Premiere Pro workflows

The steps you take in editing video, from import or capture through final output, make up your production *workflow*.

Before you begin a video project, it's important to understand the steps involved in a production workflow. This initial groundwork helps you optimize Adobe Premiere Pro for the needs of your production, and plan for any extra steps along the way. Whether you use Premiere Pro to edit video for broadcast, DVD, or for web, you're likely to follow a workflow similar to the ones outlined here.

In this guide, we walk through the steps for a typical video prodution workflow (**Figure 1**) and points you to supporting Premiere Pro technical guides in this series. You'll also be introduced to advanced workflows including proxy, color, virtual reality (VR), and project collaboration. You may choose to add these other, more sophisticated Premiere Pro workflows to your video production process as you gain editing experience and improve in skill.
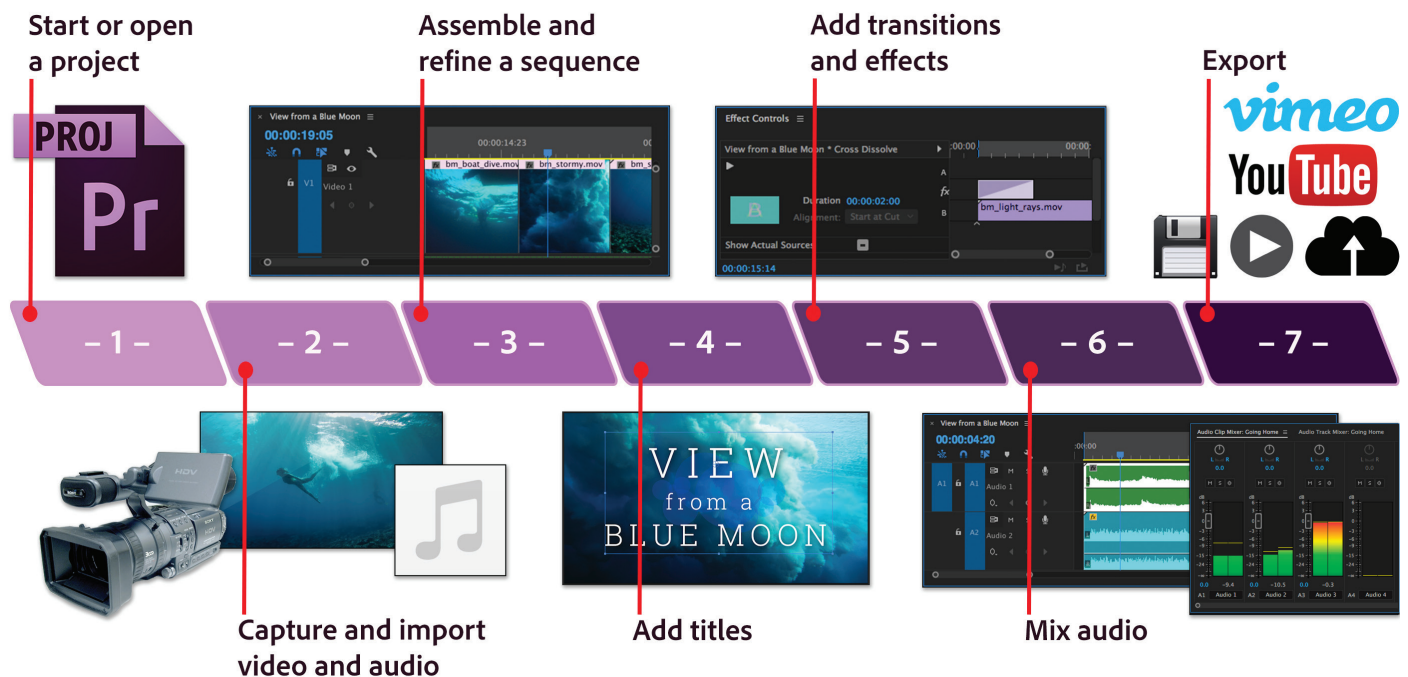

Figure 1 Steps in the basic Premiere Pro video production workflow

Before you begin editing

Before you begin editing in Premiere Pro, you will need to collect footage to work with. You can either shoot your own footage, or work with footage that other people have shot. You can also work with graphics, audio files, and more.

The basic workflow describes the most general steps you would take with most video production projects. After you have acquired footage, follow the steps to get started editing with Premiere Pro. This list is merely a high-level overview; you'll dig deeper into the details of each of these steps in later Premiere Pro guides.

1. Start or open a project

Open an existing project, or start a new one from the Premiere Pro **Start** screen (**Figure 2**).
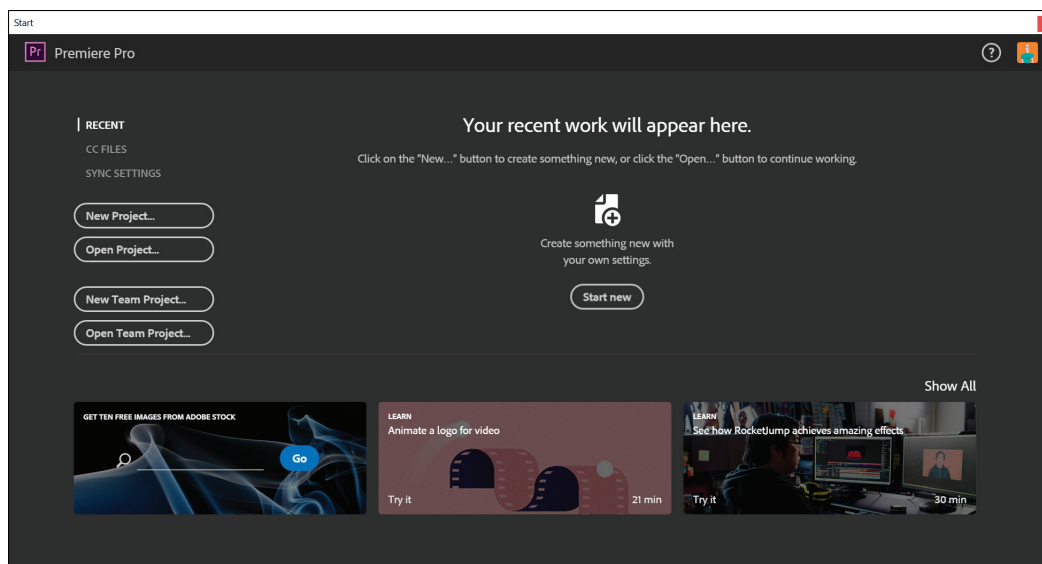

Figure 2 The Start screen

For more information, see *How to create and change a project* guide and Adobe Help Creating and changing projects.

