

Video Editing Cheat Sheet

with Adobe Premiere Pro CS6 

Basic Editing

• Renaming a clip

You can change the name of a clip. Premiere Pro stores the clip name with the other clip properties in the project file. Changing the name of a clip within Premiere does not change the filename of the source file.

- ① In the Project panel, select the clip.
- ② Do one of the following:
 - In the Project panel, choose **Clip → Rename**. Type the new name and press Enter.
 - In the Project panel, click the Name field, type the new name and press Enter.

• Creating a subclip from the Project panel

You can create a subclip from source clips or other subclips that are made up from a single media file.

- ① Double-click a clip in the Project panel to open it in the Source Monitor.
- ② In the Source Monitor, set In and Out points for the subclip. Either or both the In point and Out point must differ from the source clip In point and Out point.
- ③ Do one of the following:
 - Choose **Clip → Make Subclip**, enter a name for the subclip, and click OK.
 - Ctrl-drag (Windows) or Command-drag (Mac) the clip to the Project panel. Type a name for the subclip, and click OK.
- ④ The subclip appears in the Project panel.

• Creating an In and Out point

- ① Double click on a clip and it will show up in the source panel
- ② Clicking on the clip allows you to scrub through with the yellow tab
- ③ Mark an In point by pressing "I"
- ④ Mark an Out point by pressing "O"

Premiere Pro Cs6 User Manual

**Jeff I. Greenberg, Tim Kolb, Christine
Steele, Luisa Winters**



Premiere Pro Cs6 User Manual:

Adobe Premiere Pro CS6 Classroom in a Book Maxim Jago, 2012-07-06 Those creative professionals seeking the fastest easiest most comprehensive way to learn Adobe Premiere Pro CS6 choose Adobe Premiere Pro CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press The 19 project based lessons in this book show readers step by step the key techniques for working in Premiere Pro CS6 Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media using audio creating transitions producing titles and adding effects Once they have the basics down they'll learn how to take their projects further by sweetening and mixing sound compositing the footage adjusting color using multicamera editing techniques authoring DVDs and much more This completely revised CS6 edition covers new features including the Warp Stabilizer effect for stabilizing uneven shaky footage Powerful new trimming techniques are explored in detail and an entire chapter covers the new expanded multicamera editing features The new interface in Adobe Premiere Pro 6 offers many new capabilities to the editor who needs quick results and this book covers the workflows required to get the job done Best of all the companion DVD includes lesson files so readers can work step by step along with the book The Classroom in a Book series is by far the best training material on the market Everything you need to master the software is included clear explanations of each lesson step by step instructions and the project files for the students Barbara Binder Adobe Certified Instructor Rocky Mountain Training Classroom in a Book the best selling series of hands on software training workbooks helps you learn the features of Adobe software quickly and easily Classroom in a Book offers what no other book or training program does an official training series from Adobe Systems Incorporated developed with the support of Adobe product experts Note from the publisher If you experience any issues accessing the files on the DVD please contact ask peachpit com to receive a link to the online file downloads

An Editor's Guide to Adobe Premiere Pro Richard Harrington, Robbie Carman, Jeff I. Greenberg, 2012-08-27 For readers who want to get up to speed on Adobe Premiere Pro they need look no further than this fast paced but thorough guide to Adobe's flagship editing program Three experienced editors take them step by step through the entire editing process in Premiere Pro in which they'll learn how to perform professional editing tasks such as project management multi format editing color correction audio mixing titling effects and delivering video to tape the web and mobile devices Plus the whole process moves at an accelerated pace so readers can get back to editing even faster The goal is within a weekend they'll learn everything they need to know to use Premiere Pro confidently for their own projects and client work Readers will be able to put their advanced editing skills to work immediately by using the accompanying hands on lesson files to work through the steps in the book They'll further improve their knowledge through engaging video tutorials handy quick reference guides and keyboard shortcut sheets all made available on the book's DVD All of Peachpit's eBooks contain the same content as the print edition You will find a link in the last few pages of your eBook that directs you to the media files Helpful tips If you are able to search the book search

