

Overview of Premiere Elements workspace

When you start Premiere Elements, the Welcome screen provides three options:

- The Organize button opens Elements Organizer. In the Organizer you can organize and manage your videos, do quick editing, create projects automatically by using these videos, and share the videos. (The same Organizer is used with both Photoshop Elements and Premiere Elements.)
- The New Project button opens the Premiere Elements Editor with a blank project.
- The Open Project button presents a list of projects that you recently edited.

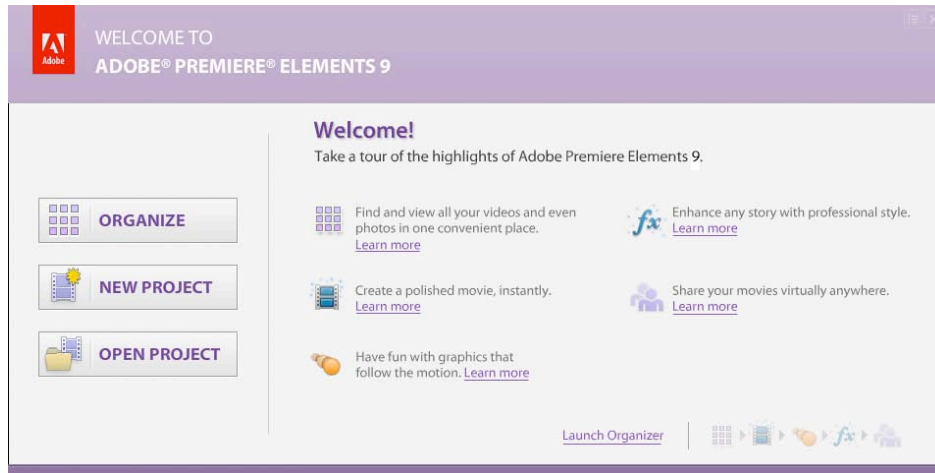


Figure 1 Premiere Elements Welcome screen

The Organizer workspace

Elements Organizer works with both Photoshop Elements and Premiere Elements. The Organizer is available as an option on the Welcome screen.

Options for displaying images and videos

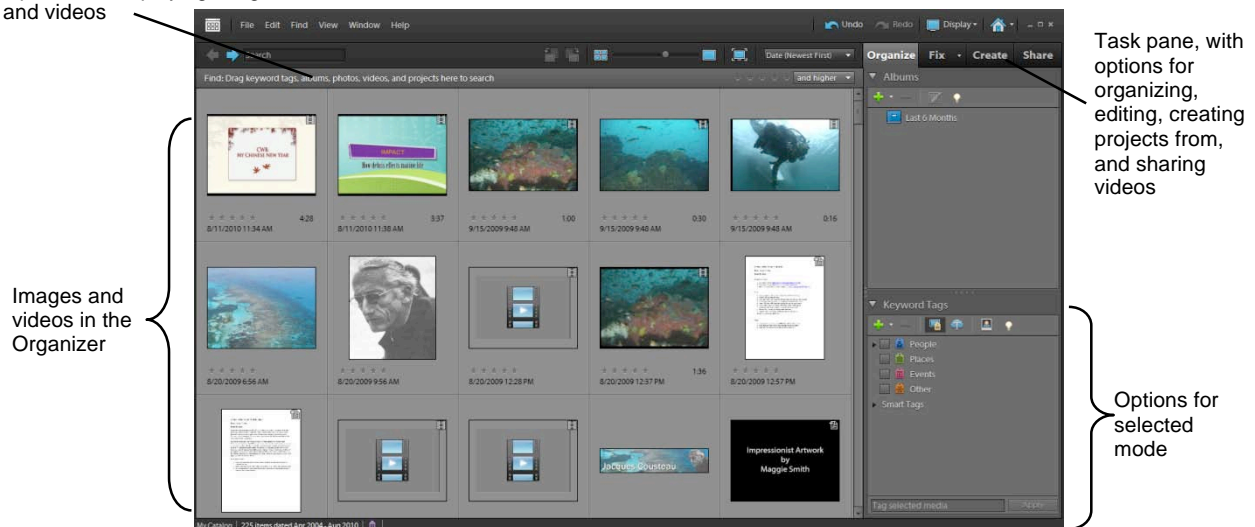


Figure 2 Elements Organizer

Using the Task pane in the Organizer

You can perform a number of quick tasks in the Organizer without opening either Premiere Elements or Photoshop Elements.

There are four tabs in the Task pane:

- *Organize*: The Organize workspace displays videos and images; you can filter them by date, album, and keyword. Find media for your projects, sort through them, assign them keywords so you can find them later, and so on.
- *Fix*: In the Edit workspace, you can do quick edits on photos, such as fixing redeye or automatically adjusting levels. For example, you can quickly apply the Auto Color or Auto Levels command to photos.
- *Create*: In the Create workspace, you can quickly begin photo collages, photo books, DVDs, and other projects. For example, you can quickly create a DVD menu here.
- *Share*: In the Share workspace, you can quickly generate versions of videos and images to share. For example, you can share videos online or to another user's computer or mobile device.

