

How to create text and graphics with the Essential Graphics Panel

The Type tool in Premiere Pro is based on familiar ways of working with text and graphics found in other Adobe Creative Cloud apps like Photoshop, Illustrator, and After Effects. The Type tool is a simple and intuitive way of adding text directly in the Program monitor. It's easy to change size and position of your title, change color and font type, or use different alignment options. Titles and graphics created in the Program monitor are automatically added to your sequence. All options and controls for the Type tool can be found in the Essential Graphics panel, as part of the Graphics Workspace (Figure 1).

In this guide, you'll use the Essential Graphics Panel to create a new title from a template. You will also create text and shape layers from scratch. Use your own files or download the assets used in [this tutorial here](#).

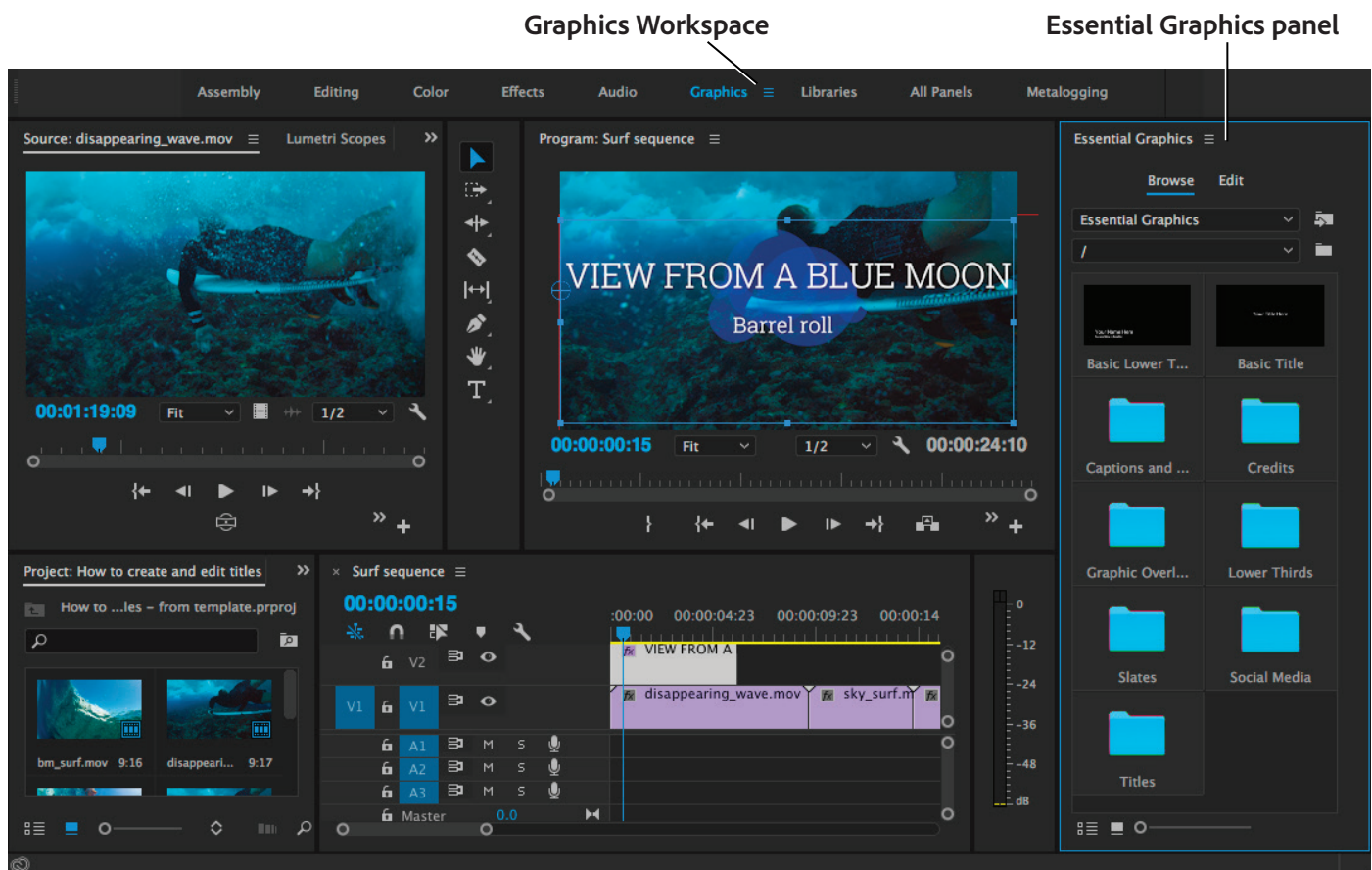


Figure 1 Premiere Pro Graphics Workspace

Using Essential Graphics templates

The Essential Graphics panel in Premiere Pro offers a wide selection of motion graphics, templates for captions, titles, credits, graphics overlays, and more. Browse the templates and drag onto the timeline to add to a sequence. Save your custom titles and motion graphics and share them as templates via Creative Cloud Libraries, or as a local file.

To use a graphics template:

1. Start Premiere Pro, start a new project, and import video clips.
2. Click **Graphics** in the workspace bar at the top of the screen.

The workspace layout and panels are rearranged. The **Essential Graphics** panel opens on the right side of the application interface (**Figure 2**).