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Adobe Premiere Pro Power Tips Larry Jordan, 2012-11-28 Premiere Pro has seen a boom in popularity since the 2011 release of Apple's Final Cut Pro X FCPX has not been well received by the professional editor market and FCP users are flocking in droves to Premiere Pro and other NLEs What this book offers the over two million Premiere Pro users is a treasure trove of tips and techniques they'll find invaluable whether they have been using Premiere Pro for years or if they've just moved over from FCPX or another NLE with a chapter dedicated solely to those FCP editors who have switched over The book is in illustrious 4 color throughout and there's a companion website with video tutorials of the techniques outlined in the book

Autodesk Maya 2019: A Comprehensive Guide, 11th Edition Prof. Sham Tickoo, 2018 Autodesk Maya 2019 is a powerful integrated 3D modeling animation visual effects and rendering software developed by Autodesk Inc This integrated node based 3D software finds its application in the development of films games and design projects A wide range of 3D visual effects computer graphics and character animation tools make it an ideal platform for 3D artists The intuitive user interface and workflow tools of Maya 2019 have made the job of design visualization specialists a lot easier Autodesk Maya 2019 A Comprehensive Guide book covers all features of Autodesk Maya 2019 software in a simple lucid and comprehensive manner It aims at harnessing the power of Autodesk Maya 2019 for 3D and visual effect artists and designers This Autodesk Maya 2019 book will help you transform your imagination into reality with ease Also it will unleash your creativity thus helping you create realistic 3D models animation and visual effects It caters to the needs of both the novice and advanced users of Maya 2019 and is ideally suited for learning at your convenience and at your pace

Salient Features Consists of 17 chapters that are organized in a pedagogical sequence covering a wide range of topics such as Maya interface Polygon modeling NURBS modeling texturing lighting cameras animation Paint Effects Rendering nHair Fur Fluids Particles nParticles and Bullet Physics in Autodesk Maya 2019 The first page of every chapter summarizes the topics that are covered in it Consists of hundreds of illustrations and a comprehensive coverage of Autodesk Maya 2019 concepts commands Real world 3D models and examples focusing on industry experience Step by step instructions that guide the user through the learning process Additional information is provided throughout the book in the form of tips and notes Self Evaluation test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge

Table of Contents Chapter 1 Exploring Maya Interface Chapter 2 Polygon Modeling Chapter 3 NURBS Curves and Surfaces Chapter 4 NURBS Modeling Chapter 5 UV Mapping Chapter 6 Shading and Texturing Chapter 7 Lighting Chapter 8 Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects

Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Bifrost Chapter 17 Bullet Physics Index

Autodesk 3ds Max 2020: A Comprehensive Guide, 20th Edition Prof. Sham Tickoo, 2019 Autodesk 3ds Max 2020 A Comprehensive Guide book aims at harnessing the power of Autodesk 3ds Max for modelers animators and designers The book caters to the needs of both the novice and the advanced users of 3ds Max Keeping in view the varied requirements of the users the book first introduces the basic features of 3ds Max 2020 and then gradually progresses to cover the advanced 3D models and animations In this book one project which is based on the tools and concepts covered in the text has been added to enhance the knowledge of the users Additionally in this edition the readers will be able to learn about some new and enhanced features of 3ds Max 2020 such as Compound Shapes and Chamfer Modifier Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information throughout the book in the form of notes and tips Self Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2020 Chapter 2 Standard Primitives Chapter 3 Extended Primitives Chapter 4 Working with Architectural Objects Chapter 5 Splines and Extended Splines Chapter 6 Modifying Splines Chapter 7 Materials and Maps Chapter 8 Modifying 3D Mesh Objects Chapter 9 Graphite Modeling Technique Chapter 10 Compound Objects Chapter 11 Modifiers Chapter 12 Lights and Rendering Chapter 13 Animation Basics Chapter 14 Rigid Body Dynamics and Helpers Chapter 15 NURBS Modeling Chapter 16 Systems Hierarchy and Kinematics Chapter 17 Particle Systems and Space Warps I Chapter 18 Particle Systems and Space Warps II Project 1 Creating a Diner Index For free download

