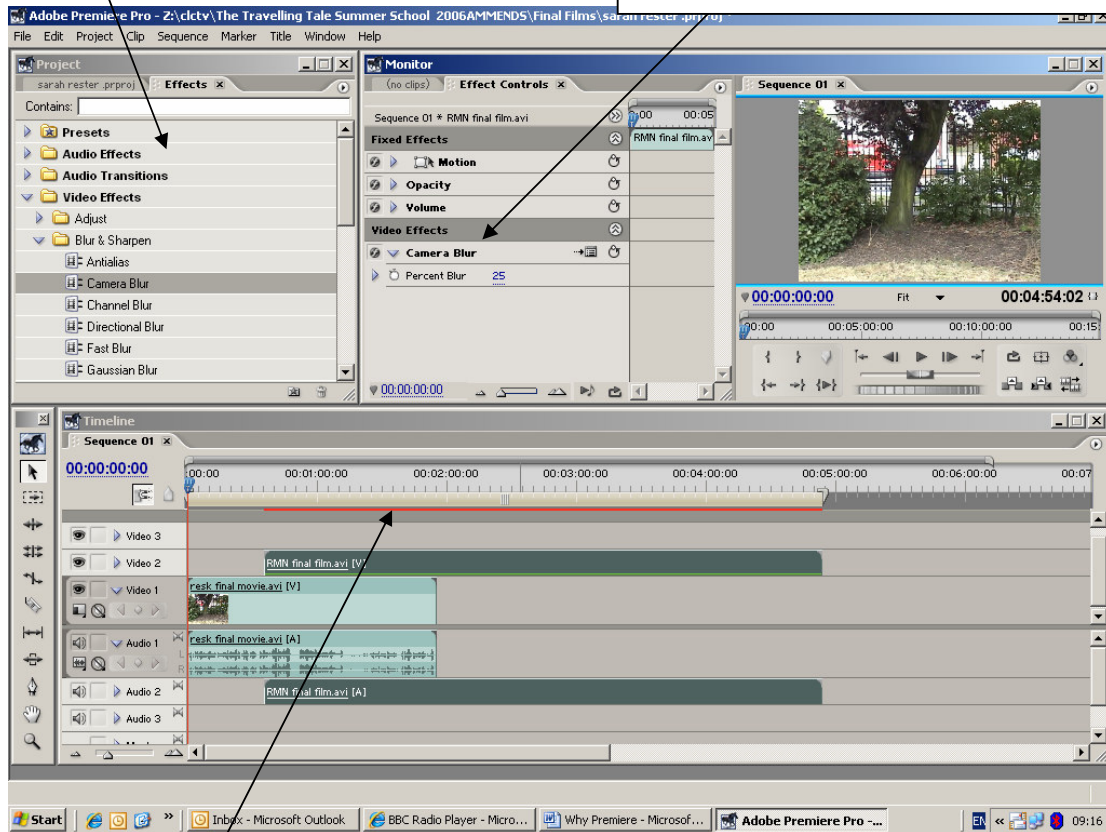




The Effects Bar

Main Effects Bar allows you to access a whole array of different effects. Click on the tabs to go through the effects. Then drag the effect you like onto the clips monitor

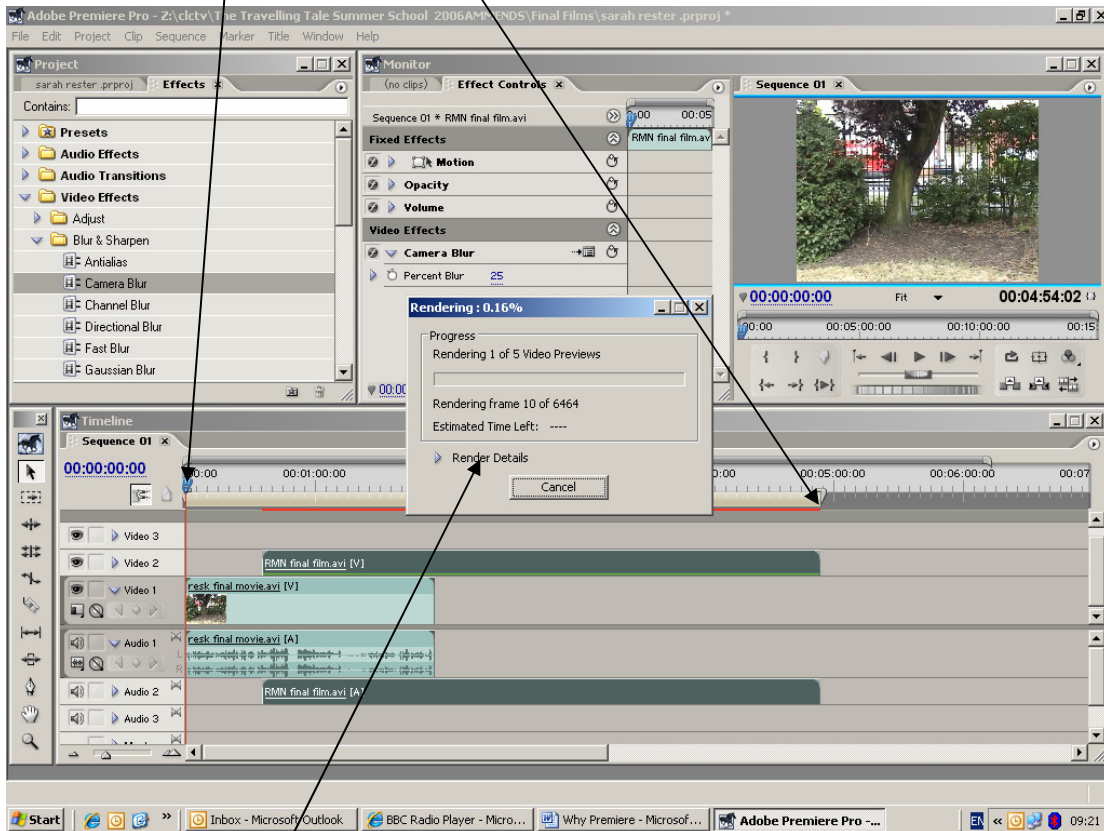
Once in the Clip monitor you can start to change tweak the effect on your clip. If the effect has a small arrow placed next to its name, there will be additional options that allow you to make additional changes



When an effect is added to a clip, the clip will need to be re-rendered / (effect and clip need to be merged together). When you are happy with the effect set the work area tabs to cover the area that is finished off and hit the return button on your keyboard, this will start the rendering process.



The work area can be changed by moving in the tabs at either end of the timeline. To move them drag the tabs in or out



This box indicates that the film is rendering. This can take quite some time, depending on the length of clip and effects added. Work with in small chunks to make the rendering more manageable

Once rendered the effect and clip will be as one !