Open a new project

If you are starting a new project, the **New Project** dialog launches (**Figure 3**). From the **New Project** dialog, you can specify the name and location of the project file, the video capture format, and other settings for your project. After you have chosen settings in the **New Project** dialog, click **OK**.

Open an existing project

To open an existing project, click the **Open Project** button or a link under **Open A Recent** Item in the Premiere Pro **Start** screen. After clicking a link, the project will launch.
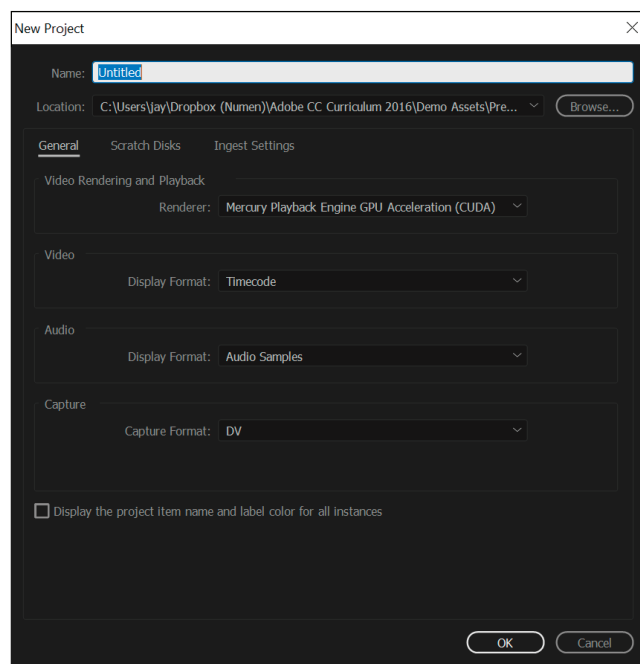

Figure 3 New Project dialog box

2. Import video and audio

For file-based assets, use the **Media Browser** you can import files from computer sources in any of the leading formats. Each file you capture or import automatically becomes a clip in the **Project** panel (**Figure 4**).

You can import various digital media, including video, audio, and still images. Premiere Pro also imports Adobe Illustrator artwork or Photoshop layered files, and it translates After Effects projects for a seamless, integrated workflow. You can create synthetic media, such as standard color bars, color backgrounds, and a countdown.

You can also use Adobe Bridge to organize and find your media files. Then use the **Place** command in Adobe Bridge to place the files directly into Premiere Pro.

In the **Project** panel, you can label, categorize, and group footage into bins to keep a complex project organized. You can open multiple bins simultaneously, each in its own panel, or you can nest bins, one inside another. Using the **Project** panel Icon view, you can arrange clips in storyboard fashion to visualize or quickly assemble a sequence.

For more information, see the *How to import files* guide and Adobe Help Transferring and importing files.

Figure 4 Project panel

3. Assemble, edit, and refine a sequence

Using the **Source Monitor**, you can view clips, set edit points, and mark other important frames before adding clips to a sequence (**Figure 5**). For convenience, you can break a master clip into any number of subclips, each with its own In and Out points. You can view audio as a waveform and edit it with sample-based precision.