Premiere Elements Edit workspace

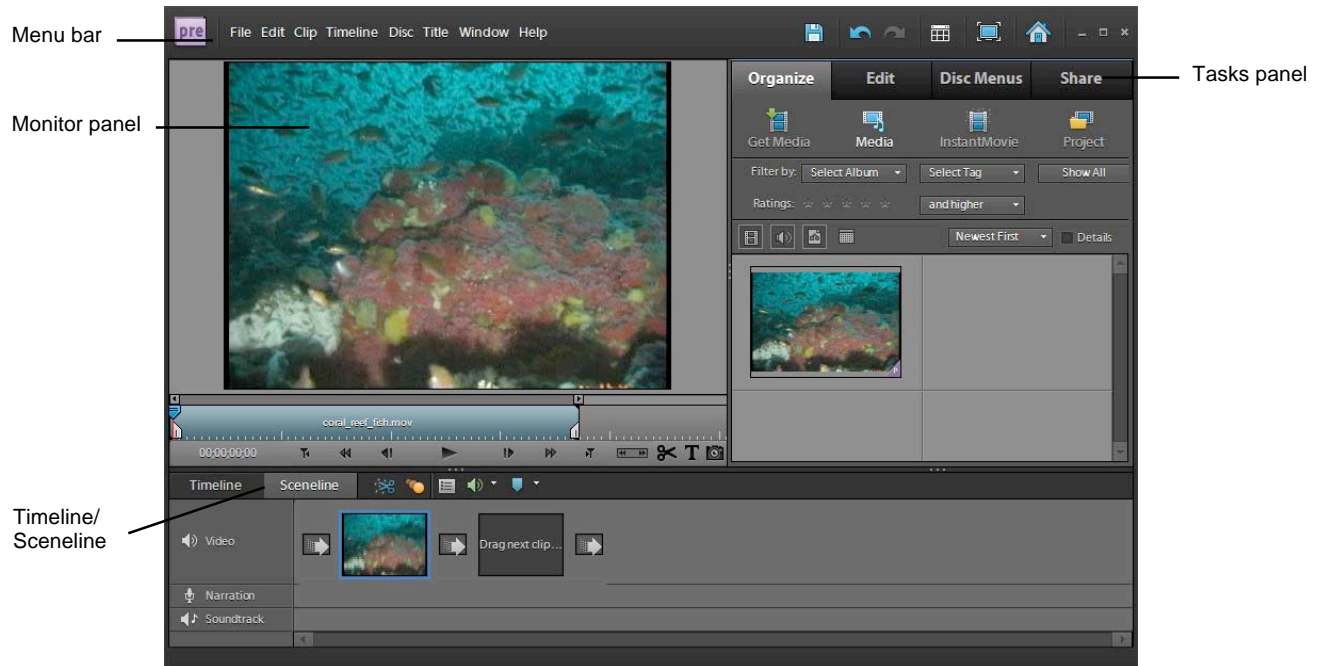


Figure 3 Premiere Elements Edit workspace

Menu bar: Contains menus for performing tasks, organized by topic. For example, the Timeline menu contains commands for navigating through the Timeline.

Monitor panel: Displays your project at its current playback position.

Tasks panel: Offers options for organizing, editing, and sharing projects, as well as creating disc menus.

Timeline and Sceneline: Enable you to add, edit, and view a project as lines or clips.

Tasks panel workspaces

The Tasks panel has four tabs that open corresponding workspaces: Organize, Edit, Disc Menus, and Share.

The Organize workspace

In the Organize workspace you can import, manage, and organize your projects, clips, and other media. The Organize workspace also features an Instant Movie option that automatically creates a movie from clips in the Media area.

- In the *Get Media* area, you can import video from camcorders, still cameras, webcams, your computer, and other media devices.
- The *Media* area displays all video clips, audio clips, and still images that have been added to the project. You can filter this workspace by album, tag, rating, or media type. **Note:** At times, depending on your computer, you may receive a message indicating that your Media area is too full. If you are not actively using media in a project, you can select the media and choose Edit > Clear to remove the media from the

Media workspace. This does not delete the media from your computer; if you need to use the media later, you can re-import it into Premiere Elements.

- The *Instant Movie* area enables you to automatically create a movie from the clips currently in the organizer.
- The *Project* area lists current projects.

The Edit workspace

In the Edit workspace, you can improve the appearance of your clips as well as add effects to your clips. You can also add transitions, titles, themes, and clip art to your projects.

- The *Effects* view enables you to add effects to your video. Here, you can do everything from adjusting color levels to giving your project the appearance of an old film.
- The *Transitions* view enables you to add and edit a range of transitions, such as slides, blends, and dissolves.
- The *Titles* view enables you to add titles and credits to your project, choosing from a range of preformatted templates.
- The *Themes* view enables you to add a set of preformatted soundtracks, sound effects, backdrops, and titles that are all thematically linked. For example, you can choose Halloween themes or Spring themes.
- The *Clip Art* view enables you to add clip art to your video, such as animals, tools, costumes, and other graphics.