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[Pixologic ZBrush 2018: A Comprehensive Guide, 5th Edition](#) Prof. Sham Tickoo, 2019 Pixologic ZBrush 2018 A Comprehensive Guide covers all features of ZBrush 2018 which is a powerful modeling and sculpting software developed by Pixologic Inc and is used for developing highly detailed characters for movies games and digital design projects The book provides in depth details of the concepts and explains the usage and functions of

the most commonly used tools of ZBrush In this edition new feature such as ZModeler NanoMesh and KeyShot renderer have been also been explained This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models This book caters to the needs of both the novice and advanced users of ZBrush 2018 and is ideally suited for learning at your convenience and at your pace Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index

Pixologic ZBrush 2020: A Comprehensive Guide, 6th Edition Prof. Sham Tickoo,2020-05-04 Pixologic ZBrush 2020 A Comprehensive Guide covers all features of ZBrush 2020 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and tools of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer This book will unleash your creativity and transform your imagination into reality thus helping you create realistic 3D models In this edition the author has provided detailed explanation of some new and enhanced concepts such as CamView and Spotlight Moreover new sculpting brushes like XTractor and HistoryRecall have been covered Additionally the concepts like Array ZPlugin and FiberMesh are explained with the help of step by step instructions Salient Features Consists of 12 chapters 1 project that are organized in a pedagogical sequence Covers all aspects such as modeling texturing lighting animation in ZBrush Tutorial approach to explain the concepts and usage of tools First page of every chapter summarizes the topics that are covered in the chapter Additional information is provided throughout the book in the form of notes and tips Self Evaluation test Review Questions at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring ZBrush Interface Chapter 2 Sculpting Brushes Chapter 3 Introduction to Digital Sculpting Chapter 4 SubTools and FiberMesh Chapter 5 ZSpheres Chapter 6 DynaMesh NanoMesh and ZRemesher Chapter 7 ShadowBox Chapter 8 Materials in ZBrush Chapter 9 Texturing in ZBrush Chapter 10 UV Master Chapter 11 Lighting Chapter 12 Rendering Project 1 Cartoon Character Modeling Index

Pixologic ZBrush 4R8: A Comprehensive Guide, 4th Edition Prof. Sham Tickoo,2018 Pixologic ZBrush 4R8 A Comprehensive Guide book covers all features of ZBrush 4R8 in a simple lucid and comprehensive manner It gives in depth details of the concepts and explains the usage and functions of ZBrush such as DynaMesh NanoMesh ZRemesher ZModeler NanoMesh and KeyShot renderer In this edition new features such as Gizmo 3D and the Live Boolean

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cover the advanced 3D models and animations In this book two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users This book will help you unleash your creativity thus helping you create stunning 3D models and animations The book will help the learners transform their imagination into reality with ease Also it takes the users across a wide spectrum of animations through progressive examples numerous illustrations and ample exercises Salient Features Consists of 18 chapters and 1 project that are organized in a pedagogical sequence covering various aspects of modeling texturing lighting and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Introduction to Autodesk 3ds Max 2018 Chapter 2 Standard Primitives Chapter 3 Extended Primitives Chapter 4 Working with Architectural Objects Chapter 5 Splines and Extended Splines Chapter 6 Modifying Splines Chapter 7 Materials and Maps Chapter 8 Modifying 3D Mesh Objects Chapter 9 Graphite Modeling Technique Chapter 10 NURBS Modeling Chapter 11 Compound Objects Chapter 12 Modifiers Chapter 13 Lights and Cameras Chapter 14 Animation Basics Chapter 15 Systems Hierarchy and Kinematics Chapter 16 Rigid Body Dynamics and Helpers Chapter 17 Particle Systems and Space Warps I For free download Chapter 18 Particle Systems and Space Warps II For free download Project 1 Creating a Diner Index **Adobe Creative Suite 6**