You add clips to a sequence in the Timeline panel by dragging them there or by using the Insert or Overwrite buttons in the **Source Monitor**. You can automatically assemble clips into a sequence that reflects their order in the **Project** panel. You can view the edited sequence in the **Program Monitor** or watch the full-screen, full-quality video on an attached television monitor.
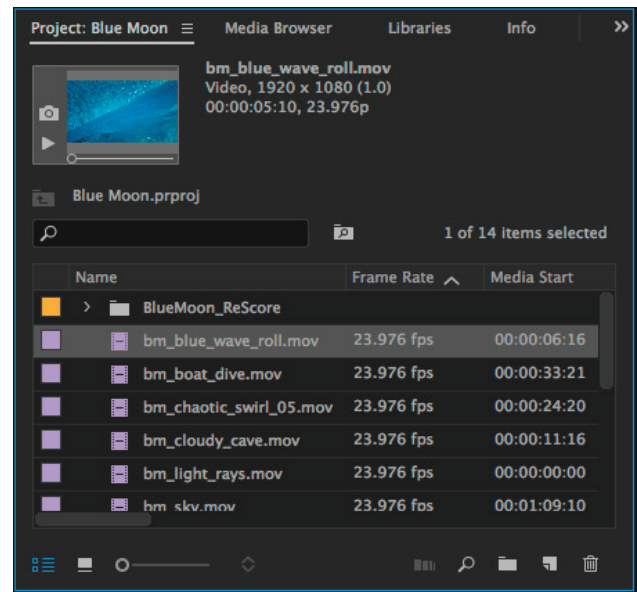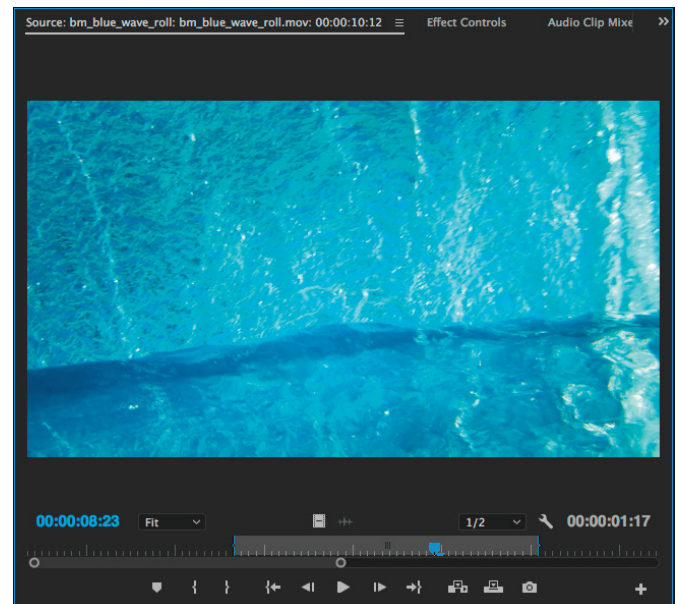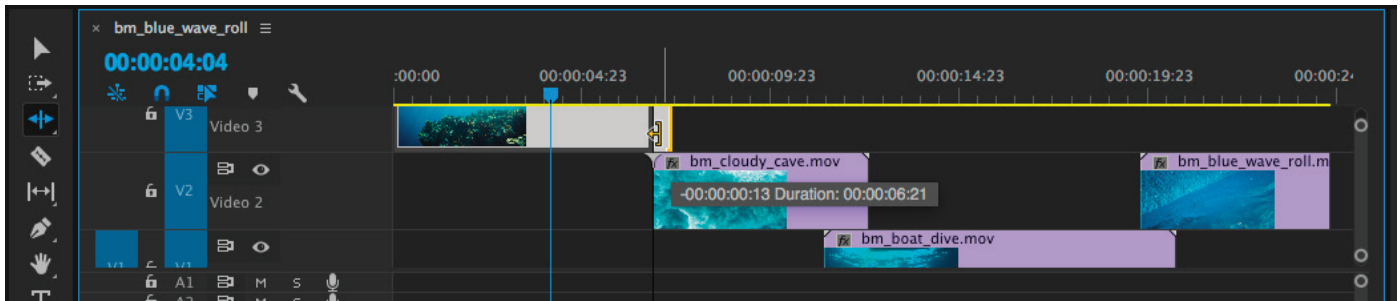

Figure 5 Source Monitor

You can refine the sequence by manipulating clips in the Timeline panel, with either context-sensitive tools or tools in the Tools panel (**Figure 6**). By nesting sequences—using a sequence as a clip within another sequence—you can create effects you couldn't achieve otherwise.


Figure 6 Tools panel (left) and Timeline panel (right)

For more information on editing tools, panels, and processes, see Premiere Pro guides and Help files:

- *How to manage media in the Project panel*
- *How to create a storyboard*
- *How to work with clips in the Timeline panel*
- *How to trim clips in the Timeline panel*

- *How to use editing tools in the Source Monitor*
- *How to edit in the Program Monitor*
- Adobe Help Timeline panels, Trimming clips and Adding clips to a sequence

4. Add titles

Use the Premiere Pro full-featured Tools panel to create stylish still titles, title rolls, or title crawls that you can easily superimpose over video. If you prefer, you can modify any of a wide range of provided title templates from the **Essential Graphics** panel (**Figure 7**). As with any clip, you can edit, fade, animate, or add effects to your titles or motion graphic templates or original creations.
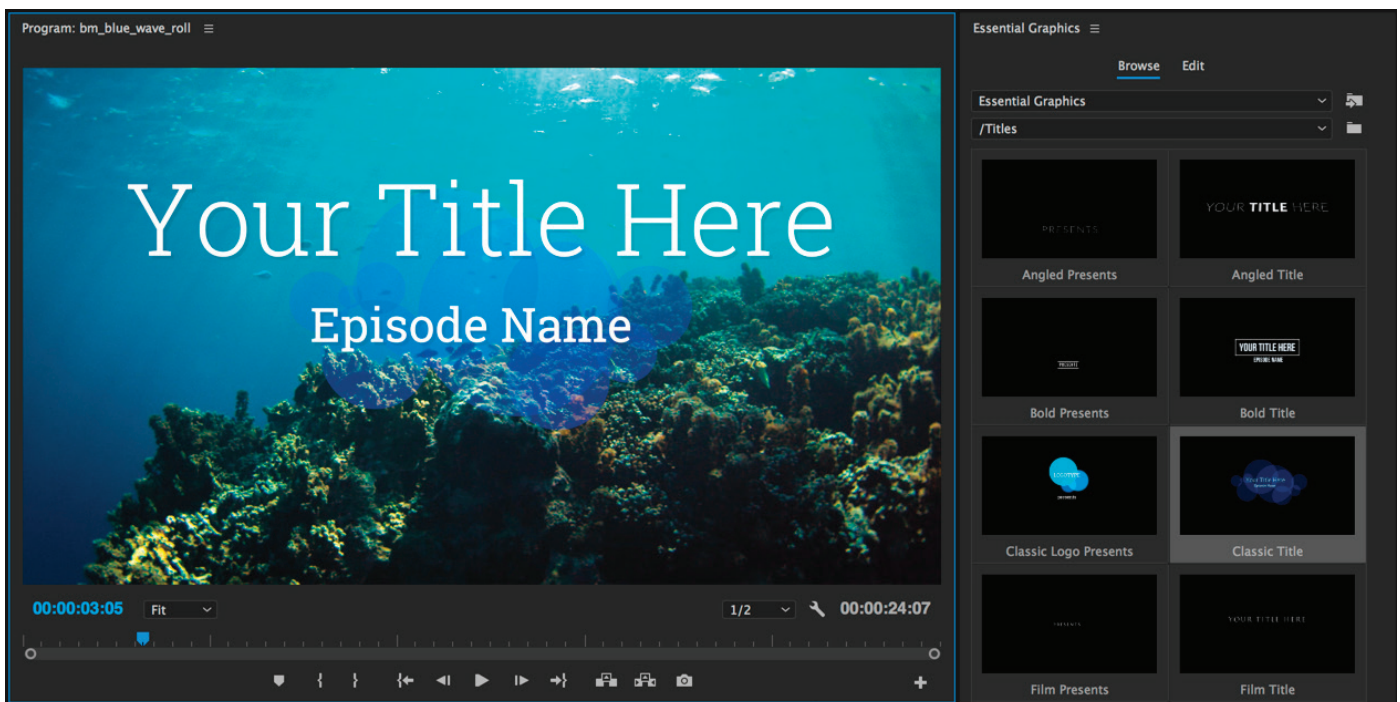