The Disc Menus workspace

The Disc Menus workspace enables you to create a disc menu for a DVD or Blu-ray disc. This is the menu that appears when a user inserts a disc into a player. You create menus from templates.

- All templates have at least two buttons: a Menu 1 button and a Scene 1 button. The Menu button enables users to return to the menu, and the Scene button enables users to play the movie. You can add more buttons by using the Disc Menu workspace.
- If you have added menu and scene markers in the Timeline, Menu buttons are automatically linked to these markers.
- On some templates, you can drag and drop a still image or video to personalize the menu background. You can also personalize a template by changing fonts, colors, backgrounds, and layout. To edit these, you click them and change options.

The Share workspace

The Share workspace contains everything you need to share your finished project. You can share your project on the web or on a DVD, a mobile phone, your computer, and more.

You can use Quick Share to create and reuse preset sharing options. For example, if you frequently share projects to a smart phone, set up your optimal settings for the phone and save those settings as a Quick Share. The next time you want to share a project to a smart phone, use the Quick Share preset you created instead of setting all the smart phone options again.

For more information on sharing, see the guide titled “How to share.”

How to import video

There are four basic methods for adding media to your projects: *capturing* from tape or live sources, *importing* files from other types of storage, *adding* from the Organize workspace, or *recording* narrations from a microphone.

When you add media files to your project, they are added to the Project view and the Organize workspace. Each file is represented by a thumbnail, called a clip. Clips, whether they contain audio, video, or still images, are the building blocks of your movies.

Common sources of media files

To get new media into your project, click Organize in the Tasks panel, and then click Get Media. Use any of the following options to add media:

- *DV Camcorder* Captures video from a DV camcorder connected by FireWire (IEEE 1394) or USB. This option opens the Capture window.
- *HDV Camcorder* Captures video from an HDV camcorder connected by FireWire (IEEE 1394). This option opens the Capture window.
- *DVD Camcorder Or PC DVD Drive* Imports video from your DVD drive, or a DVD in a camcorder connected by USB. You can import AVCHD from a DVD Camcorder. This option opens the Video Importer dialog box.
- *Flip™, AVCHD, Cameras And Phones* Imports media from devices that store video files in flash memory or on a disk. Such devices include Flip and other compact video cameras, AVCHD, DVD, DSLR, and other still cameras and mobile phones.
- *Webcam Or WDM Device (Webcam in Mac OS)* Captures video from a webcam or WDM-compatible capture device. This option opens the Capture window.
- *Digital Still Camera & Phones* Imports photos from a still camera or mobile phone connected by USB. This option opens the Video Importer dialog box.
- *Files And Folders* Imports video files, photos, and audio files from your computer's hard drive.

File types you can import

Your choice of footage to include in your movie is not limited to the clips you capture. You can use other image, video, and audio files that reside on your computer. You only need to add them to your Adobe Premiere Elements project to begin working with them. In some cases, added files can retain a link to the Adobe application in which they were created. This allows you to open the file's original application from within Adobe Premiere Elements, make changes, and immediately see the results in Adobe Premiere Elements.

Except as noted, you can import the following file types by using the Get Media view in the Tasks panel. Added files are visible in the Project view in the Tasks panel.

Video file types

- AVI Movie (.avi)
- Flash (.swf)
- RAW (.raw)
- Filmstrip (.flm)
- MPEG Movie (.mpeg, .vob, .mod, .mpe, .mpg, .m2v, .mp2, .mpv, .m2p, .m2t)
- Windows Media (.wmv, .asf)

- QuickTime Movie (.mov, .3gp, .3g2, .mp4, .m4a, .m4v)

Note: To import video from mobile phones (.3gp and .mp4), you must have the most recent version of QuickTime installed on your computer.

Capturing video

Use the Capture window to monitor the video and access all of the capture commands (**Figure 1**). Adobe Premiere Elements automatically detects the attached capture device and provides an alert in case of a mismatch.

This panel includes a video preview area, recording controls, a disk-space indicator, and a timecode display. On the right side of the Capture window, you can specify capture settings.

To open the Capture window, click Organize in the Tasks panel, click Get Media , and select one of the following:

- DV Camcorder
- HDV Camcorder
- Webcam Or WDM Device

Capturing footage with device control simply means using the controls (Play, Fast Forward, Rewind, Pause, Stop, Record, and so on) in the Capture window to control your device, instead of using the controls on the device. Device control is a convenient way to locate and capture scenes.

