

SOUND FOR ADOBE PREMIERE

 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)

ADOBE	Þ	DX 📄	Þ
AUDIO	Þ	MX 📄	Þ
EXPORT	Þ	SFX	Þ
VIDEO	Þ		

- 2. Open Adobe Premiere Pro CC 2018.
 - a. Create New Project



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

Location:	/Users/wdc91	14/Desktop/ AUDIO_PROJECT_010918/A		Browse
General	Scratch Disk	s		
Video Ren	dering and Pla	yback		
	Renderer:	Mercury Playback Engine GPU Accelerat	ic 🔻	
Video				
Dis	play Format:	Timecode	•	
Audio				
Dis	play Format:	Audio Samples	•	
Capture				
Cap	ture Format:	DV	•	
Display t	he project iter	m name and label color for all instances		
			Cancel	ОК





- c. Create sequence
 - File \rightarrow New \rightarrow Sequence --- New Sequence \rightarrow Settings \rightarrow Sample Rate

		and the second se
Sequence Preset	iettings i racks	
Editing Mode:	DSLR	
Timebase:	25.00 frames/second	
Video		
Frame Size:	1920 horizontal 1080	vertical 16:9
Pixel Aspect Ratio:	Square Pixels (1.0)	
Fields:	No Fields (Progressive Scan)	
Display Format:	25 fps Timecode	
Audio		
Sample Rate:	48000 Hz	· ·
Display Format:	Audio Samples	•
Video Previews		
Preview File Format:		
Codec:		
Width:		
Height	1080	ී Reset
Height:	Neuleure Banda Oud	
Composite in Line	ar Color (requirer CPI) acceler	ration or max render quality)
Composite in Line	al color (requires GPU acceler	and of max render quarty
Save Preset		
Company Names C	01	
Sequence Name: Sequen	ce 01	
		Cancel OK

d. Set Preferences

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





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

	Preferen	ces				
General	Video Transition Default Duration	: 30	Frames			
Appearance			Casanda			
Audio	Audio Transition Default Duration	: 1.00	Seconds			
Audio Hardware	Still Image Default Duration	: 5.00	Seconds			
Auto Save	Timeline Playback Auto-Scrolling	Page Scroll				
Capture	nineline i lagodek i lato berolling.	- oge berow				
Collaboration	Timeline Mouse Scrolling:	: Vertical				
Control Surface	Default Audio Tracks					
Device Control	Mono Media:	Mono				
Graphics	Channel Marker					
Labels	Stereo Media:	Nono				
Media	5.1 Media:	Mono				
Media Cache	Multichannel Mono Media:	Mono				
Memory						
Playback	Set focus on the Timeline whe	n performing Inser	t/Overwrite e	edits		
Sync Settings	Spap playhead in Timeline wh	en Snan is enabled				
Timeline	At alayhack and return to har	inning when restar	' ting olauback			
Trim			инд разраск			
	Display out of sync indicators f	for unlinked clips				
	Play work area after rendering	previews				
	Render audio when rendering	video				
	Show Clip Mismatch Warning	dialog				
	🗸 Fit Clip dialog opens for edit ra	ange mismatches				
	Match frame sets in point					
					Canad	
		(негр				<u> </u>

- Import Audio Files in your project
 File → Import
- 4. Generate Bars and Tones Select New Item \rightarrow Bars and Tones





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



MUTE, SOLO, TRACK LOCK



6. The "MIX WINDOW".

navigate between your markers.

> 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.



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7. Effects - Audio effects and Audio transitions



8. Effect control

Audio Clip Mixer: THE_3RD_PARTY.mp4	Audio Track Mixer: THE_3RD_PARTY	' S	ource: THE_3RD_PA	RTY: THE_3R	D_PARTY	.mp4: 00:00:00	0:00	Effect Controls ≡	Metadata	
Master * THE_3RD_PARTY.mp4 - THE_3RD	_PARTY * THE_3RD_PARTY.mp4		▶ :00:00	00:00:05:00		00:00:10:00		00:00:15:00	00:00:20:00	00:00:25
Audio Effects			THE_3RD_PARTY	.mp4						
▼ fx Volume		4	<u>0</u>							
් Bypass										
▼ Õ Level		♦ ► 🖆	<u>ס</u>	•	♦	•	٠	• •		
	•	6.0	.0							
	-									
	Velocity: 0.1 / second		.0							
▼ fx Panner										
▼ 10 Pan										
-100.0	•	-100 100.0	.0							
	-	100								
	Velocity: 0.0 / second	-200 200	.0 El							

- 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

✓ Export Settings
Match Sequence Settings
Format: Waveform Audio ~
Preset: Custom ~ 📥 👼 🕅
Comments:
Output Name: Sequence 01.wav
Export Video Video Summary
Output: //Sers/tep8368/Documents/Adobe/MIT190/Sequence 01.wav No Video 48000 Hz, Stereo, 24 bit
Source: Sequence, Sequence 01 1280x1080 (1.5), 23.976 fps, Progressive, 00:00:48:00 48000 Hz, Stereo
Effects Audio Publish
 Audio Codec Audio Codec: Uncompressed
Basic Audio Settings
Sample Rate: 48000 Hz 🗸
Channels: 🔿 Mono 🕒 Stereo
Sample Size: 24 bit ~
Export each channel as a separate file
Import Into Project
Set Start Timecode 00:00:00:00 🗌 Render Alpha Channel Only
Time Interpolation: Frame Sampling
Metadata Queue Export Cancel

