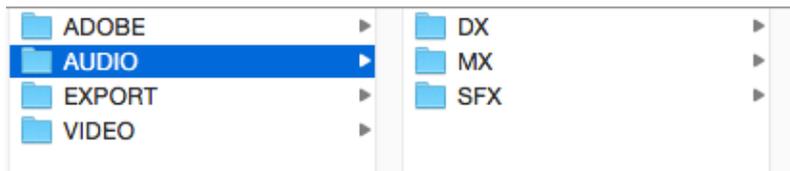


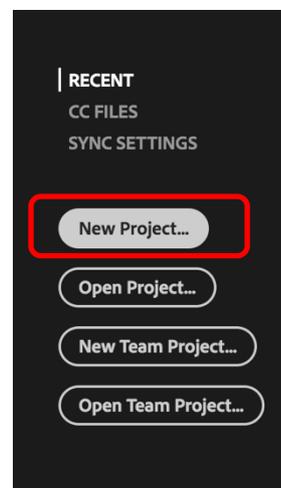
SOUND FOR ADOBE PREMIERE

1. Organize all your audio assets into a project audio folder before importing it into Adobe Premiere. Each Sound element should be organized into its respective folders. Dialogue (DX), Music (MX), Sound Effects (SFX)

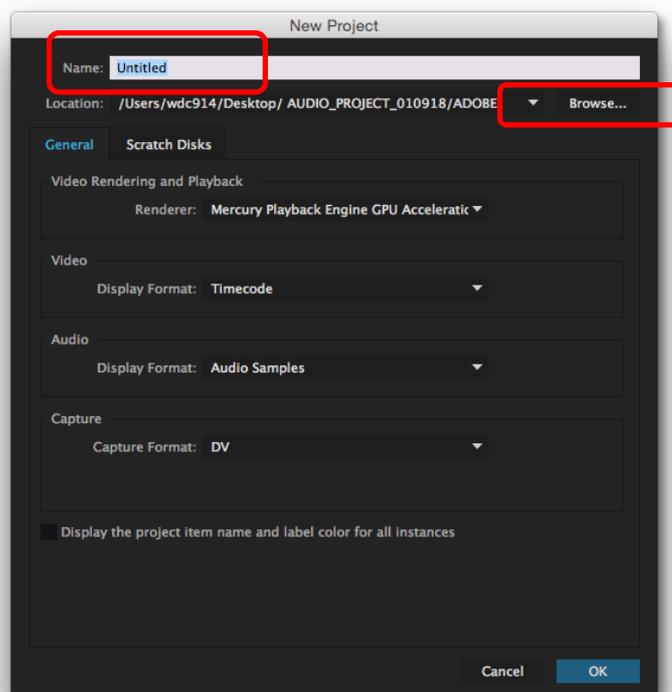


2. Open Adobe Premiere Pro CC 2018.

- a. Create New Project