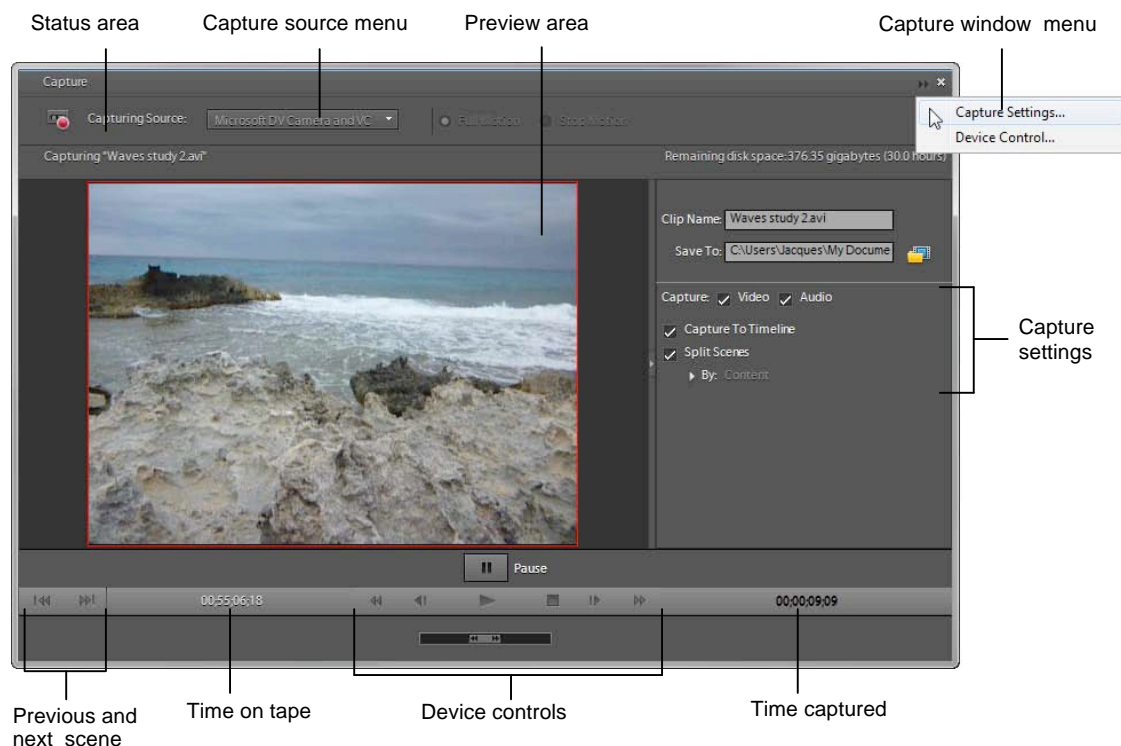


Figure 1 Capture window

Adding files from tape camcorders

Capturing involves recording video and audio directly to a hard drive from a DV or HDV camcorder, webcam, or other WDM (Windows Driver Model) device. Adobe Premiere Elements automatically detects the attached capture device and sets all capture settings accordingly. The Capture window provides controls that let you remotely control your device, making it easy to play, capture, pause, and stop the video on your device.

If you are capturing only a portion of a tape, as opposed to capturing an entire tape, capture at least 3 seconds of additional footage (called handles) at both the beginning and end of the segment to provide a margin of error during capture. Handles also allow for cleaner transitions and more flexibility when you trim your clips.

To capture clips from a camcorder

1. Do one of the following, depending on the capture device you are using:
 - Connect the DV camcorder, HDV camcorder, Webcam, WDM device, or analog device to your computer by connecting a cable to the USB 2.0 port or 1394 (FireWire) port.
 - Consult the owner's manual for your computer for details on these and other options.

2. Turn on the camcorder and set it to playback mode, which may be labeled either VTR, VCR, or Play. You can also keep it in recording mode.

3. Click **Organize**, and then click **Get Media** (**Figure 2**).
A list of devices appears.

4. Click **DV Camcorder**, **HDV Camcorder**, or **Webcam Or WDM Device**.

Adobe Premiere Elements automatically detects your attached device and provides an alert in case of a mismatch.

The Capture window opens.

If you have more than one device attached, select the device from the Capturing Source menu.

5. Enter a name for the clip.
6. Browse for a location to save the clip.
7. Set the following options as desired in the Capture window (**Figure 3**):
 - **Capture Video or Audio:** By default, both are selected.
 - **Capture To Timeline:** Clips are automatically added to the Timeline after you finish capturing them
 - **Split Scenes:** Capture is split into clips by either Timecode or Content.
8. Using the controls in the Capture window, rewind or advance the tape to the desired position.