Figure 7 Program panel (left) and Essential Graphics panel (right)

For more information, see the Premiere Pro guides *How to create text and graphics with the Essential Graphics Panel*, *How to work with captions* and Adobe Help Essential Graphics Panel.

5. Add transitions and effects

The **Effects** panel includes an extensive list of transitions and effects you can apply to clips in a sequence (**Figure 8**). You can adjust these effects, as well as a clip's motion, opacity, and Variable Rate Stretch using the **Effect Controls** panel. The **Effect Controls** panel also lets you animate a clip's properties using traditional keyframing techniques. As you adjust effects and transitions, the **Effect Controls** panel displays controls designed especially for that task (**Figure 9**). Alternatively, you can view and adjust transitions and a clip's effect keyframes in a Timeline panel.
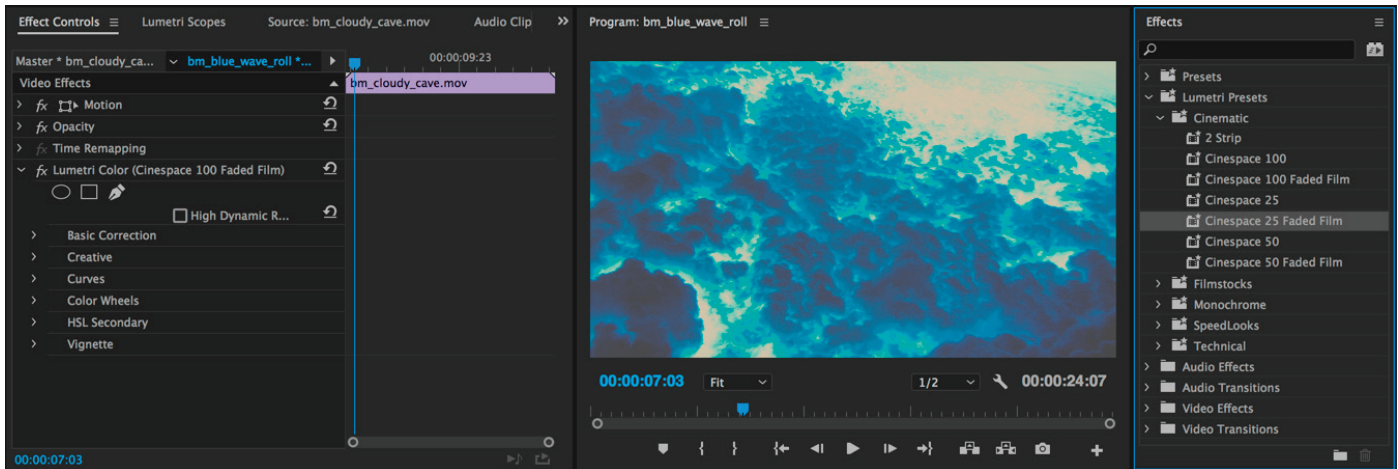
Figure 8 Effect Controls panel (left), Program panel (center), and Effects panel (right)

For more information on transitions, effects, and animation see the following Premiere Pro guides and Help files:

- *How to use the Motion effect*
- *How to apply and adjust video effects*
- *How to apply and adjust video transitions*
- *How to change clip speed and direction*
- *How to composite*
- *How to animate and keyframe*
- *How to apply and adjust video keying effects*
- *How to work with advanced effects*
- Adobe Help About effects, Apply effects to clips, Applying transitions, and Viewing and adjusting effects and keyframes

Figure 9 Effect Control panel with timeline keyframes

6. Mix audio

The **Essential Sound** is an all-in-one panel that gives you an extensive toolset of mixing techniques and repair options (**Figure 10**). This feature is useful for your common audio mixing tasks. The panel provides simple controls to unify volume levels, repair sound, improve clarity, and add special effects that help your video projects sound like a professional audio engineer has mixed them.

For track-based audio adjustments, the **Audio Track Mixer** and **Audio Clip Mixer** (**Figure 11**) faithfully emulates a full-featured audio mixing boards, complete with fade and pan sliders, sends, and effects. Premiere Pro saves your adjustments in real time. With a supported sound card, you can record audio through the sound mixer, or mix audio for 5.1 surround sound.

For more information, see the following Premiere Pro guides and Help files:

