Name of the Program
Adobe Premiere CS5

Program Summary :

Adobe Premiere CS5 software is a revolutionary nonlinear video editing application. Powerful real-time video and audio editing tools give you precise control over virtually every aspect of your production ,and countless tips and techniques to help you become more productive with its new features, including new multicam editing tools, auto-creation of menu-based DVDs from the timeline, and Native HD, SD and HDV support

Upon Completion of this program learners will be able to :

- Work with audio
- Working with Video
- Editing Video
- Create transitions and titles
- Manipulate subclips and virtual clips
- Rendering with Adobe Encore

Targeted Trainees:

Learners who need to know the Adobe Premiere CS5, and how to Edit Video &Audio ,and countless tips and techniques to help them become more productive with new features.

Criteria of acceptance and methods of measuring the skills of the trainees:

Knowledge of your operating system and basic computer navigation is required

Duration in hours :

24 hours

Exams:

Online Exam

Certificate:

Adobe accredited certificate

Lesson 1: Touring Adobe Premiere Pro CS4

- New features in Adobe Premiere Pro CS5
- Nonlinear editing in Adobe Premiere Pro CS5
- Presenting the standard digital video workflow
- Enhancing the workflow with high-level features
- Incorporating other CS5 components into the editing workflow
- Touring the Adobe Premiere Pro workspace
- Customizing the workspace
- Review questions
- Review answers

Lesson 2: Selecting Settings, Adjusting Preferences, and Managing Assets

- Getting Started
- Selecting project settings by sequence
- Three types of settings
- Specifying project settings
- Importing assets
- Taking a closer look at images
- Managing media in bins
- Exploring additional bin features
- Finding assets with the Media Browser
- Review questions
- Review answers

Lesson 3: Importing and Managing Tapeless Media

- Getting Started
- Using a tapeless workflow
- Using the Media Browser
- Importing XDCAM media
- Importing P2 media
- Importing AVCHD media
- Mixing media formats
- Review questions
- Review answers

Lesson 4: Shooting and Capturing Great Video Assets

- Getting Started
- Tips for shooting great video

- Capturing video
- Capturing an entire tape
- Using batch capture and scene detection
- Tackling manual analog movie capture
- Capturing HDV and HD video
- Review questions
- Review answers

Lesson 5: Creating Cuts-Only Videos

- Getting Started
- Using a storyboard to build a rough cut
- Editing clips on the Timeline
- Moving clips to, from, and within the Timeline
- Working with Source Monitor editing tools
- Adjusting clips in the Trim panel
- Using other editing tools
- Review questions
- Review answers

Lesson 6: Adding Video Transitions

- Getting Started
- Using transitions with restraint
- Trying some transitions
- Changing parameters in the Effect Controls panel
- Using A/B mode to fine-tune a transition
- Applying transitions to multiple clips at once
- Adding audio transitions
- Review questions
- Review answers

Lesson 7: Creating Dynamic Titles

- Getting Started
- Strengthening your project with titles
- Changing text parameters
- Building text from scratch
- Putting text on a path
- Creating shapes
- Making text roll and crawl
- Adding text effects: sheens, strokes, shadows, and fills
- Review questions
- Review answers

Lesson 8: Applying specialized editing tools

- Getting Started
- Exploring timesaving editing tools
- Replacing a clip and replacing footage
- Using Sync Lock and Lock Track
- Finding gaps in the timeline
- Editing with In and Out points around a clip
- Creating subclips from the Source Monitor
- Multicamera editing
- Review questions
- Review answers

Lesson 9: Adding Video Effects

- Getting started
- Sampling some basic video effects
- Applying effects to multiple clips
- Adding keyframing effects
- Adding keyframe interpolation and velocity
- Adding lighting effects
- Creating custom presets

Lesson 10: Putting clips in motion

- Getting Started
- Applying the Motion effect to clips
- Changing clip size and adding rotation
- Working with keyframe interpolation
- Creating a picture-in-picture effect
- Enhancing motion with shadows and beveled edges
- Using other motion-related effects: Transform, Basic 3D and Camera View
- Review questions
- Review answers