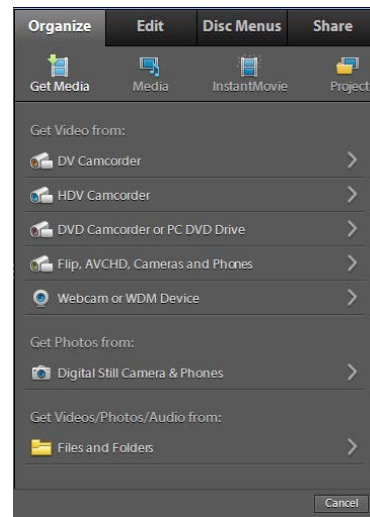


Figure 2 List of import devices in Organize workspace

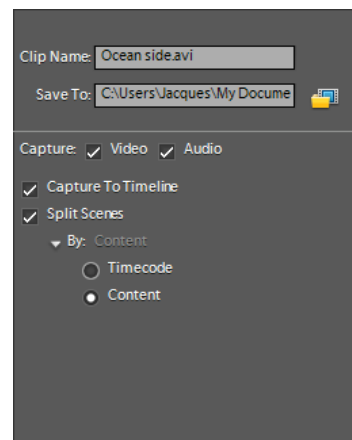


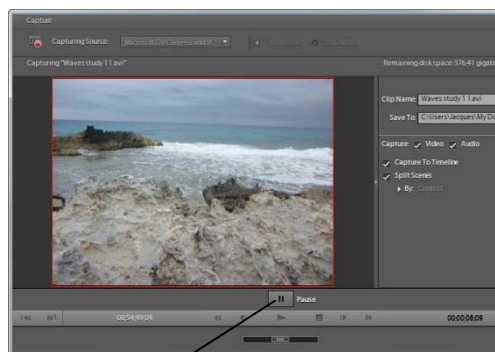
Figure 3 Options for capturing video from a camcorder

9. Click the Capture button.

Premiere Elements begins capturing video from the camcorder (**Figure 4**).

10. When you have finished capturing, click the Pause button.

Depending on the options you selected, the Auto Analyzer runs and the captured clips are added to the Organize workspace and/or the Timeline.



Capture / Pause button

Figure 4 Capture window

Add videos using the Video Importer

Many types of devices other than DV camcorders record and store video. Using the Video Importer (**Figure 5**), you can import files from tapeless camcorders and mobile devices, and from removable media, such as DVDs, memory cards, and multimedia cards. These files are copied to the hard drive location you specify and added to the Organize workspace and Project view.

Ensure that the footage you add to a project matches the project preset. In a mismatch, a dialog box appears informing you of the mismatch. Using the dialog box you can choose to let Adobe Premiere Elements change project settings to match your clips.

Note: Image files cannot be imported. For photographs, use the Digital Still Camera And Phones option.

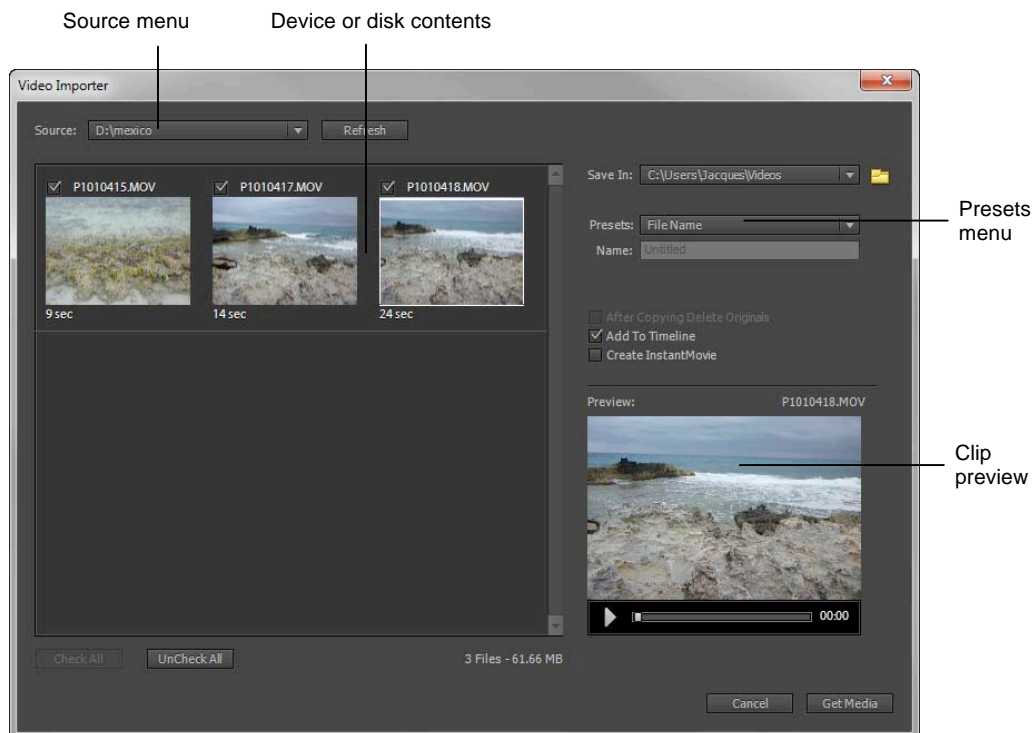


Figure 5 Video Importer

To use the Video Importer:

1. Connect the media by doing one of the following:
 - Place a DVD in your computer's DVD drive.
 - Connect the digital camera, mobile phone, or other device to your computer by connecting a cable to the USB 2.0 port.
 - Consult the owner's manual for your computer for details on these and other options.
2. In the Organize workspace, click Get Media (**Figure 6**).
A list of devices appears.
3. Click the device from which you want to import:
 - DVD Camcorder Or PC DVD Drive
 - Flip, AVCHD, Cameras, And Phones

Note: If you have an SD card reader or other card reader attached to your computer, choose Files And Folders to browse for the card reader.

The Video Importer dialog box appears (**Figure 7**).