3. Click into any of the folders in the **Browse** tab and review the template types. The available options include:
 - *Captions and Subtitles* Display text as a transcription or a translation of a the on-screen dialog.
 - *Credits* Display a list of the cast and crew involved in a production.
 - *Graphics Overlays* Add discreet graphics such as "Live," "Coming Up," a logo, or other items to a video.
 - *Lower Thirds* Text and graphics overlying the lower title-safe part of a video screen.
 - *Slates* Record important information about the scene and production such as name, scene number, camera, date, video tape or film roll number and other information.
 - *Social Media* Choose from common options including "Like," "Share," and "Subscribe."
 - *Titles* Select from a range of angled, modern, classic, or bold title styles.

4. Use the Choose Folder menu to navigate back up to the folder root.
5. Click the **Titles** folder.

The **Titles** folder opens (**Figure 3**).

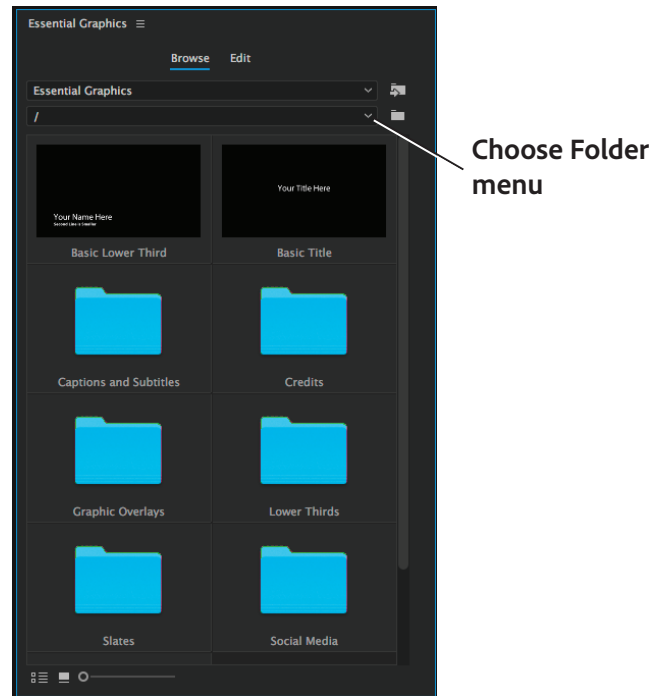


Figure 2 Essential Graphics panel

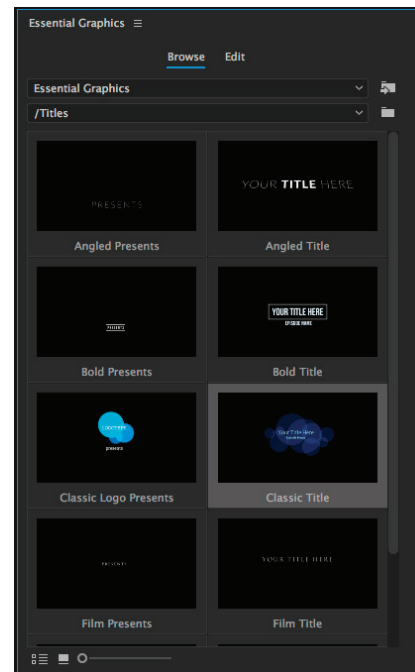


Figure 3 Essential Graphics panel, Titles folder

6. Select a template that you want to use and drag it to the start of a video track in your sequence (**Figure 4**).

Note: When you add a template to a sequence, Premiere Pro shows media as offline until the template completes loading. If the templates that you added requires fonts that have not been installed, you can resolve the fonts that are missing by clicking the sync option withing the **Resolve Fonts** dialog box.

