How to create and change a project

A *project file* stores information about sequences and assets, such as settings for capture, transitions, and audio mixing (**Figure 1**). Also, the project file contains the data from all of your editing decisions, such as the In and Out points for trimmed clips and the parameters for each effect. Adobe Premiere Pro creates a folder on your hard disk at the start of each new project. By default, this is where it stores the files it captures, the preview and conformed audio files it creates, and the project file itself.
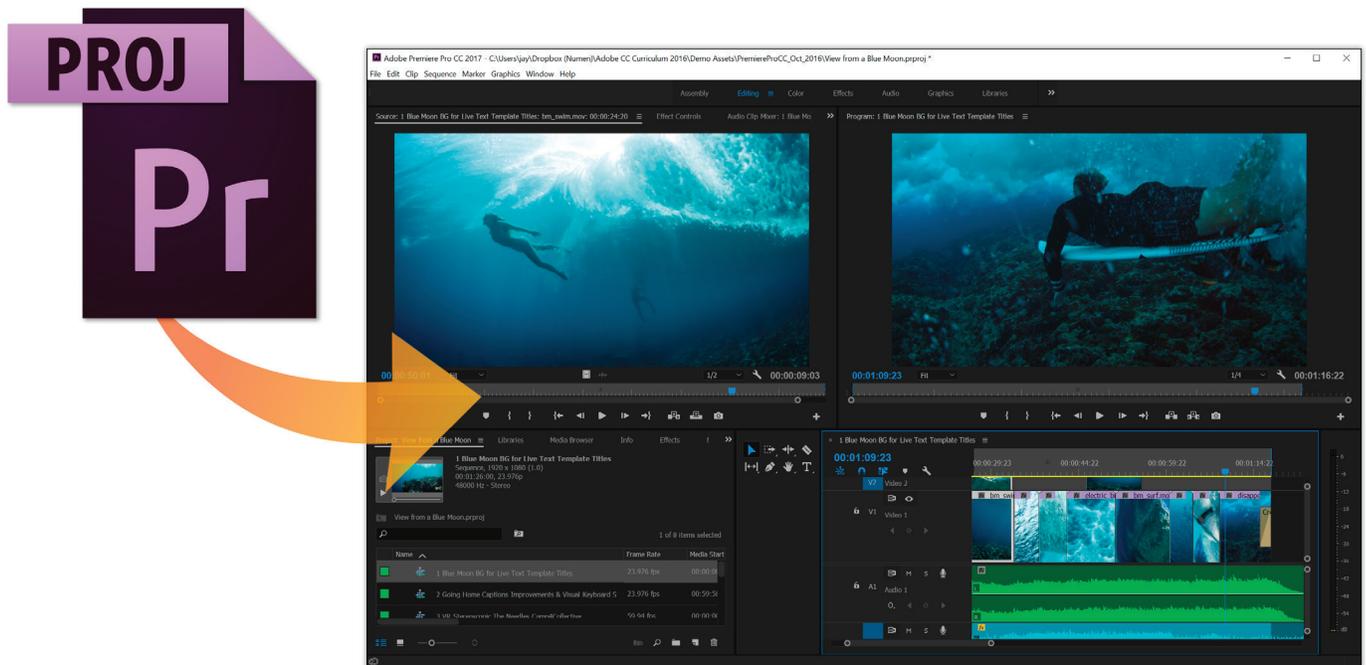

Figure 1 The Premiere Pro project file and working area

In this guide, we review how to create, change, and open projects, as well as how to move a project to another computer.

Project file

For every project you create, Premiere Pro creates a project file. This file contains the settings you select for each sequence in the project, as well as crucial data about the assets, edit decisions, and effects used in the project.

Premiere Pro doesn't store video, audio, or still image files in the project file—it stores only a reference to each of these files, a *clip*, which is based on the filename and location of the file at the time you imported it. If you later move, rename, or delete a source file, Premiere Pro can't find it automatically the next time you open the project. In this case, Premiere Pro displays the Where Is The File dialog box.

By default, every project includes a single Project panel (**Figure 2**). This acts as a storage area for all clips used in the project. You can organize a project's media and sequences using bins in the Project panel.