4. In the Source Menu, select the device from which you want to download movie clips.

The contents of the device or disk are displayed in the panel below the Source menu. The number of files and the size of the content is displayed at the bottom of the panel containing the content.
5. Do one of the following:
 - To import all the content displayed in the panel, click Check All.
 - To import a few clips, click UnCheck All, and select only those clips that you want to import.

Thumbnails of all importable files appear in the dialog box.

Note: To preview the contents of a clip, click the clip, and then click the Play button in the Preview panel (**Figure 7**).

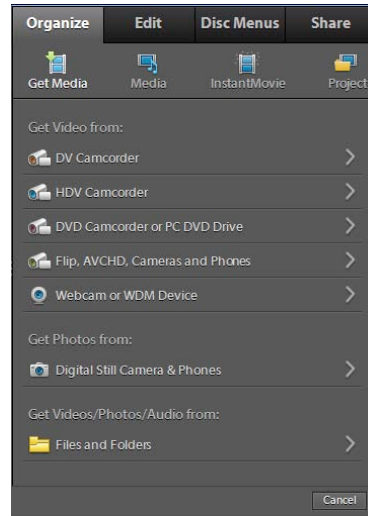


Figure 6 Organize workspace

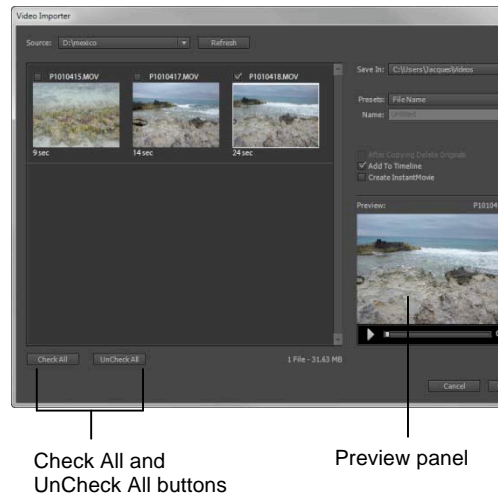


Figure 7 Video Importer dialog box

6. To specify a location for the saved files, do one of the following:
 - To save files to the default Adobe folder in the My Videos folder, leave the location as it appears in the dialog box.
 - To specify a different location, click Browse and choose a folder or click Make New Folder to create and name a new folder.

7. Select a naming convention for the downloaded files using the Presets menu.

File Name Retains the filenames assigned by the camcorder.

Folder Name - Number If your folder name is Class Assignment, the clips are assigned the names Class Assignment - 001, Class Assignment - 002, and so on.

Date - File name Adds a timestamp to the filename assigned by the camcorder. The timestamp is the current date and time - the date and time on which the movies were transferred to your computer.

Note: To rename files, delete them from the Organizer, and then re-import them.

Custom Name - Number Enter a custom name in the Name text box. For example, if you enter My Holiday in the text box, the clips are named My Holiday-001, My Holiday-002, and so on.

8. (Optional) Other settings to consider include the following:
 - If you want to delete the selected files in the camera after import, select the option After Copying Delete Originals.
 - If you do not want the imported clips added to the timeline after import, deselect Add To Timeline. The imported clips are added only to the Organizer.
 - If you want to create an InstantMovie using the selected clips, select Create InstantMovie.

9. Click Get Media. You can click Cancel in the Progress dialog box at any time to stop the process.

Note: If you don't intend to use all the files you add, you can delete them from the Project view. Deleting files from the Tasks panel doesn't delete them from your hard drive. This practice is recommended for large VOB files.

How to edit clips

Editing clips includes previewing and trimming them to eliminate unnecessary material. It could also include revising clip properties such as speed, direction, and duration. If you have media clips generated by other programs, you can also edit them in their original applications from within Adobe Premiere Elements.

This guide covers the following topics:

- Working with the Preview window
- Trimming a clip in the Monitor panel
- Removing frames from the middle of a clip in the Sceneline
- Editing clips on the Timeline
- Applying auto quality enhancements
- Editing multiple clips
- Using Freeze Frame to export images

The Preview window

Although the Timeline is the primary workspace for assembling clips into movies, the Preview window (**Figure 1**) provides a helpful workspace for viewing clips, setting their In and Out points, and adding markers to clips and movies. Double-click any clip in Project view to launch the Preview window. The time ruler graphically represents the full duration of a clip or movie.



Figure 1 The Preview window

Showing the docking headers

Each panel has a docking header containing its title, and sometimes, panel menu buttons. You drag the docking headers to drag panels to new locations. To save space on your screen, you can make the docking headers disappear; then, make them reappear when you need to use them. By default, docking headers are hidden.

To display and hide docking headers:

Do one of the following:

- To make docking headers appear, choose Window > Show Docking Headers.
- To make docking headers disappear, choose Window > Hide Docking Headers.

Note: To access any of the commands in the panel menu when docking headers are hidden, right-click in the panel.