- *How to work with audio*
- *How to record a narration*
- *How to work with audio effects and transitions*
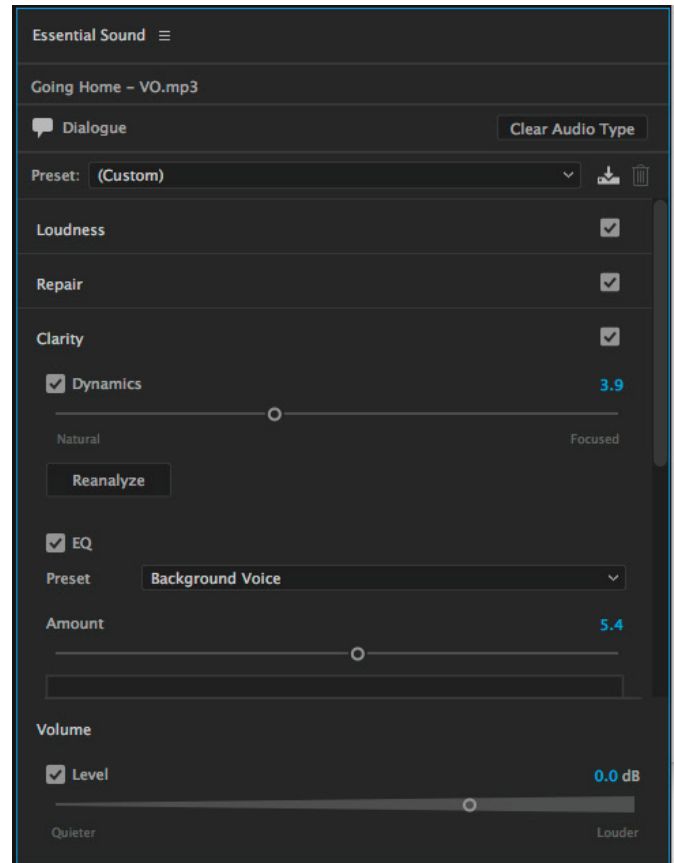- Adobe Help Essential Sound Panel and Mixingudio tracks and clips.
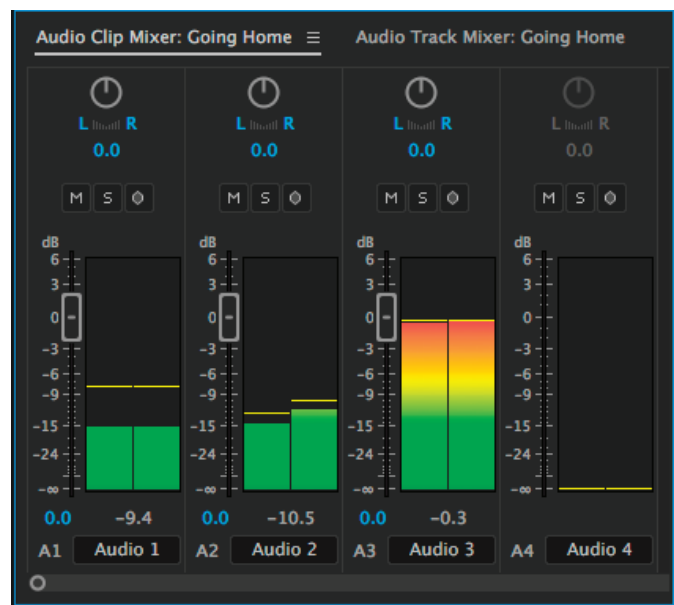

Figure 10 *Essential Sound panel*

Figure 11 *Audio Track Mixer*

7. Export

Deliver your edited sequence in the medium of your choice optimized for desktop, mobile device, DVD, Blu-ray Disc, or movie file. Using the **Export Settings** (**Figure 12**) dialog box and **Adobe Media Encoder** (**Figure 13**), you can customize the settings for MPEG-2, MPEG-4, and other codecs and formats, to the needs of your viewing audience.

For more information, see the Premiere Pro guides *How to export files, How to use the Adobe Media Encoder* and Adobe Help Types of exporting and Overview of Adobe Media Encoder

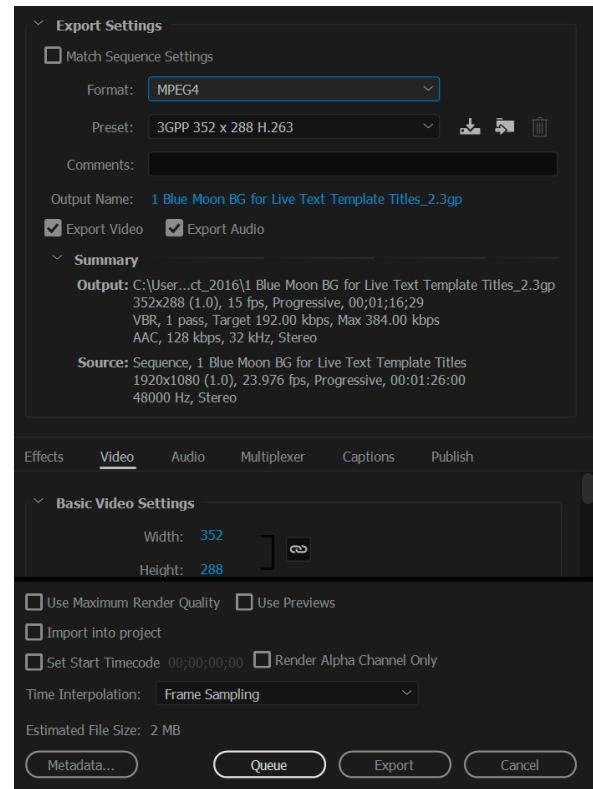**Figure 12** *Export Settings dialog box*

