

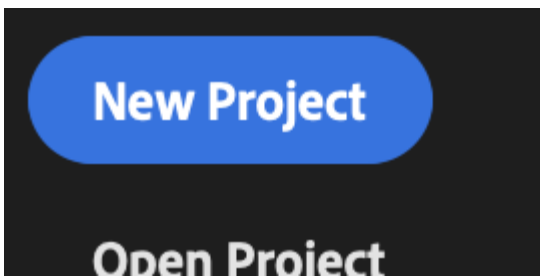
Adobe Premiere Pro - Get Started Using Premiere - Project Setup

This handout will walk you through the process of how to set up a project in Premiere.

In the Applications folder, open Adobe Premiere.



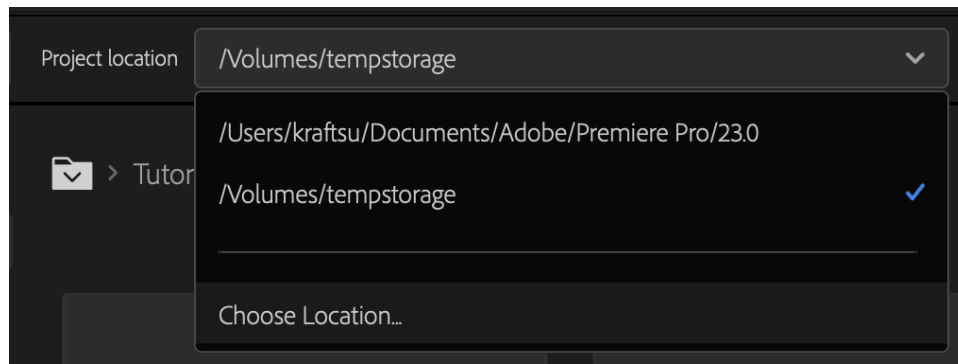
Start a new project from the splash screen by clicking "New Project" under "New"



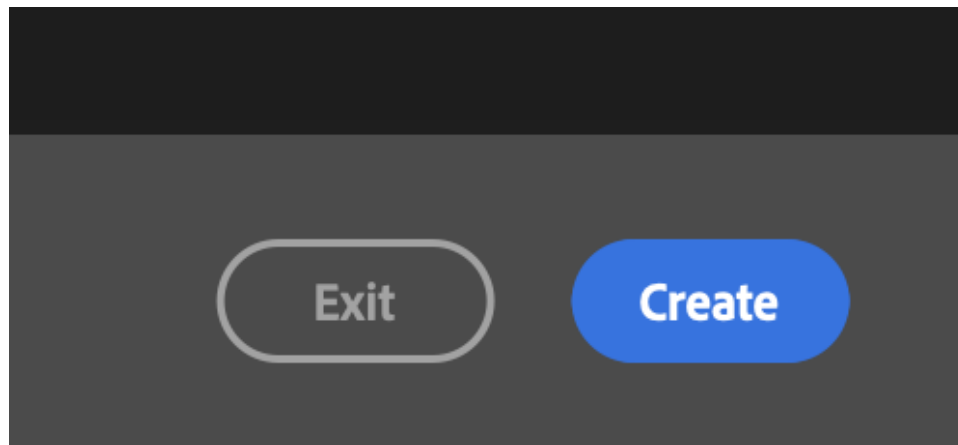
Name your project under Project Name

Project name Project location

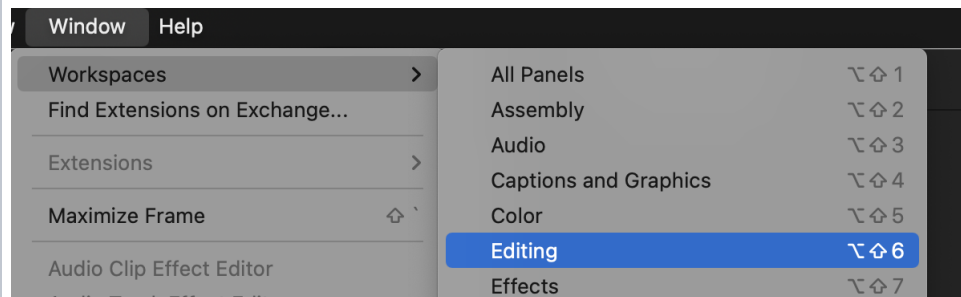
Then choose where you are going to save your project