A project may contain multiple sequences, and the sequences within a project may differ from one another in their settings. Within a single project, you can edit individual segments as separate sequences, and then combine the segments into a finished program by nesting them into a longer sequence. Similarly, you can store multiple variations of a sequence, as separate sequences, in the same project.
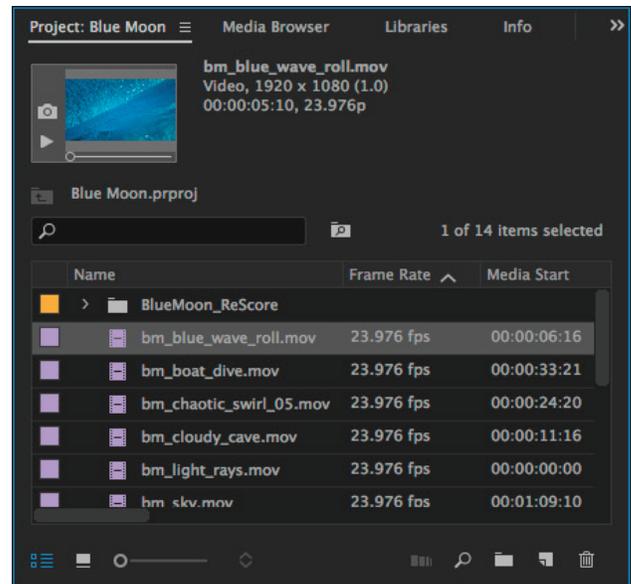
Figure 2 Project panel

Create a project

Creating a project is easy to do from the Premiere Pro Start screen, which you specify when a project is created.

To create a new project file:

1. Either choose **New Project** on the **Start** screen that appears when Premiere Pro starts up (**Figure 3**) or, after the application is open, choose **File** > **New** > **Project**.
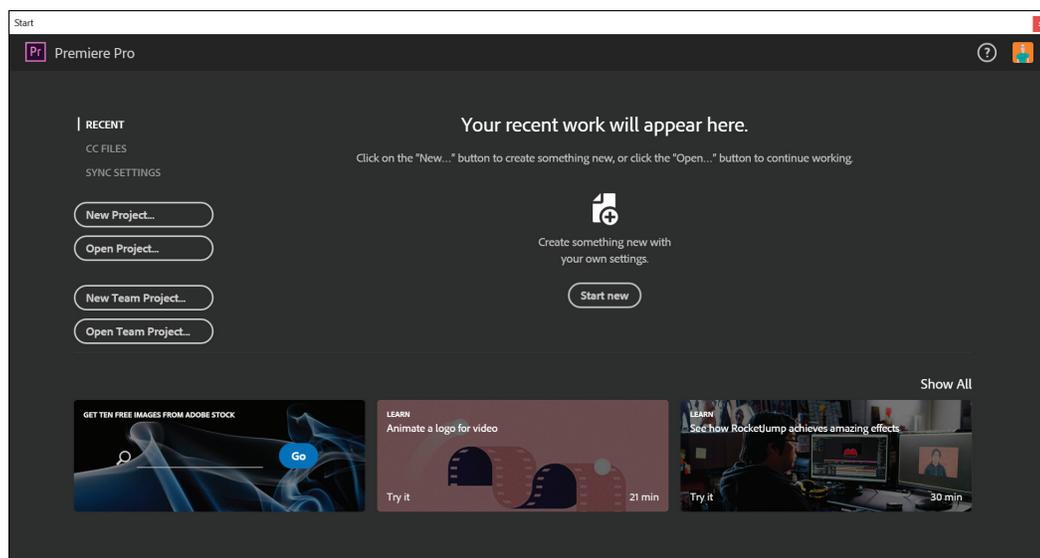

Figure 3 The Start screen

The **Project Settings** dialog box opens (**Figure 4**).

2. In the **New Project** dialog box, name your project and click Browse to choose where you want to save it. Click **OK** when you're done.

   Note: Whenever possible, specify a location and name that you won't have to change later. By default, Premiere Pro stores rendered previews, conformed audio files, and captured audio and video in the folder where you store the project. Moving a project file later may require moving its associated files as well.

