

Intermediate/Advanced Premiere

Training course outline

Explores the intermediate- and advanced-level features available in Adobe Premiere, expanding your video editing knowledge and teaching skills for creating eye-catching, polished videos.

Throughout the course, you'll explore the AI features available to automate tasks and speed up workflows.



Course summary

Building on the topics taught in our introductory course, this course teaches techniques in the following areas to power-user level:

- Project management
- Audio editing
- Subtitles
- Animations
- Keying
- Media management
- Video editing skills on the timeline
- Dynamic Link workflow
- Colour correction and colour grading
- Masking and tracking

The AI features covered include:

- Auto-duking
- Enhance Speech
- Auto-transcribing using Speech-to-Text
- Text-based editing
- Object Mask

Duration

Two days.

Who should attend?

Existing Premiere 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, i.e. be familiar with the topics taught in our *Introduction to Premiere* 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/intadvpr.

Course syllabus

See over.

Course syllabus

Intermediate-level topics

Session	Topics
Project Management	Collecting and copying projects Relinking missing media
Audio Editing	Creating voiceovers Keyframing Auto-ducking (AI) Enhancing speech (AI) Further Essential Sound techniques
Subtitles	What is the difference between subtitles and captions? Creating subtitles and captions Open captions Closed captions Auto-transcribing using Speech-to-Text (AI) Text-based editing (AI) Exporting sequences with open and closed captions
Animations	Introduction to animations Animation creation workflow, Animating the opacity of a clip Animating objects Keyframing clips Moving a clip Creating rolling credits Creating animated lower thirds
Keying	What is keying? The keying process Cropping out objects on green screen backgrounds Importing sets of green screen images as image sequences

Advanced-level topics

Session	Topics
Advanced Media Management	Why work with proxies? Full proxy media workflow for high-end video projects Creating proxies with Media Encoder

Session	Topics
Advanced Video Editing Skills on the Timeline	Track targeting and source patching Three and four point editing Lifting and Extracting J-cuts and L-cuts Track lock and sync lock Using keyboard shortcuts to trim clips Using keyboard shortcuts to move around the project Shifting clips around the Timeline Multiple Timelines
Advanced Audio Editing	Creating dual mono from stereo Removing noise Merging audio and video clips Audio channel remapping
Advanced Dynamic Link Workflow	Introduction to Dynamic Linking Integrating Photoshop and Illustrator files Working on clips in After Effects Importing After Effects sequences Importing parts of other Premiere projects
Colour Correction and Colour Grading	Colour correction vs grading Using Lumetri colour Lumetri colour primary controls LUTs, Looks and Logs Lumetri colour secondary controls Lumetri curves Performing colour changes/removing colours in Lumetri Colour grading Colour grading an entire sequence Adding and removing vignettes
Masking and Tracking	Adding a mask Applying a mask effect Using tracking masks to blur or pixelate faces or number plates Practical example: Changing clothing colour Object Mask (AI)
VR 360 Video	Working with VR 360 video Importing VR 360 video and creating VR 360 sequences Adding immersive video effects Exporting VR 360 video