ADOBE PREMIERE: 2.1 CREATING A PROJECT

1. When opening Adobe Premiere CC Pro, this window will pop up. To create a New Project, click on “New Project...” under “Create New”. To open up a recent project that you worked on, click on the name of the project you would like to open under “Open a Recent Item”.

2. After choosing New Project, a New Project window will appear.
Here, you should change the name of the Project to something you can identify it with. For this example, I will name it “Teaching Sample 2”.

3. Under the Name Box, there is a box to choose the Location of the project. If you followed the instruction manual on “Organizing Your Files”, you will have created a folder for your files and project, whether it be on a computer or an external drive. Choose “Browse...” to browse your computer for the folder in which you want to save your files to. This will make it easier to locate when working on the project later.

**Under the Name and Location boxes, there are several options to choose from when setting up your project. Usually, the default options will suffice and you can go ahead and click “OK”; however, it is important to know what each option means so that if you need to change the settings, you would know what to do.

4. General: Video Rendering and Playback - Renderer

For this option, you should always choose “Mercury Playback Engine GPU Acceleration (OpenCL)”. This allows Adobe Premiere CC Pro to use the Graphics Power Unit (GPU) to help with playback of special effects like color correction by allowing the GPU to do the work rather than the CPU of your computer. This will give you smooth and fast playback performance. If you don’t have a Graphics Card, the option will be grayed out and you will have to choose “Mercury Playback Engine Software Only.”
5. General: Video – Display Format

This dropdown will allow you choose the format in which you want your videos displayed. This will not affect the appearance of the actual video, but rather the numbers that describe the frame you are at. I would go with Timecode, which is the default setting, and displays the videos in the form of time (hours, minutes, seconds, frames). If you are working with media in telecine form (shot on film and scanned and converted into digital video), you might want to choose Feet + Frames option (16mm for a 16mm film camera, and 35mm for a 35mm film camera). The final option, “Frames”, gives you a frame count.


Like Video Display Format, Audio Display Format does not affect the audio itself, but how it is displayed. By default, audio is measured in samples – the number of times per second that the amplitude is measured.

7. General: Capture – Capture Format

The capture format only applies if you are capturing a video stream through a fire wire or USB port from a camera. If you are only importing files that have already been transferred to your computer, then this option does not matter and you can go ahead with the default of “DV”. If you upload directly from a camera, then choose DV for standard definition cameras and HDV for high definition cameras.
8. Scratch Disks

This is where you can designate locations where files are saved.

- Captured Videos and Audio, as discussed in number 7, is where you want to save files saved directly from a camera or sound recorder connected to your computer and software.
- Video and Audio Previews is how you can have real-time editing, high processing quality, and efficient output. You want to save these where you save your project. You can view these previews in this file after choosing Timeline > Render Work Area, or when you export to a movie file or DV device. You can split these previews into two different hard disks to maximize playback speed.