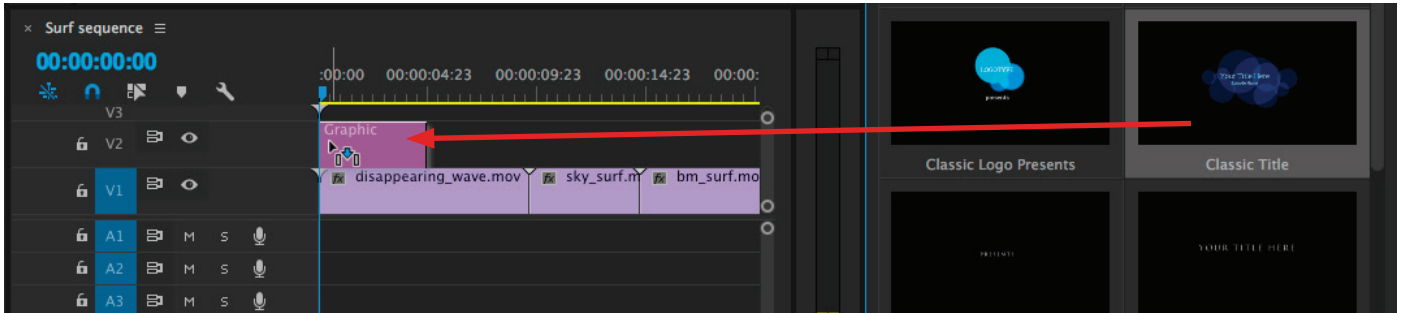


Figure 4 Drag a template onto the Timeline panel

7. To edit the text and controls, select the template in your sequence.
8. If not already open, select the **Edit** tab in the **Essential Graphics** panel.

The contents of the graphics object is displayed. Notice there may be many layers in the graphic. A graphic object is a compositing stack of one or more layers that can be edited as a single object. Further, you can use the **Essential Graphics** panel to manipulate the settings for each individual layer

9. Click on any object to activate the item's controls.

Options appear for the selected graphic element.

In the case of text objects (**Figure 5**), a text icon is visible in the compositing stack. For these, you can edit and modify the following properties:

- *Align and Transform* Use sliders to adjust horizontal and vertical position, anchor point, scaling, rotation, and opacity.
- *Master Styles* Apply pre-defined styles to text, if available.
- *Text* Adjust fonts and weights, sizes, alignments, justifications, and other options.
- *Appearance* Apply and define fills, strokes, shadows.