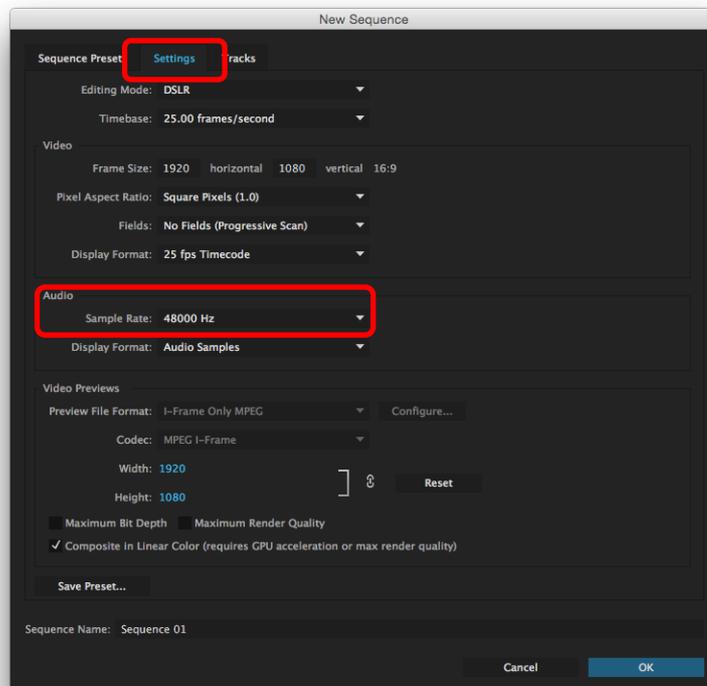


- b. Name your project then locate the project folder you just created



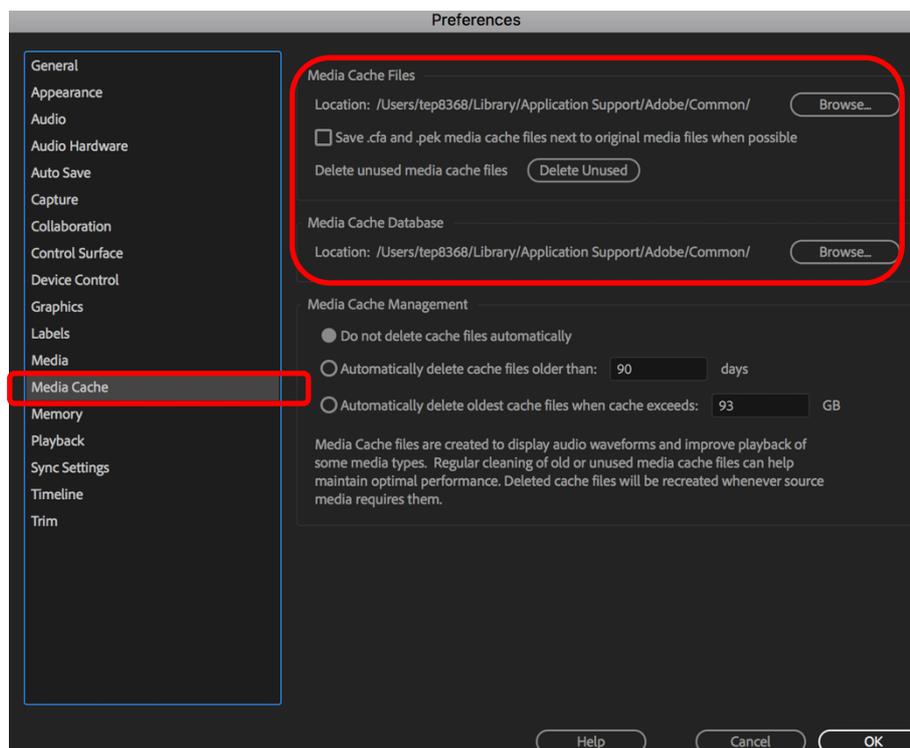
c. Create sequence

File → New → Sequence --- New Sequence → Settings → Sample Rate

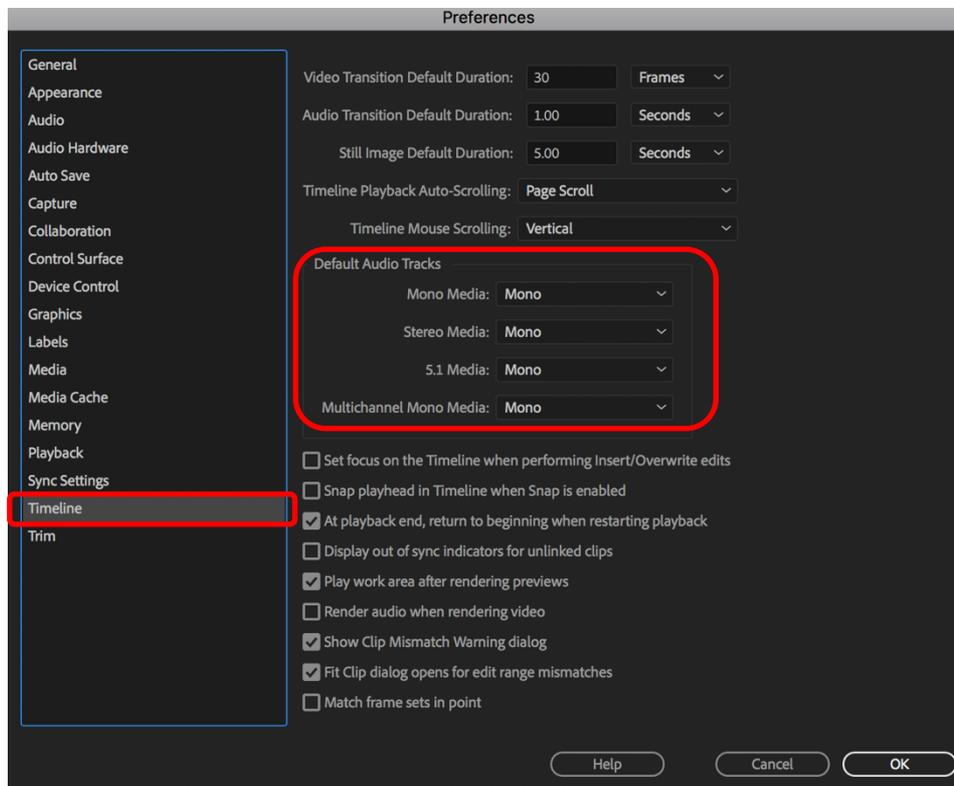


d. Set Preferences

- Go to Premiere Pro CC → Preferences → Media Cache (Set Location to folder created earlier)

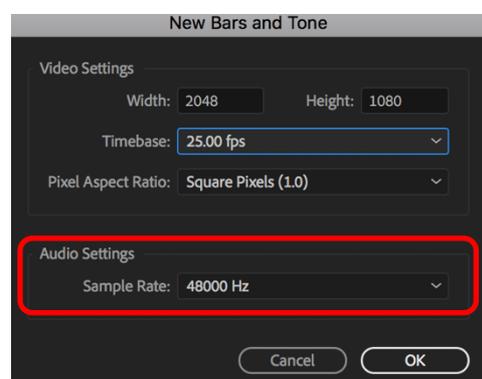
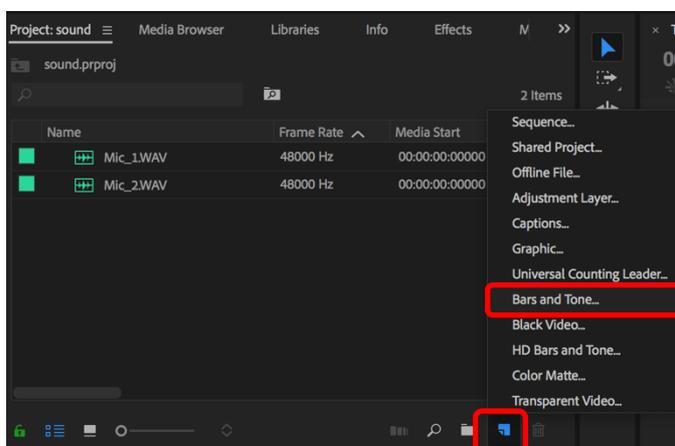