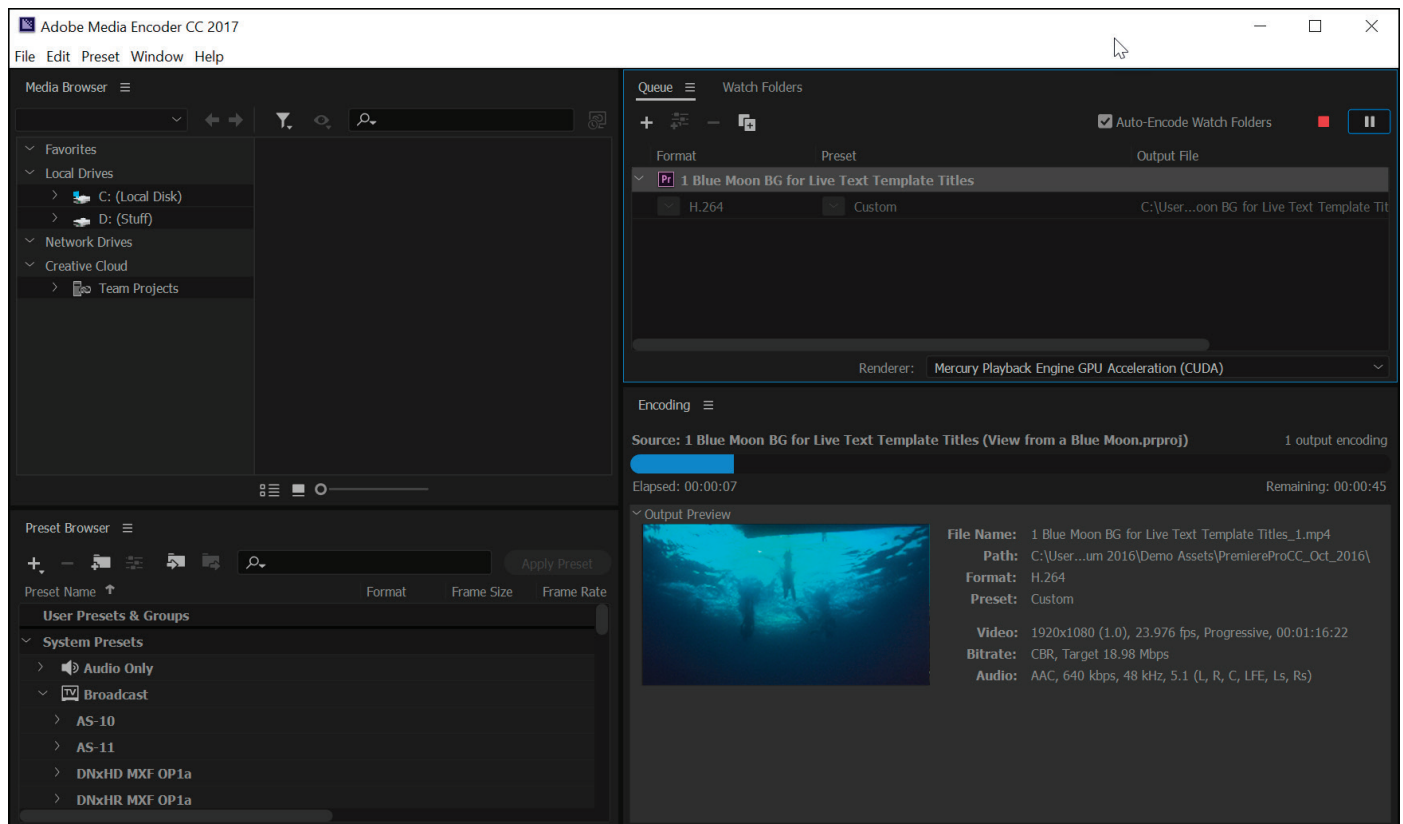

Figure 13 *Adobe Media Encoder*

Adobe Premiere Pro is a powerful, timeline-based video editing app with a wide range of creative options, tools, and workflows. Once you've mastered the basic workflow, consider adding the more advanced proxy, color, VR, and collaborating on shared projects workflows to your growing list of video production skills.

Proxy workflow

Video editors increasingly need to work with very large files, such as 4K, 6K, and 8K, high frame rate, and wider dynamic range media becomes available. These files can be very large and require computers with lots of storage space and processing power. The proxy editing workflow helps solve this problem. *Proxy* means that video clips are processed for smaller file size and are easier for your computer to play back and edit. They're basically smaller, lighter files that stand-in for higher-resolution video clips.

Proxy workflows in Premiere Pro let you use 8K, HDR, and high frame rate clips in your video projects by converting them to smaller files. Proxy files lets you use less powerful computers for editing, and saving both proxy and project files to your Creative Cloud account means you can easily edit complex video productions using a lightweight portable device (**Figure 14**). Proxy files are created on ingest, automatically linking them with the original, full-resolution media. A single click lets you toggle between native high-resolution files and proxy low-resolution formats. The original, full-quality video clips are then used during the final export and rendering process.
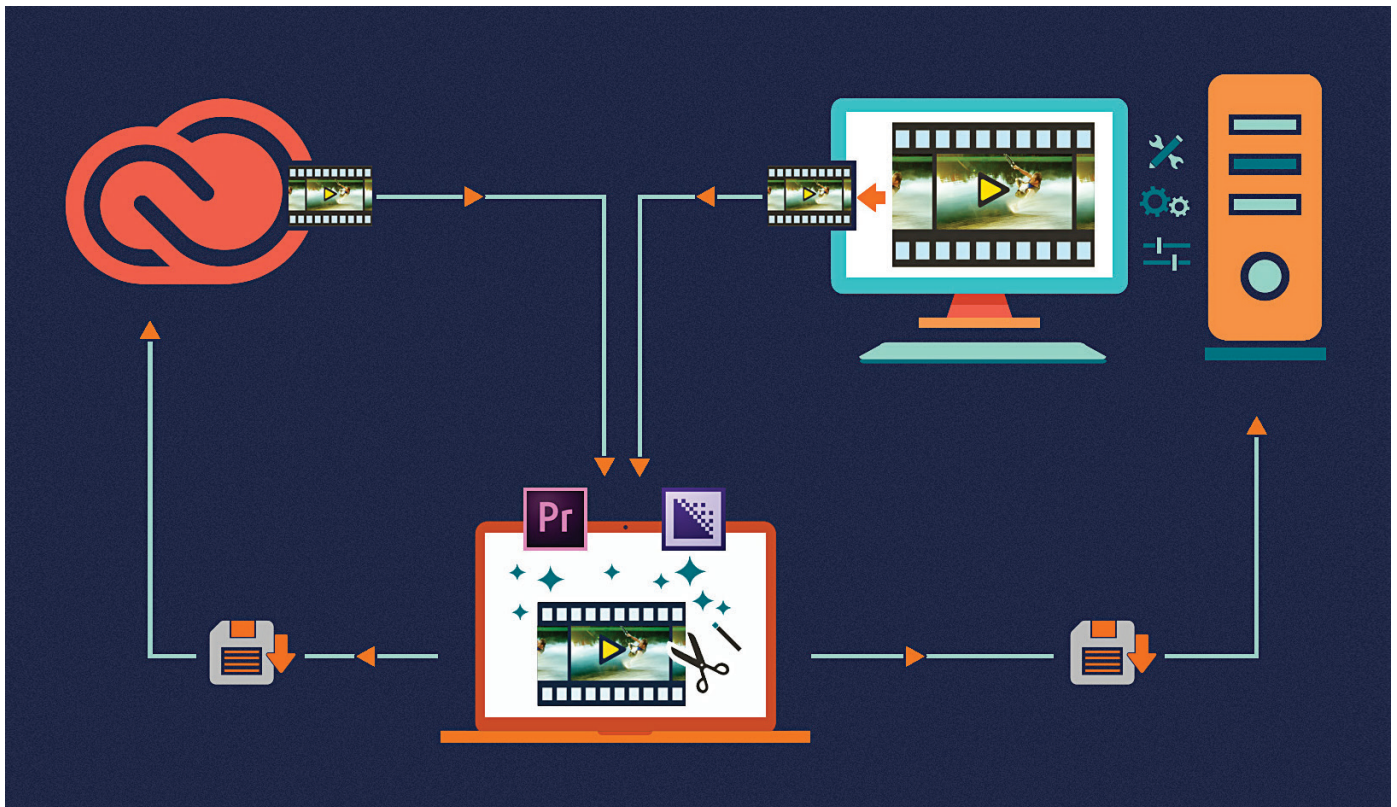
Figure 14 Working with original and proxy formats

