# PREPARING FOR TRAILER EDIT

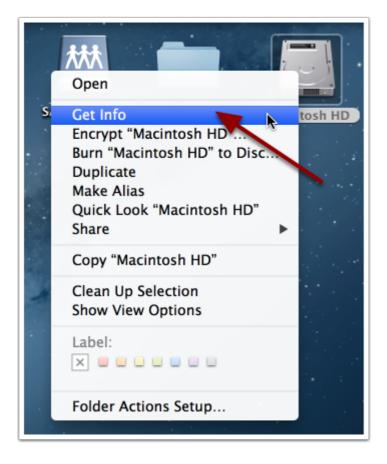
# **Right click on hard-drive icon**

Right click on your computers hard drive (or control click). NOTE: STUDENTS MUST RIGHT CLICK ON THE DRIVE NAMED 'Data HD'



# **Get Info**

After you right click select 'get info' from the menu



## **Check sufficient Space**

You can see in the example below that the capacity of the drive is 750GB and there is 158GB remaining. For the trailer task you will need at least 100GB available on your machine. If you have less than this please report this to your teacher. If you have more you have sufficient space for this task.

🔿 🔿 💭 🛄 Macintosh HD Info
Macintosh HD
Modified: Yesterday 9:00 PM
Spotlight Comments:
▼ General:
Kind: Volume
Created: Friday, 19 October 2012 4:57 PM
Modified: Yesterday 9:00 PM
Version: 10.8.2 Format: Mac OS Extended (Journaled)
Capacity: 750.42 GB
Available: 158.37 GB
Used: 592,044,421,120 0ytes (592.04
GB on disk)
Label: 🗙 🔲 🛄 🛄 🔲 🔲
Shared folder

## Access Trailer files from SANMediaShare

Now click on the SANMediaShare drive to access the film trailer editing files.



#### **SANMediaShare**

Open the 'Mr Peacock' folder and then select and drag the 'LOTR TASK' folder to your 'Task 7' folder (if you have not created this folder yet please create it now in your documents folder!). The files are quite large (approx 30GB) this might take some time.

🕨 🚞 LOTR TASK 🛛 🚽 🔤 🔤	Today 10:08 AM	 Folder
Class 2	15/02/2013 10:00 AM	 Folder
🔉 🕨 🚞 Class 1	15/02/2013 9:38 AM	 Folder
📡 🚞 Certificate 3 Year 12 2013	15/02/2013 8:53 AM	 Folder
🔻 🚞 Mr Peacock	15/02/2013 10:23 AM	 Folder

### **Open Premiere Pro**

Click on the purple 'Pr' icon to open Premiere Pro



# **New Project**

Click on the new project button

	Welcome to Adobe Premiere P	ro	
Pr Adobe" Premiere" Pro CS6			Adobe
Recent Projects			
LOTR Trailer offline.prproj			
Copy of artsfest2.prproj artsfest.prproj			
Copy of artsfest.prproj			
PROJ Pr	Pr	?	
New Project	Open Project	Help	
			Exit

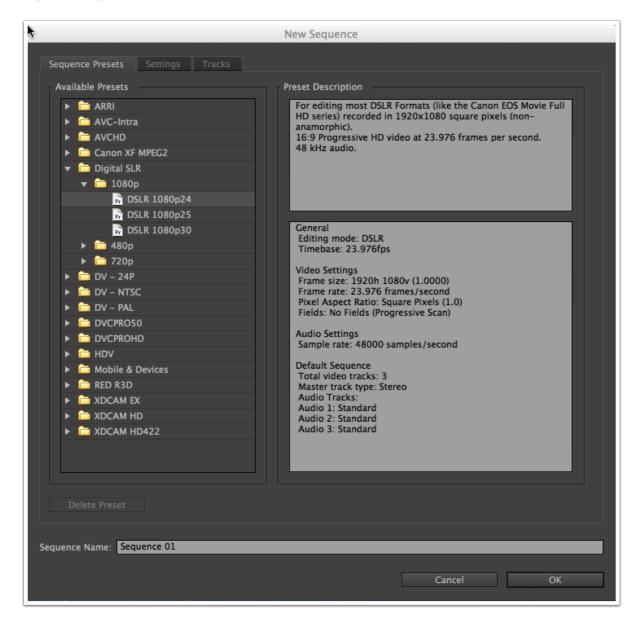
# Name New Project

Name the project 'LOTR offline Edit' and click OK

New Project
General Scratch Disks
Video Rendering and Playback
Renderer: Mercury Playback Engine GPU Acceler
Video
Display Format: Timecode
Audio
Display Format: Audio Samples 🔻
Capture
Capture Format: DV
Location: /Users/chadp/Documents/Adobe/Premiere Pro/6.0 ▼ Browse
Name: LOTR offline Edit Cancel OK

#### **New Sequence**

When the 'new sequence' box pops up click cancel. Premiere will now open an empty project with no clips or sequences.