- Timeline Tab
Set Default Audio Track to MONO – In order to separate Audio Channels automatically during import.



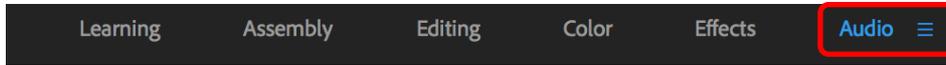
3. Import Audio Files in your project
File → Import

4. Generate Bars and Tones
Select New Item → Bars and Tones

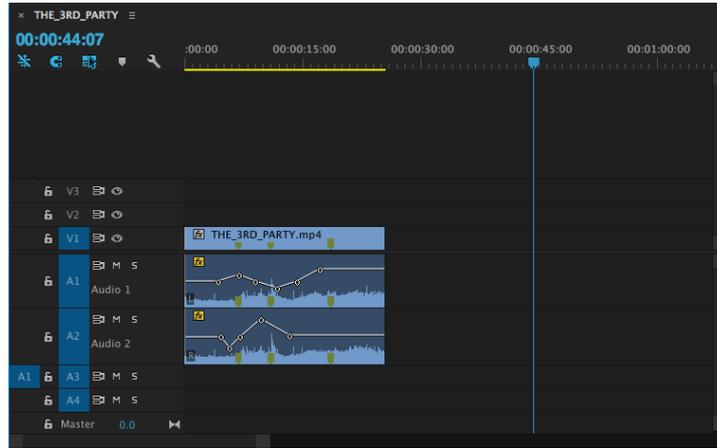


New Item

- 5. Basic audio editing on your timeline. When Editing Audio it is best to set your workspace to Audio