Editing tools

You use the editing tools in the Timeline and in the Monitor panel to trim clips, split them, and change their speed (Figure 2). When you edit on the Timeline, the pointer changes to the currently active tool. If the pointer changes to a red slash, you cannot use the tool on the clip under the pointer.

Selection tool: Selects clips for previewing or trimming.

Time Stretch tool: Changes the playback speed and duration of a clip without changing its In or Out points. Dragging the edge of a clip in one direction lengthens it and slows it down; dragging in the other direction shortens the clip and speeds it up.

Split Clip tool: Splits the selected clip or clips at the current-time indicator. Be sure to select only the clips you want split before you click the Split Clip tool. If no clips are selected, the Split Clip tool cuts all tracks at the current-time indicator.

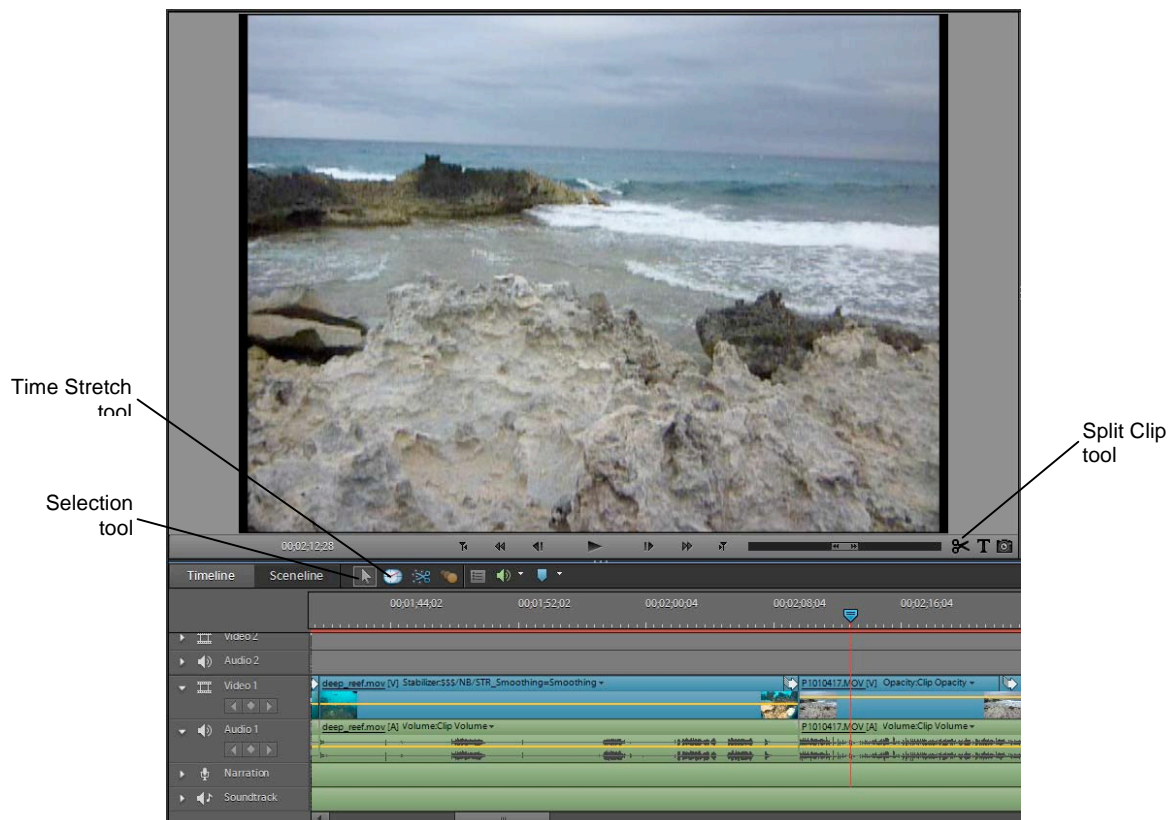


Figure 2 Editing tools in the Timeline and the Monitor panel

Zooming into or out of the Timeline

When you zoom in on the Timeline, Adobe Premiere Elements magnifies the Timeline around the current-time indicator, letting you examine smaller increments of media. You can also zoom in as you add a clip to the Timeline, magnifying the location around the pointer rather than the current-time indicator. This technique lets you better see the placement of the insertion before you release the mouse. In contrast, zooming out shows more of the Timeline, giving you a visual summary of the movie.

To zoom into or out of the Timeline:

1. In the My Project panel, click Timeline.
2. Do one of the following:
 - To zoom in or out as you add a clip, drag a clip to the Timeline. Hold down the mouse button and press the Plus (+) key to increase the zoom factor or press the Minus (–) key to decrease it until you have zoomed as far as you want to go.
 - To zoom in on the Timeline, drag the Zoom slider to the right or click the Zoom In button.
 - To zoom out of the Timeline, drag the Zoom slider to the left, or click the Zoom Out button (**Figure 3**).

Note: To zoom out so the entire length of the movie is visible in the Timeline, make sure the Timeline is active, and then press the Backslash (\) key. You can also zoom in and out by pressing the Plus (+) or Minus (–) keys on the keyboard (not the numeric keypad).