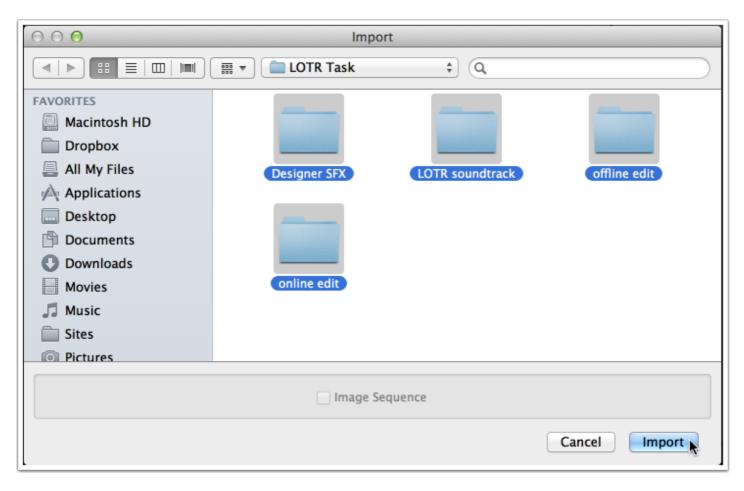
## **Import Files**

When Premiere opens click on 'file' and then 'import'. Navigate to your documents/task 7 folder and open the 'LOTR Task' folder

🗯 Premiere Pro	File Edit Project Clip	Sequence	Marker	Title V	Vindow	Help
Project: LOTR Offline Edit	New Open Project Open Recent Project Browse in Adobe Bridge	×0 € 0₩7			p/Docume ps)   ▼ ×	nts/Adobe/F
LOTR Offline Edit.pr	Close Project Close Save Save As Save a Copy Revert	<b>☆</b> ₩₩ ₩₩ ₩S ☆₩S ℃₩S				
	Capture Batch Capture	<b>F5</b> F6				
	Adobe Dynamic Link	►				
	Adobe Story	►				
	Send to Adobe SpeedGrade					
	Import from Media Browser	- ~2第1				
	Import	¥I ►				
	Export	•				
	Get Properties for Reveal in Adobe Bridge	+				
	, , , , , , , , , , , , , , , , , , ,	00:00:00;	00		{← _ ◄	

#### Import

Once you have navigated inside the 'LOTR Task' folder and can see the four folders below - you must highlight them (this is IMPORTANT or it will import all files into one folder) then click 'import'. If any minor error messages pop up ignore them.



### Set up offline Sequence

Now open the online edit folder and drag LOTR\_fullhres.mov onto the 'new item'. This will create a new sequence that matches the high resolution (Pro res) settings of the clip.

Note: We will however be editing with the lowres clips (offline edit) and when completed will replace these proxy files with pro res files for the final export (online edit).

Project: LOTR Offline Edit ×	•≣ ≣
LOTR_fullres.mov Movie, 1015 x 424 (1.0) 01:41:18:19, 25.00 fps 48000 Hz - 16-bit - Stereo	
LOTR Offline Edit.prproj	7 Items
ln: All	. ▼
Name 🔨	Labe
Designer SFX	
LOTR soundtrack	
🕨 🛅 offline edit	
🔻 🛅 online edit	
UOTR2_fullres.mov	
LO R2_fullres.mov	
LOTR_NIres.mov	
	×
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### **Delete clip from sequence**

The purpose of dragging the clip to new item was to create a sequence that will match our final high resolution export settings. We will now highlight and delete the video file from the timeline and begin editing with the low res files (for better system performance).

LOTR2_lowres.mov ×	
00:00:00	00:00 00:0q:30:00 00:01:00:00
C 🗟 🕯	<mark>7</mark>
<ul> <li>○ □ ▼ Video 1</li> <li>□ ◊ </li> </ul>	LOTR2 lowres.mov [V] Opacity:Opacity +
📣 📑 🕒 Audio 1	LOTR2_lowres.mov [A]
🔹 📑 🕨 Audio 2	
ৰি) 🗗 🕨 Audio 3	

### **Clip Mismatch Warning**

Now open the offline edit folder. These are the clips we will edit with for the project. They are of a lower quality than the 'online edit' files and will offer better perfomance for editing. When all your edit decisions are made we will replace these offline files with the full resolution files for final export. Premiere however might warn you initially that your clips do not match the sequence settings - click 'Keep existing settings'. You are now ready to edit.