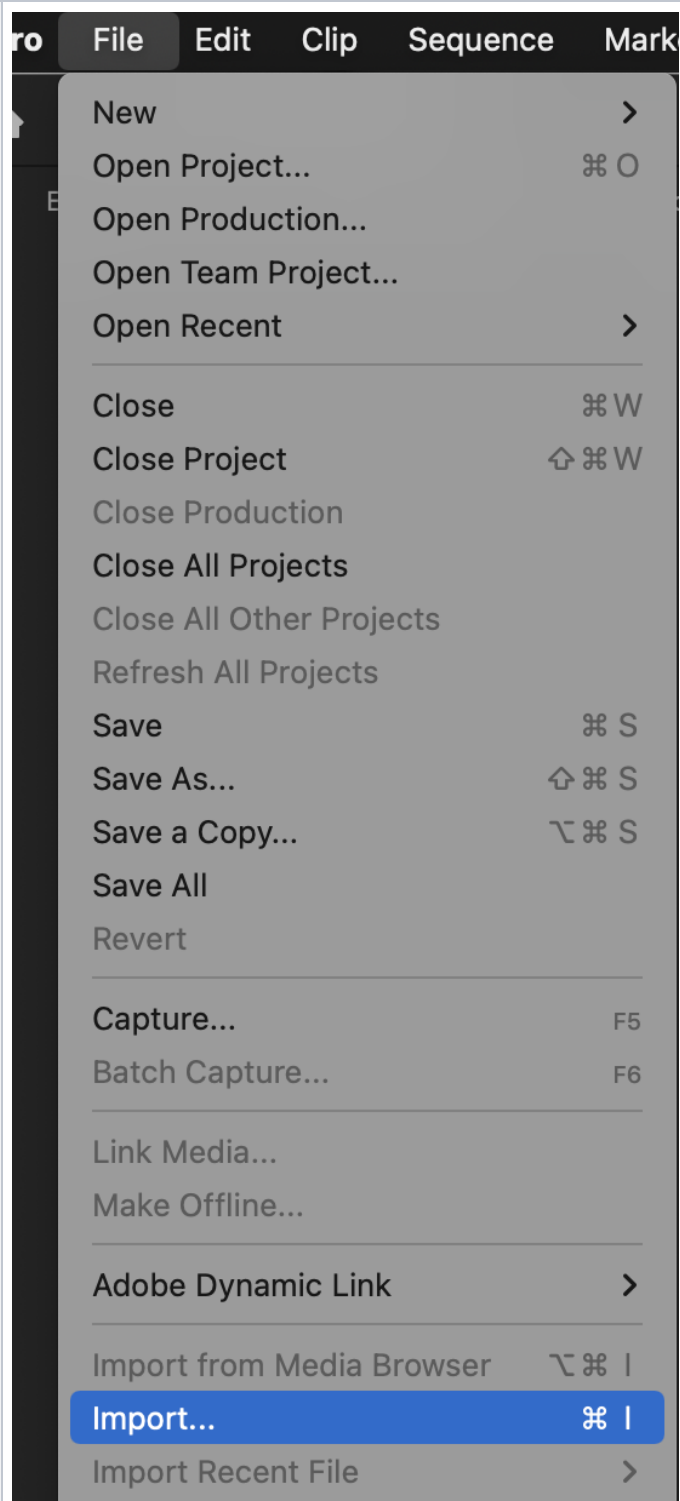
Then choose to create the project by clicking on the Create button