3. Review or change settings as needed:

   • *Video Renderer and Playback* Specify whether the software or hardware function of the Mercury Playback Engine is enabled or not. If a supported video card is installed, the choice for hardware rendering and playback with the Mercury Playback Engine will be available.

   • *Video Display Format* Premiere Pro can display several formats of timecode. For example, if you are editing footage captured from film, you may want to see the timecode display in feet plus frames, or in simple frame numbers if your assets were imported from an animation program.

   • *Audio Display Format* Your audio track can be measured and edited using milliseconds or audio samples. There are several samples in a millisecond, making it more granular and allowing for more precise audio editing.

   • *Capture format* Controls how video and audio transfers directly from a video deck or camera. The default options are **DV** and **HDV**. Other options appear only if you install specialized video-capture hardware or software.

4. (Optional) If you want to change where types of files are stored, specify the scratch disk locations (**Figure 5**).

   Note: A scratch disk stores all captured video and audio, audio, and preview files. By default, scratch files are stored where you save the project. However, scratch disk space required increases as sequences become longer or more complex. For best performance, dedicate a hard disk or device strictly for your file assets. (For more information, see Adobe Help Specify scratch disks to improve performance.)
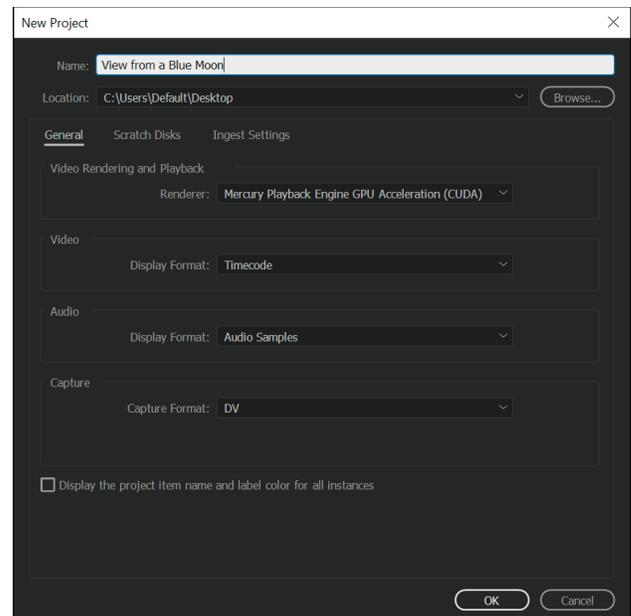
Figure 4 Project Settings dialog box, General tab
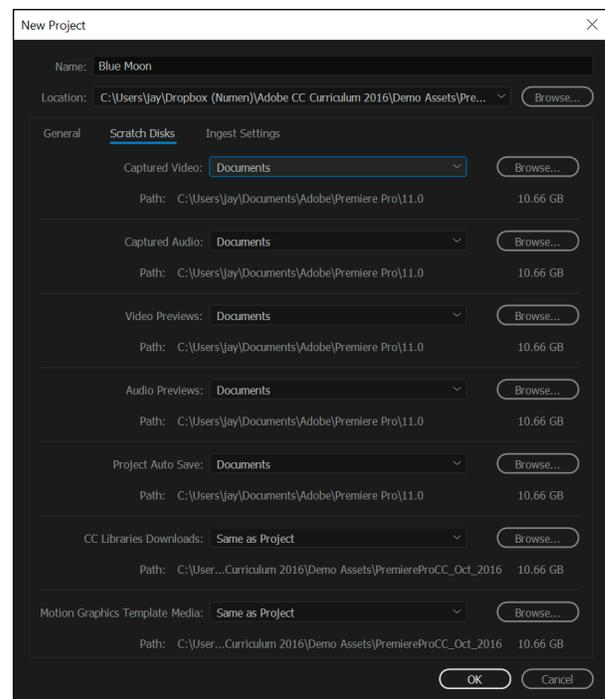
Figure 5 New Project dialog box, Scratch Disks tab

Review project settings

All project settings apply to the whole project, and most can't be changed after a project is created.

After you begin working in a project, you can review project settings, but you can change only a few of them. You can access these settings through the Project Settings dialog box.