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Animation Chapter 9 Rigging Constraints and Deformers Chapter 10 Paint Effects Chapter 11 Rendering Chapter 12 Particle System Chapter 13 Introduction to nParticles Chapter 14 Fluids Chapter 15 nHair Chapter 16 Maya Fur Chapter 17 Bullet Physics Index

MAXON CINEMA 4D S24: A Tutorial Approach, 8th Edition Prof. Sham Tickoo, 2021-10-29 MAXON CINEMA 4D S24 A Tutorial Approach is a tutorial based book and aims at harnessing the power of MAXON CINEMA 4D S24 for modelers animators and designers The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D S24 Keeping in view the varied requirements of users the book first introduces the basic features of CINEMA 4D S24 and then progresses to cover the advanced techniques In this book three projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users The third project will enable the users to learn about some major enhancements in Cinema 4D S24 such as the Asset Browser and the new placement tools in depth Salient Features Consists of 13 Chapters and 3 Projects that are organized in a pedagogical sequence covering various aspects of modeling sculpting texturing lighting rendering and animation The author has followed the tutorial approach to explain various concepts of modeling texturing lighting and animation The first page of every chapter summarizes the topics that are covered in it Step by step instructions that guide the users through the learning process Additional information is provided throughout the book in the form of notes and tips Self Evaluation Test Review Questions and Exercises are given at the end of each chapter so that the users can assess their knowledge Table of Contents Chapter 1 Exploring CINEMA 4D S24 Interface Chapter 2 Working with Splines Chapter 3 Introduction to Polygon Modeling Chapter 4 Sculpting Chapter 5 Texturing Chapter 6 Lighting Chapter 7 Rigging Chapter 8 Animation Chapter 9 Introduction to UV Mapping Chapter 10 Compositing 3D objects Chapter 11 Rendering Chapter 12 MoGraph Chapter 13 Working with XPresso Project 1 Creating an Indoor Scene Project 2 Texturing an Indoor Scene Project 3 Creating an Exterior Scene Index

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Table of Contents Premiere Pro Cs6 User Manual

1. Understanding the eBook Premiere Pro Cs6 User Manual
 - The Rise of Digital Reading Premiere Pro Cs6 User Manual
 - Advantages of eBooks Over Traditional Books
2. Identifying Premiere Pro Cs6 User Manual
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Premiere Pro Cs6 User Manual
 - User-Friendly Interface
4. Exploring eBook Recommendations from Premiere Pro Cs6 User Manual
 - Personalized Recommendations
 - Premiere Pro Cs6 User Manual User Reviews and Ratings
 - Premiere Pro Cs6 User Manual and Bestseller Lists
5. Accessing Premiere Pro Cs6 User Manual Free and Paid eBooks
 - Premiere Pro Cs6 User Manual Public Domain eBooks
 - Premiere Pro Cs6 User Manual eBook Subscription Services
 - Premiere Pro Cs6 User Manual Budget-Friendly Options

6. Navigating Premiere Pro Cs6 User Manual eBook Formats
 - ePub, PDF, MOBI, and More
 - Premiere Pro Cs6 User Manual Compatibility with Devices
 - Premiere Pro Cs6 User Manual Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Premiere Pro Cs6 User Manual
 - Highlighting and Note-Taking Premiere Pro Cs6 User Manual
 - Interactive Elements Premiere Pro Cs6 User Manual
8. Staying Engaged with Premiere Pro Cs6 User Manual
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Premiere Pro Cs6 User Manual
9. Balancing eBooks and Physical Books Premiere Pro Cs6 User Manual
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Premiere Pro Cs6 User Manual
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Premiere Pro Cs6 User Manual
 - Setting Reading Goals Premiere Pro Cs6 User Manual
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Premiere Pro Cs6 User Manual
 - Fact-Checking eBook Content of Premiere Pro Cs6 User Manual
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements

- Interactive and Gamified eBooks

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