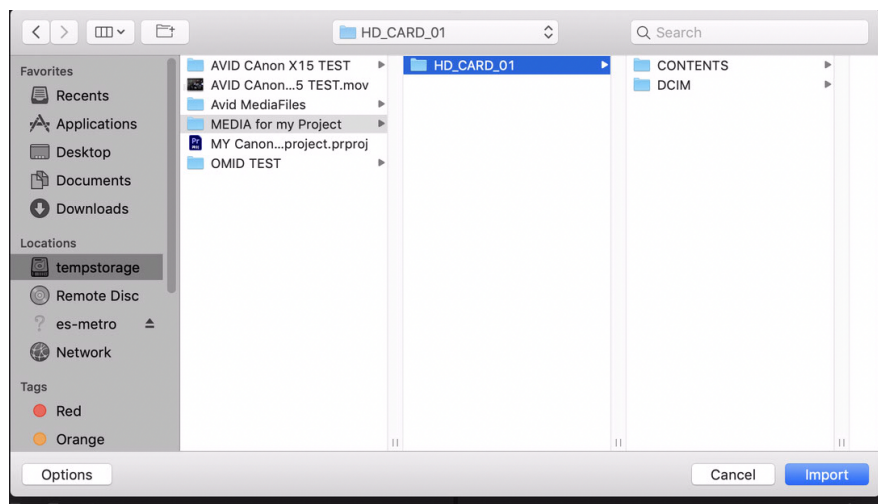
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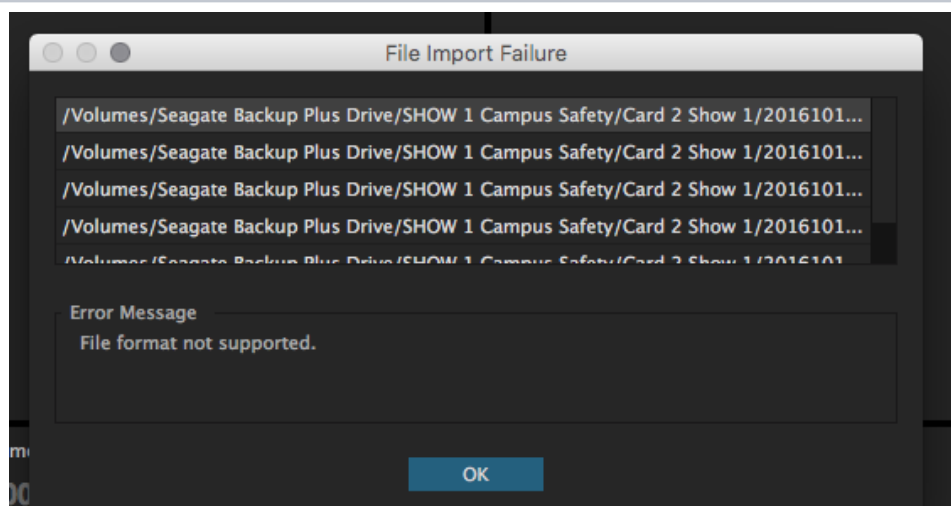
To bring in Media to your project > File > Import



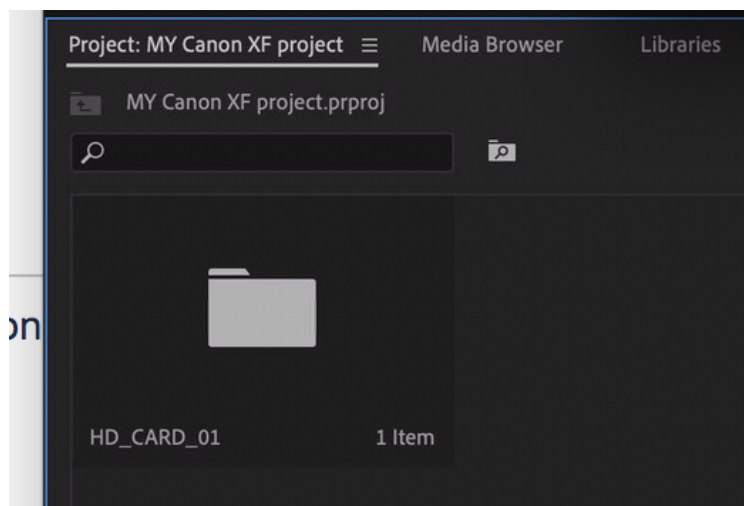
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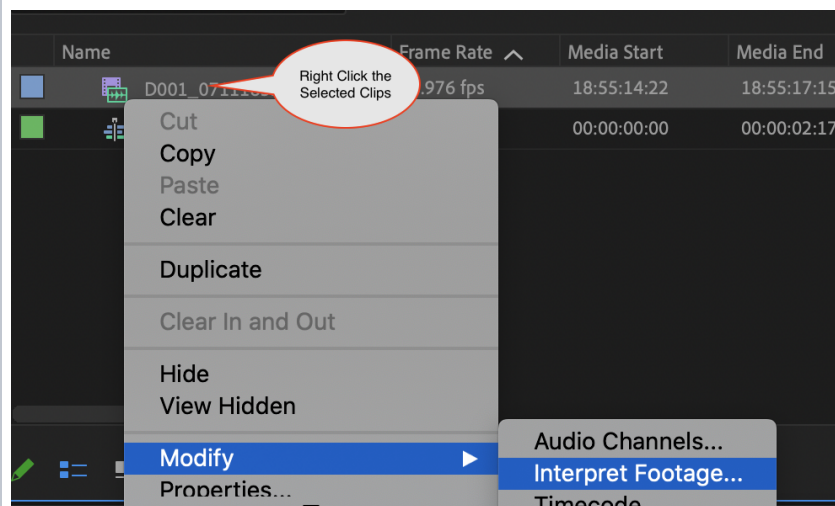
The file folder will load and display our media files will be inside.



