Advanced Premiere Pro

Training course outline

Advanced Premiere Pro training takes your use of the application to the next level, expanding your knowledge of editing digital video and teaching skills for creating eyecatching videos that look polished and professional.



Course summary

Delves deeper into Premiere Pro to:

- Expand your editing skills.
- Teach the use of advanced features and tools.
- Show you time-saving workflows.

Sessions include:

- Advanced project and media management.
- Advanced video editing skills for use on the Timeline.
- Advanced audio editing.
- Advanced Dynamic Link workflow.
- Keying, colour correction and colour grading.
- Masking and tracking, including practical examples of blurring, pixelating and colour changing.

Duration One day.

Who should attend?

Existing Premiere Pro users who wish to build on their skills and become more productive using the application.

Prerequisites

You should have a good working knowledge of Premiere Pro, i.e. be familiar with the topics taught in our *Introduction to Premiere Pro* course (see armada.co.uk/pr/syllabus).

In-class or live online

You can attend in-person at our centres, or participate live online from your place of work or home.

To read about our approach to online training, see armada.co.uk/liveonline.

General information

Courses are hosted by highly experienced instructors with vast experience of using the application professionally.

Whilst attending training at our centres, you'll have the use of a computer running licensed Adobe Creative Cloud software to practice the techniques taught. You can choose to use a Windows computer or Mac.

Refreshments and lunch are provided.

Course fees can be paid by card or bank transfer. We accept purchase orders from UK-registered companies and public sector organisations.

Course materials and certificate You'll receive:

- A comprehensive training guide and practice files.
- An e-certificate (PDF) confirming successful course completion.

Method of delivery

Training is designed for the busy professional, being short and intensive and combining lecture and demonstration. Practical exercises carried out under guidance help you learn the techniques taught.

You have ample opportunity to discuss specific requirements with the trainer.

After course support

Following training, you're entitled to 30 days' email support from your trainer.

Further information See armada.co.uk/course/advpr.

Course syllabus See over.



Course syllabus

Topics	Sub-topics
Advanced project and media management	Re-linking missing media Full proxy media workflow for highend video projects Creating proxies with Media Encoder Project management options Collecting files
Advanced video editing skills for use on the timeline	Track targeting and Source patching Lift and Extract Three and four-point edits J-cuts and L-cuts Track Lock and Sync Lock Trimming with the keyboard Moving around with keyboard shortcuts Shifting clips around the Timeline
Advanced audio editing	Creating voice-overs in Premiere Pro Keyframing audio Creating Audio Ducking effect Automation using the Essential Sound Creating dual-mono from stereo Removing noise Merging audio and video clips Audio channel remapping
Advanced Dynamic Link workflow	Reintegrating extraneous work into Premiere Pro using Dynamic Link Integrating Photoshop files Integrating Illustrator files Importing After Effects projects Sending video clips from Premiere Pro to After Effects

Topics	Sub-topics
Keying	How the keying process works in Premiere Pro
	Replacing green-screen backgrounds
	Exploring green-screen removal options
Colour correction and colour grading	Colour correction vs colour grading
	Exploring Lumetri Color
	Primary options
	Secondary options
	Exploring Lumetri curves
	Performing colour changes/removing colour
	Colour Grading
	Colour Grading entire sequence
	Applying Looks and LUTs
	Adding/removing Vignette
Subtitles	Open captions
	Closed captions
	Auto-transcribe (Speech-to-Text)
Masking and tracking	Adding masks
	Masking effects
	Tracking masks
	Applying effects to parts of a layer
	Practical examples:
	Blurring and pixelating car number plates and people's faces
	Changing clothing colour