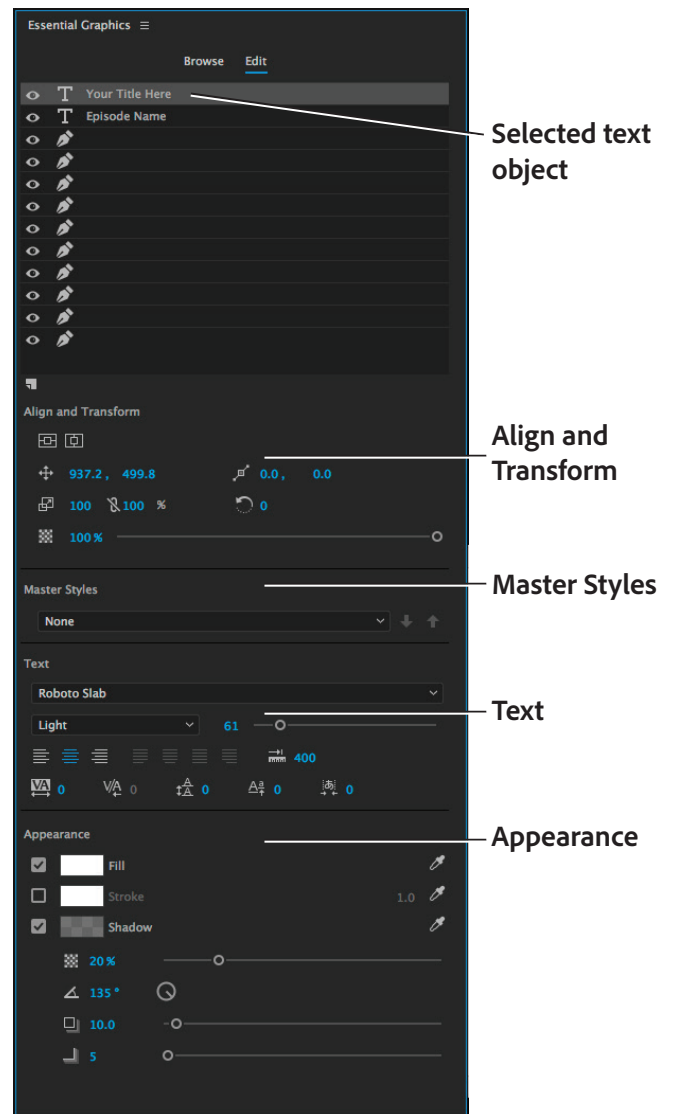


Figure 5 Essential Graphics panel, Edit tab

10. With the text object still selected in the **Essential Graphics > Edit** tab, click on the Type Tool in the Tools panel. In the **Program Monitor**, the boundary box of the text item turns red, indicating that it is selected (**Figure 6**).

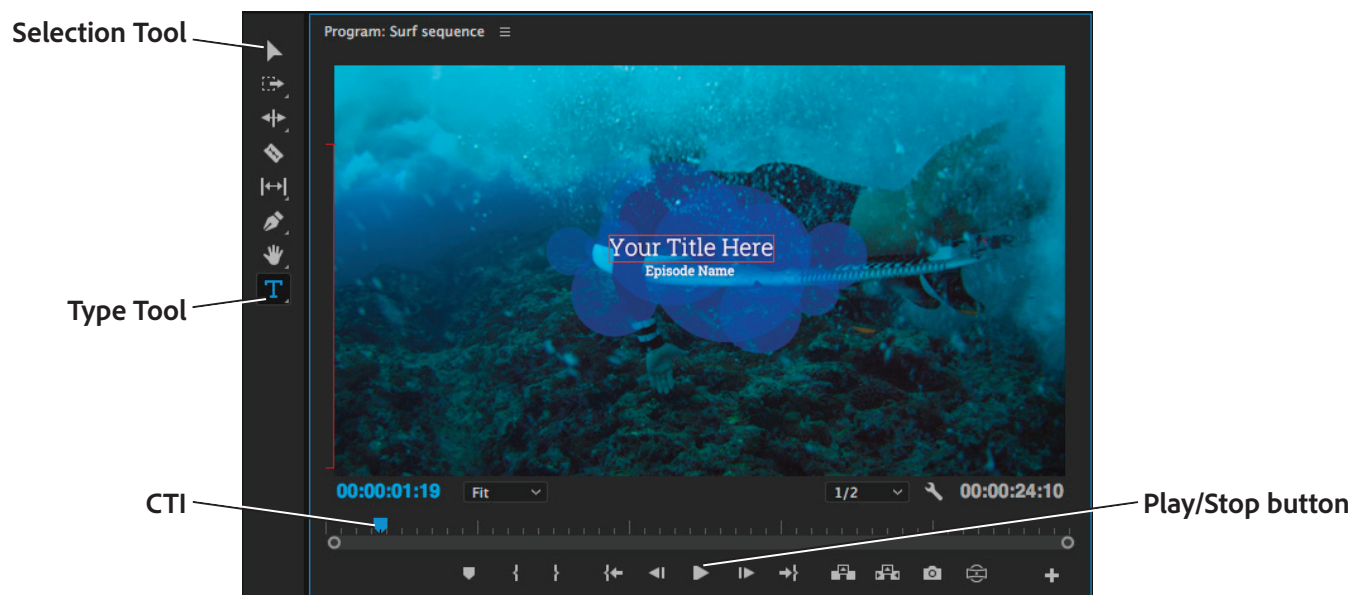


Figure 6 Selected text in the Program Monitor

11. Select the text and replace the placeholder text with your own title, then use the **Edit** tab options to modify its appearance of the text. Use the Selection Tool to select and adjust any of the graphic objects, if available.
12. Drag the **Program Monitor** current-time indicator (CTI) to the beginning of the sequence and click the Play/Stop button to preview your edited motion graphics template title.
13. To save your newly created as a custom template, use the Selection Tool to drag-and-drop the graphic from the Timeline panel to the **Project** panel.