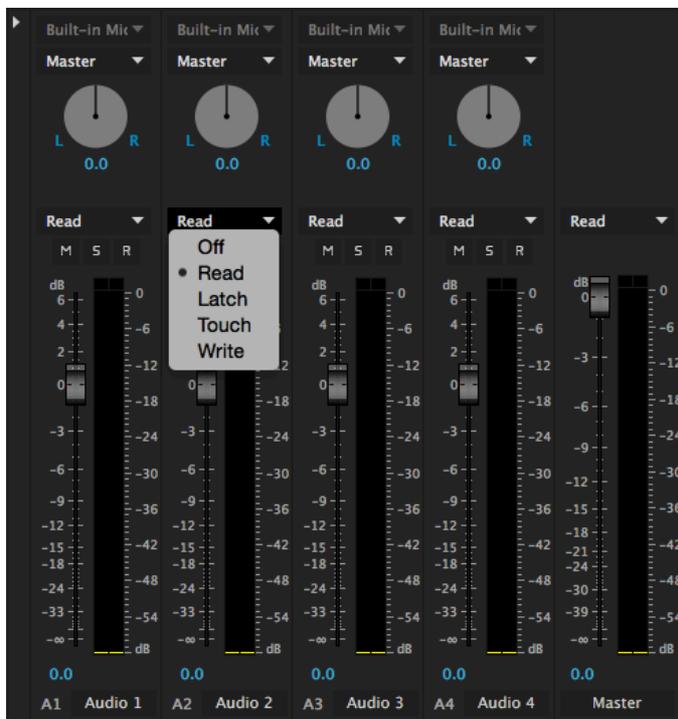


- You can animate the volume by using the PEN tool.
- Press “M” if you want to place a marker on your Audio or Video.
- SHIFT+M/ SHIFT+CMD+M to navigate between your markers.
- MUTE, SOLO, TRACK LOCK



- 6. The “MIX WINDOW”.

You can automate the audio level and panning from the audio mix window.



