ADOBE PREMIERE: 3.2 MULTI-CAMERA

If you recorded video and audio with multiple cameras and sound recorders, you will need to use the Multi-Camera features of Adobe Premiere to line them up and alternate between angles.

** To make it easier for Adobe Premiere to line the clips up, make sure they were all recorded simultaneously with audio, and that there is a clap or film slate in the beginning.

1. **Create Multi-Camera**

   Select the videos and audio that were recorded simultaneously. Right click and select “Create Multi-Camera Source Sequence…”

   You can also create a bin for each group of multi-camera media, right-click the bin and select “Create Multi-Camera Source Sequence…”

   A window will pop up with similar options to the ones seen in the Merge and Synchronize Video and Audio tutorial.

   Next to “Custom”, change the name of your Multi-Camera clip to something distinguishable, or select “Video Clip Name+” or “Audio Clip Name+” in the drop down menu.

2. **Synchronize Points**

   The easiest method to synchronize multi-camera clips is to go with the “Audio” option. The program will automatically scan audio waveforms from the video and the audio and line them up. (slating makes it easier to line up since there will be a distinct peak in the waveforms from a clap or a film slate).

   If you try this method and the video and audio do not synchronize correctly, you may have to try the other options. The incorrect synchronization may be due to the lack of a slate or clap, and loud background noises that disrupt wave forms.

   If this is the case, set In or Out points in your video and audio clips at a distinguishable moment, whether that be the absolute beginning or the absolute end, or another moment of your choice in the videos. Then, after
selecting Create Multi-Camera Source Sequence, set your synchronize point to "In Point" or "Out Point". If you have not set your in points or out points, the program will set the in point to the beginning of each clip, or the out point to the end.

"Timecode" can be used if the time and date on your cameras are all set exactly the same to the second. This option will detect the timecodes and put them in chronological order, or layer them if taken simultaneously.

You can choose to put all your footage in one new sequence by selecting the "Create single multi-cam source sequence", or choose "Ignore Hours" if your minutes and seconds are the same, but your hours are in different time zones. Some filmmakers even choose to add a one hour increment for each camera to make it easier to identify. However, if this was taken over several hours, this may cause some difficulties.

This is good if you have shot with multiple cameras on and off throughout a shoot like at a wedding and want to put them all in a sequence in chronological order.

"Clip Markers" are similar to in and out points because you can mark a significant moment in each video that match, and allow the program to sync that way. This option is only open if you have created markers. Create a marker by opening a clip in your Source Panel, selecting a frame, and clicking "M" on your keyboard.

3. Processed Clips

Under the “Synchronized Points” box, you will find a checkbox that says “Move source clips to Processed Clips bin”. Select this if you would like to put the selected clips in a Bin of its own in the Project Panel to save some space.

4. Audio

Under “Sequence Settings”, select what audio you want to hear in your Multi-Camera clip.
You can choose from individual tracks from your video, or an external microphone track if available. This will allow the chosen audio track to be heard throughout.

If you wish, you can also select “All Cameras”, and this will play all the audio tracks together. This is not ideal as it can be very noisy.
Lastly, you can select “Switch Audio” if you wish to switch audio tracks as you switch angles, so each video angle keeps its corresponding source audio.

For “Audio Channels Preset”, select how many channels you want for your audio. If you are unsure, go with “Automattic”.

5. Camera Names

Under “Camera Names”, you can select how you want your angles to be identified. This is just for display purposes.

Enumerate Cameras numbers your cameras as Camera 1, Camera 2, etc. You can also use track names or clip names to name the video angles.

Click “OK” after selecting the correct settings.

You will find your Mult-Camera clip in your Project Panel with this icon:

6. Nest your Multi-Camera clip

To nest your Multi-Camera clip, drag the clip from your Project Panel to your sequence in the Timeline. However, make sure that the “Insert and Overwrite sequence as nests or individual clips” option is turned on. You can find this under the playhead position time with this icon.

If this option is not turned on, it will layer the individual video and audio clips in your timeline (picture on the left). However, you want them to appear as one nested clip (picture on the right).
7. Cut Mult-Camera angles

To alternate between angles, you need to get in the Multi-Camera display settings in your Program panel. In order to do that, click on the settings tool that is represented with a wrench icon in the bottom right corner of the panel, and select “Multi-Camera”. This will allow you to see all the angles in your Program Panel as seen bellow.

To cut between angles, put your Timeline playhead at the beginning of your sequence. Begin by clicking on the camera that you want to begin with. Press your Spacebar on your keyboard to begin playing, and as your sequence is playing, click on the desired camera at the moment you want to switch each time.

Note: if you pause the sequence and then click the desired camera angle, it will NOT make a cut and switch angles, but rather change the angle of the latest segment to the angle you clicked on.
For more precise cuts, you can put your playhead on the frame you want to switch, make sure your clip is selected on your timeline, and hold Command + K on your keyboard to create a cut. Then, select the angle you want to switch to in your program panel, or right-click the right side, and select Multi-Camera then the name of the Camera you want to switch to.

You can modify these edits like you would any other clips, by trimming, deleting, cutting, etc.

Under the Panel Settings menu, represented by a wrench icon, you can specify whether you want your audio to follow your video by clicking on “Multi-Camera Audio Follows Video”, or rearranging your cameras or disabling cameras by clicking on the “Edit Cameras...” option, where this window will pop up.