For more information on the proxy workflow in Premiere Pro, see Adobe Help Proxy workflow.

Color worklfow

Good color management is an important part of any video production. *Color grading* is the process of altering and enhancing a video image to improve its quality, create a mood, or add an effect. Color grading includes both correction and artistic effects.

Premiere Pro provides professional-quality color grading and color correction tools that let you refine your footage directly on your editing timeline. A range of color management tools are available within the **Color** workspace in Premiere Pro (**Figure 15**). Using these tools, you can adjust color, contrast, and light in your sequences in new and innovative ways. With editing and color grading working hand in hand, you can freely move between editing and grading tasks without the need to export or launch a separate grading application.

The Color workspace is designed not just for experienced colorists but also for editors who are new to color grading. You can apply simple color corrections or complex Lumetri Looks using intuitive sliders and controls. Or you can easily adjust cuts or fine-tune grades using advanced color correction tools like curves and color wheels.

Figure 15 *Color workspace with Lumetri Scopes panel (top left) and Lumetri Color panle (right)*

For more information on the color workflow in Premiere Pro, see Adobe Help Color workflow.

VR workflow

Virtual reality refers to computer technology that use headsets to create realistic images, sounds and other sensations that simulates a user's physical presence in an immersive, virtual or imaginary environment.

Premiere Pro offers many features to support working with VR video. Premiere Pro detects if the clip or sequence has VR properties and automatically configures the VR viewer accordingly. Control for 360-degree continuous panning and three-axis video rotation. To toggle between enabling and disabling your VR Video display (**Figure 16**). You can publish VR video directly to the web from Premiere Pro to sites such as YouTube or Facebook.

Figure 16 VR Video Monitor panel in normal monitor display mode (top) and VR Video display mode (bottom)

For more information about the VR workflow in Premiere Pro, see Adobe Help Support for VR Workflows.

Collaborating on shared video projects workflow

Video editors working on big projects rarely work do all the work alone; they are often part of teams with each person assigned different roles and responsibilities. A post-production video team might include video and sound editors, composers, sound effects artists, visual effects artists, motion designers, title designers, and more. This distribution of work helps video production teams share the creative load to get the job done faster and more efficiently.

Premiere Pro offers options to help you and your project team work simultaneously on video production files, graphis, audio, shared sequences or compositions. You can share video assets and work collaboratively using both Creative Cloud Libraries and Team Project (Beta).