When you are bringing in footage and it doesn't look like the same as you thought it would when you shot it

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Once the clips are imported into Premiere, select all the clips and Right click > Choose Modify > Interpret Footage



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Modify Clip

Audio Channels

Interpret Footage

Timecode

Frame Rate

☒ Use Frame Rate from File: 23.9760

☐ Assume this frame rate: 1.00 fps

☐ Remove 24p DV Pulldown

Duration: 00:01:07:04

Pixel Aspect Ratio

☒ Use Pixel Aspect Ratio from File: Square Pixels (1.0)

☐ Conform to: Square Pixels (1.0)

Field Order

☒ Use Field Order from File: No Fields (Progressive Scan)

☐ Conform to: No Fields (Progressive Scan)

Alpha Channel

☐ Use Alpha Premultiplication from File:

☐ Conform Alpha Premultiplication to: ☐ Premultiplied Alpha

☐ Ignore Alpha Channel

☐ Invert Alpha Channel

VR Properties

☒ Use Properties from File:

Projection: None

Layout: Monoscopic

Horizontal Captured View: 0°

Vertical: 0°

☐ Conform to:

Projection: None

Layout: Monoscopic

Horizontal Captured View: 0°

Vertical: 0°

Color Management

Input LUT: None

☐ Use Media Color Space from File: Rec. 709

☒ Color Space Override: Rec. 709

Cancel

OK

If Color Management is greyed out then you are okay to proceed there is no LUT being applied

ied

If you have a video or photo of a person following the steps

today Clip

Audio Channels

Interpret Footage

Timecode

VR Properties

Frame Rate

☒ Use Frame Rate from File

☐ Assume this frame rate: 1.00 fps

☐ Remove 24p DV Pulldown

Duration:

Pixel Aspect Ratio

☒ Use Pixel Aspect Ratio from File: Square Pixels (1.0)

☐ Conform to: Square Pixels (1.0)

Field Order

☒ Use Field Order from File: No Fields (Progressive Scan)

☐ Conform to: No Fields (Progressive Scan)

Alpha Channel

☐ Use Alpha Premultiplication from File:

☐ Conform Alpha Premultiplication to: ☐ Premultiplied Alpha

☐ Ignore Alpha Channel

☐ Invert Alpha Channel

Color Management

Input LUT: None

☐ Use Media Color Space from File:

☒ Color Space Override:

sRGB

Rec. 601 (NTSC)

Rec. 601 (PAL)

Rec. 709

Rec. 709 (Scene)

Rec. 2020

Rec. 2020 (Scene)

Rec. 2100 PQ

Rec. 2100 PQ (Scene)

Rec. 2100 HLG

Rec. 2100 HLG (Scene)

DCDM XYZ

OK

Cancel

Now start editing.