Creating basic text and shape layers

You can easily create titles directly from scratch for your video using the Essential Graphics panel in Premiere Pro. You can add text, shapes, and so on, to layers that you can rearrange and adjust (**Figure 7**).



Figure 7 Sample title made from text and shape layers

To create text and shape layers:

1. With your sequence already open in the Timeline panel, click **Graphics** in the workspace bar at the top of the screen.
2. To create text layers, select the Type Tool and click in the **Program Monitor**.
A single click creates text at a point, while a click-and-drag creates text in a box.
A graphic clip is created at the playhead location in the active timeline (**Figure 8**).

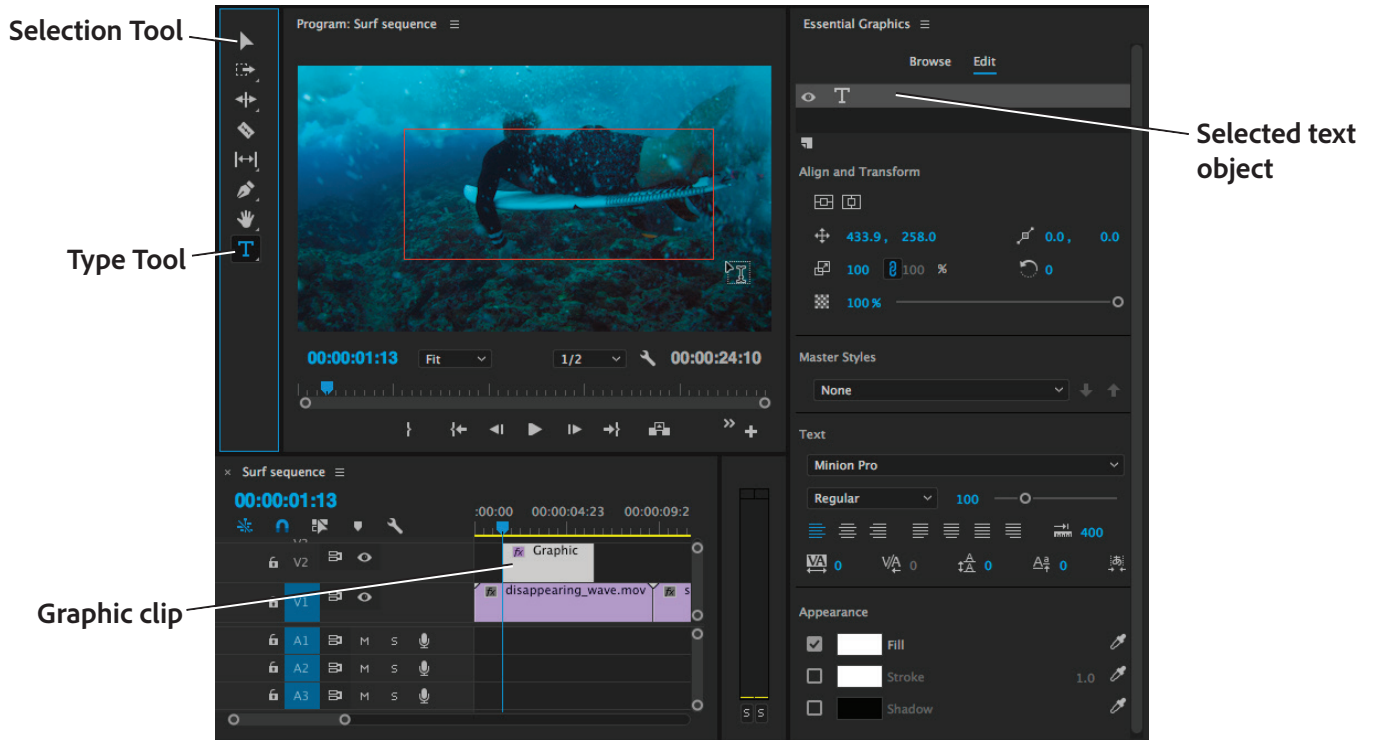


Figure 8 A detail of the Graphics Workspace

3. Type to add text to the graphic object.
4. Use the Selection Tool to directly manipulate the text layer: drag to reposition, change the anchor, change the scale, change the size of the text box, and rotate. You can also click the **Edit** tab in the **Essential Graphics** panel and modify the following properties as needed:
 - *Align and Transform* Use sliders to adjust horizontal and vertical position, anchor point, scaling, rotation, and opacity.
 - *Master Styles* Apply pre-defined styles to text.
 - *Text* Adjust fonts and weights, sizes, alignments, justifications, and other options.
 - *Appearance* Apply and define fills, strokes, shadows.