Creative Cloud Libraries allows you to easily organize, reuse and share your creative assets across multiple products in your post-production workflow. You can capture assets from various Creative Cloud desktop apps, mobile apps, or download assets from Creative Cloud Market or Adobe Stock to use in your projects. You can share and use the same project elements, such as logos and graphics, across multiple desktop and mobile applications with anyone with a Creative Cloud account (**Figure 17**). Library sharing makes it easy to collaborate with teams and maintain consistency across projects.
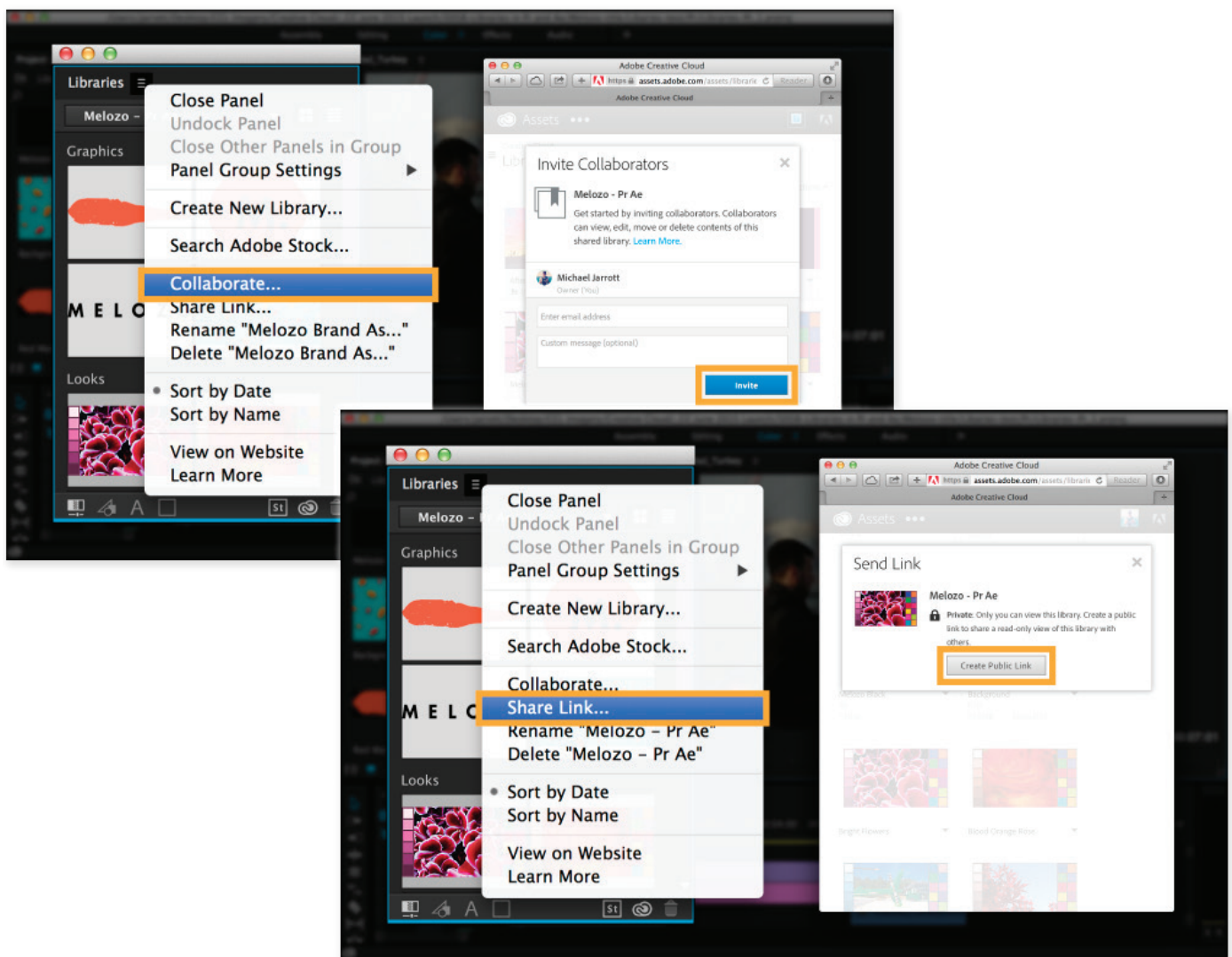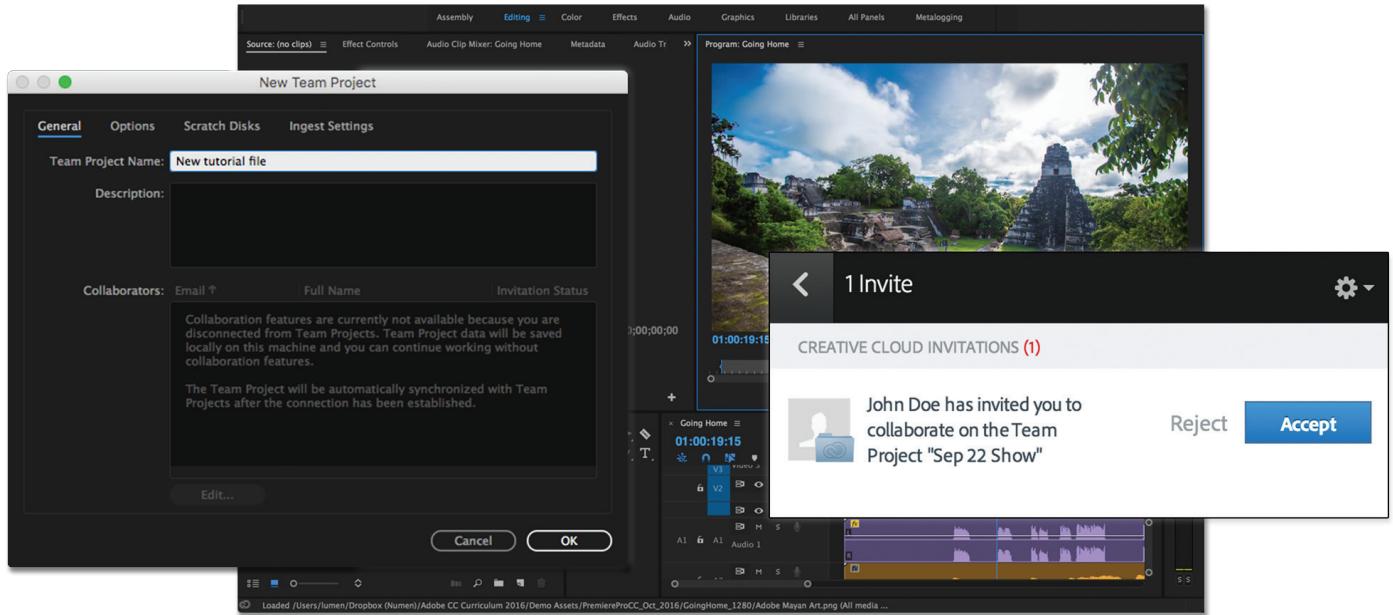

Figure 17 Share Creative Cloud Libraries with others

Adobe Team Project (Beta) is a hosted collaboration service that lets your video editing team work simultaneously on shared sequences and comps across Adobe Creative Cloud video applications (**Figure 18**). Editors and motion graphics artists can share a project without fear of overwriting each other's efforts. Depending on your subscription level is available only for Creative Cloud for enterprise and Creative Cloud for teams.

Figure 18 New Team Project dialog box (left), Premiere Pro workspace, and an invitation to collaborate (right)

For more information on collaboration features, please see Adobe Help Creative Cloud Libraries in Premiere Pro and Working simultaneously in shared video projects.

For more information

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