To review project settings:

1. Choose **Project** > **Project Settings** > **General**.

    The **Project Settings** dialog box opens.

2. Review or change settings as needed.

3. (Optional) If you want to change where Premiere Pro stores various types of files, click the **Scratch Disks** tab and specify the scratch disk locations (**Figure 5**).

4. Click the **Ingest Settings** tab, and click the Ingest box at the top of the panel (**Figure 6**).

    With this setting, Premiere Pro saves a copy of your files on your local drive. Otherwise, Premiere Pro will simply link to wherever your files are currently stored, such as a media card that you may later eject or reuse. (This ingest feature launches Adobe Media Encoder CC in the background, which should already be installed on your system.) You can set Premiere Pro to copy full-resolution media, transcode, and create lower-resolution proxy files to a specific location on your machine as it imports. You can also create and use custom presets for Proxy workflow. (For more information, see Adobe Help Ingest and Proxy Workflow.)

Figure 6 *Project Settings dialog box, Ingest Settings tab*

5. Click **OK** to apply the udpated settings to the Premiere Pro project.

Open a project

Open existing projects by double clicking a **.prproj** file (**Figure 7**). Premiere Pro can open project files created with earlier versions of Premiere Pro or Adobe Premiere 6.x. You can open only one project at a time. To transfer the contents of one project into another, use the Import command.

You may encounter missing files as you work on a project. You can continue working by substituting offline files as placeholders for the missing files. You can edit using offline files, but you must bring the originals back online before rendering your movie. To bring a file back online after the project is open, use Link Media dialog box. You can continue working without having to close and reopen the project.

View from a Blue Moon.prproj

Figure 7 *Premiere Pro project file*

To open a project:

1. Choose **File** > **Open Project**.

2. Browse to the project file and select it.

3. Select **Open**.

4. If the **Link Media** dialog box opens (**Figure 8**), locate the missing file(s) or choose one of the following:

   • **Locate** The **Locate** button launches the **Locate File** dialog box that you can use to find a missing file.

   • **Cancel** Replaces a missing file with a temporary offline clip for the duration of a session. When you close your project and then reopen it, you see the **Link Media** dialog box that asks you to locate the file again.

   • **Offline** Replaces a missing file with an *offline clip*, a placeholder that preserves all references to the missing file everywhere in the project. Unlike the temporary offline clip created by **Cancel**, the one generated by **Offline** persists between sessions, so you won't have to locate missing files every time the project is opened.