- Click the disclosure triangle next to shape layer tools in the Tools panel to reveal the options (**Figure 9**).
- To create a shape layer, click and drag in the **Program Monitor** using the **Rectangle Tool**, **Pen Tool**, or **Ellipse Tool**.

A graphic shape is added at the playhead location in the timeline.

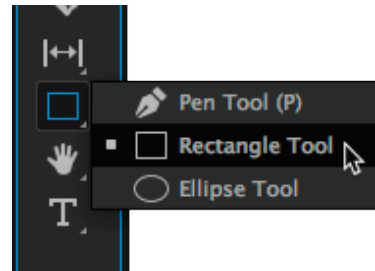


Figure 9 Tools panel

- Use the Selection Tool to manipulate the shape layer drag to reposition, change the anchor, change the scale, change the size of the text box, and rotate. You can also click the **Edit** tab in the **Essential Graphics** panel and modify the shape's properties as desired.
- Use the Selection Tool in the Timeline to stack and reorder text and shape layers as needed (**Figure 10**).

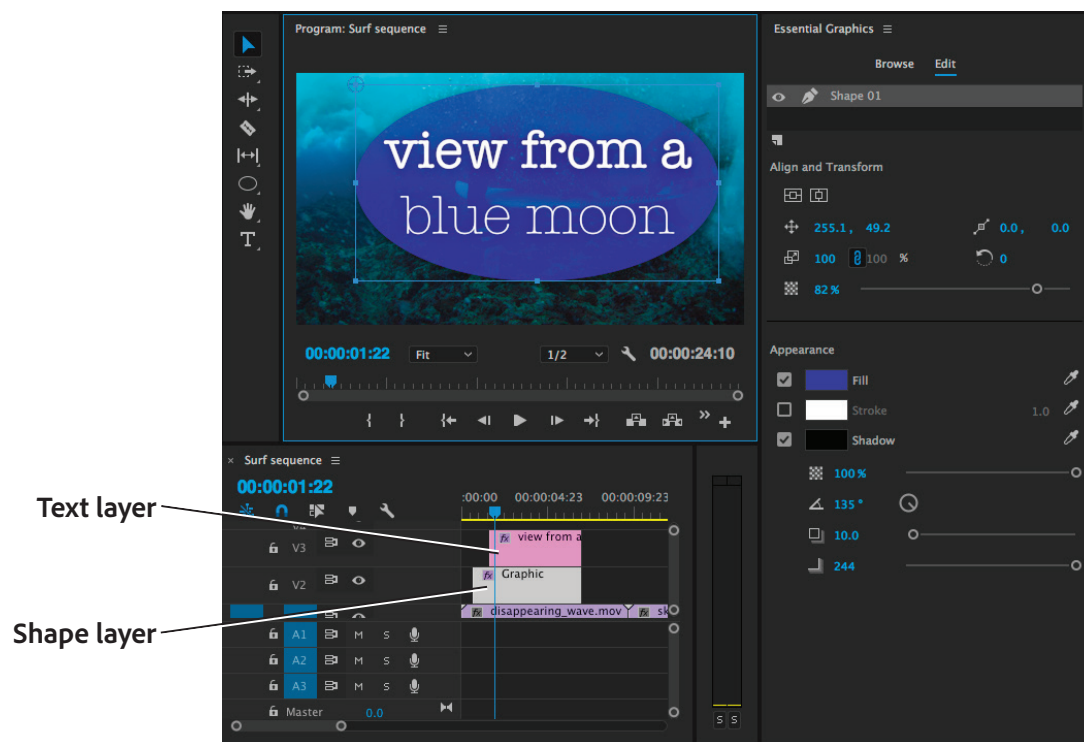


Figure 10 A detail of the Graphics Workspace

- Click the Play/Stop button to preview your text and shape layers graphic.

For more information

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