Off - Automation is off

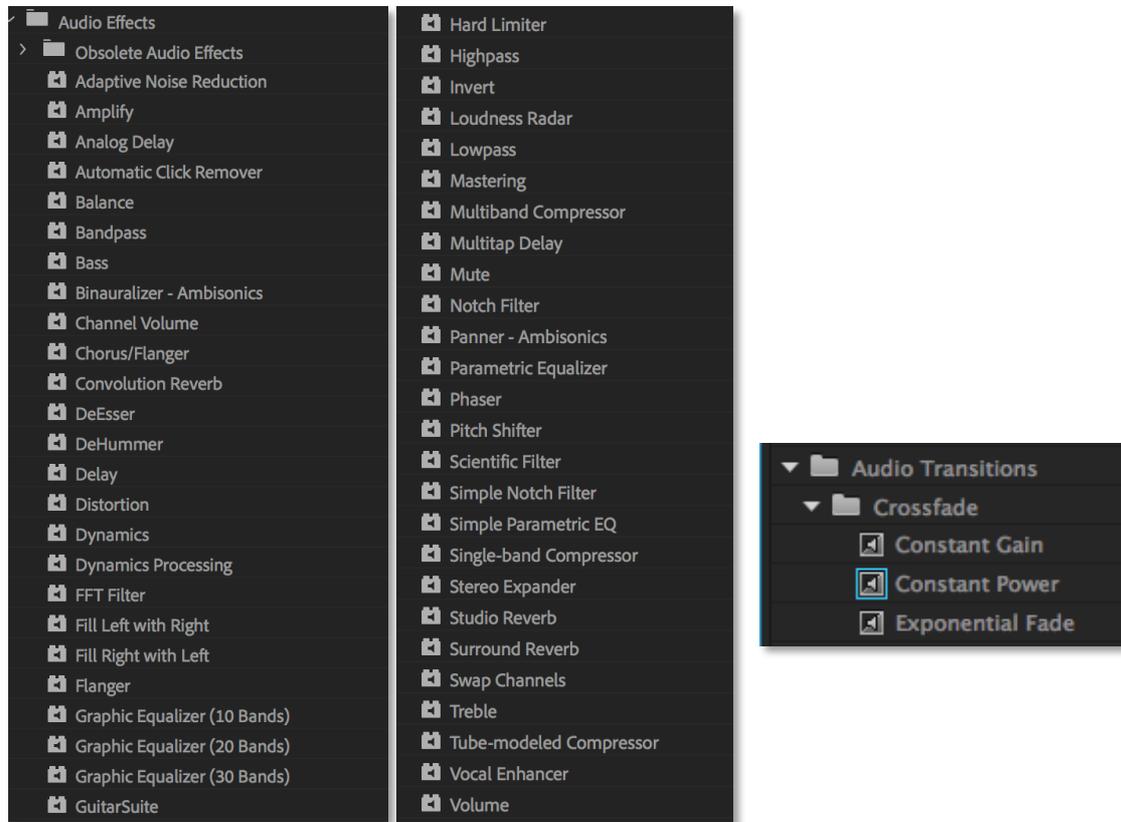
Read - Plays back automation.

Write - Overwrites everything, don't use it if you already have other automation data on the track.

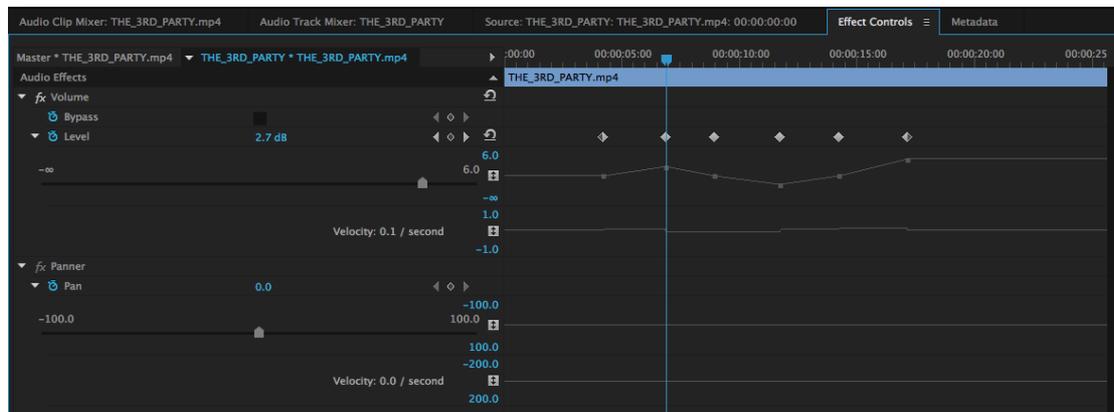
Latch - Overwrites only values that you change during playback and leaves them at the same value

Touch - Changes the values that you change but the sliders/knobs will jump back to its original position once you let go of the controls.

7. Effects – Audio effects and Audio transitions



8. Effect control



- Parametric Equalizer – To give clarity and brightness into a certain sound element
- Dynamics – the Dynamics effect provides a set of controls that can be combined or used independently to adjust audio;
- HighPass- Allows high frequency to pass; It is effective to minimize low rumbles
- DeEsser – Used in dialogue that has high sibilance; s effect from speech
- DeHummer – Removes hum in a certain frequency; good for air conditioning

9. Exporting File

Export as Audio File

Go to File > Export > Media

Format : Waveform Audio

Sample Rate : 48000Hz

Sample Size : 24 bit

Note: Click Output Name to Rename and Change Location of exported file to the folder created earlier