   • **Offline All** Like **Offline**, **Offline All** replaces all missing files with persistent offline files.
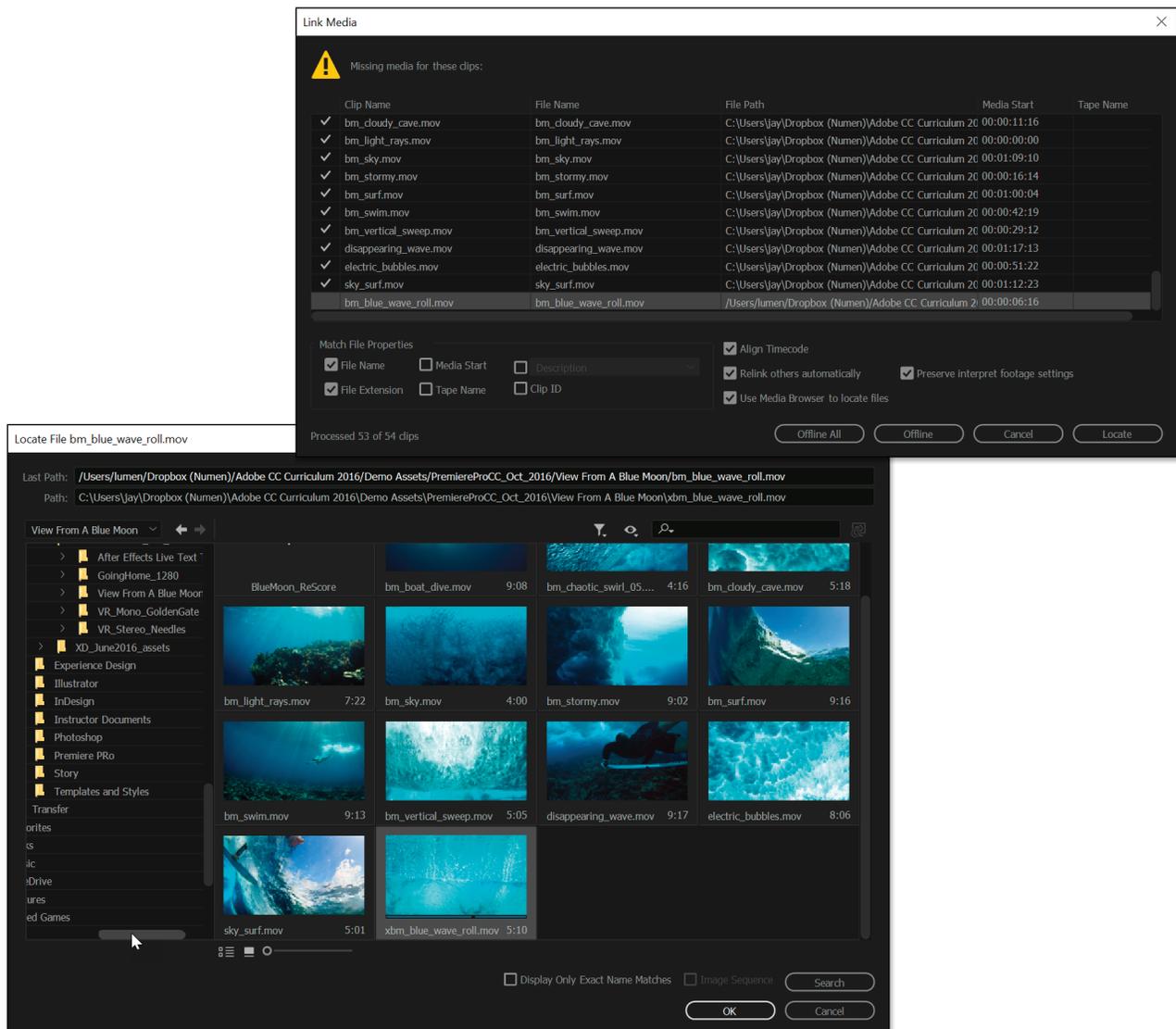

Figure 8 Link Media dialog box (top) and Locate File dialog box (bottom)

Moving a project to another computer

To move a project to another computer where you want to continue editing, you must move copies of all the assets for the project to the second computer, as well as the project file (**Figure 9**). The assets should retain their file names and folder locations so that Premiere Pro can automatically find them and relink them to their clips in the project.

Make certain, also that the same codecs you used for the project on the first computer are also installed on the second computer. A *codec* is software that compresses or decompresses digital video, converting raw files to a compressed format or vice versa. Most of these software modules are installed automatically with Premiere Pro. For more information about moving a project and its assets to another computer, see Adobe Help Copy, transcode, or archive your project.
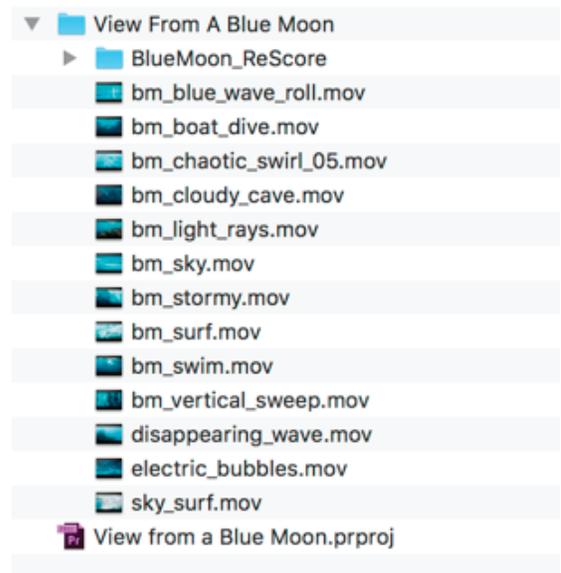

Figure 9 Project file and assets folder

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