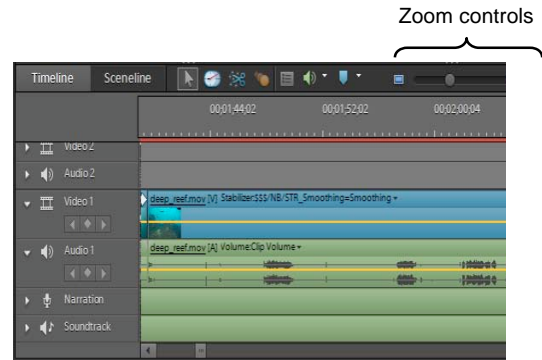


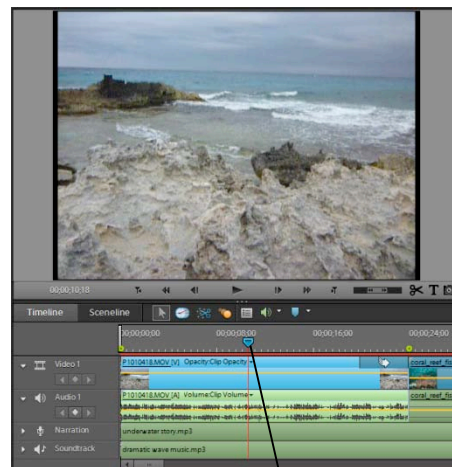
Figure 3 Zoom controls in the Timeline

To position the current-time indicator:

In either the Preview window or the Timeline, do any of the following.

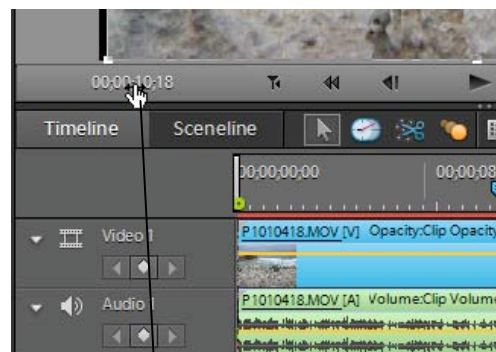
- Drag the current-time indicator (**Figure 4**).
- Click the time ruler where you want to position the current-time indicator.
- Press Shift while dragging the current-time indicator to snap it to the edge of the closest clip or marker (Timeline only).
- Drag the time display to the desired time value (**Figure 5**).
- Click the time display, type a valid time, and then press Enter. (You don't need to type leading zeros, colons, or semicolons. However, be aware that Adobe Premiere Elements interprets numbers less than 100 as frames.)
- In the mini-timeline in the Monitor panel, use any playback control. (The mini-timeline is visible in the Monitor panel when you use the Sceneline.)

Note: You can use the Home or End keys on the keyboard to skip back to the beginning or ahead to the end of the movie. The Page Up and Page Down keys go to the previous and next clips. The Right Arrow and Left Arrow keys move the current-time indicator forward or back a frame, and pressing Shift+Right Arrow or Shift+Left Arrow moves the indicator in increments of five frames.



Current-time indicator

Figure 4 The current-time indicator in the Timeline



Time display

Figure 5 The time display

Trimming clips

You can build movies in several ways, but all of them involve selecting the portions of source clips you want to include. You rarely use an entire clip. In and Out points define the first and last frames you want to use from a clip (**Figure 6**). Setting In and Out points does not actually delete frames from the hard drive but instead isolates the portion of the clip you want included in the movie. In a manner of speaking, In and Out points open a window over the clip, showing only the part you select. You can move the points as needed to regain any frames you might have trimmed off.

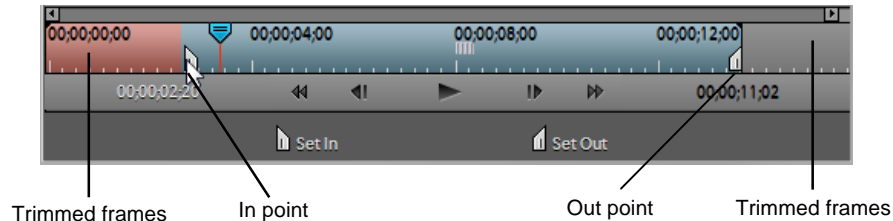


Figure 6 In and Out points serve as a window over a clip

You always trim from either end of a clip. To trim frames from the middle of a clip, you must first split the clip (which creates two instances of the original clip) and then trim the unwanted frames from the end of the first clip or the beginning of the second. You can trim a clip by clicking the Set In and Set Out buttons in the Preview window, by dragging handles in the Monitor panel while viewing the Sceneline, or by dragging the ends of the clip in the Timeline.

Previewing and trimming in the Preview window

You can preview any clip and set new In and Out points for it before arranging it with others in the My Project panel. You might, for example, preview your clips to determine their quality and trim off their unusable parts before starting to arrange them. You can preview and trim clips in the Preview window (**Figure 7**).

Trimming a clip in the Preview window sets its In and Out points for all subsequent instances placed in the My Project panel. It does not change the In and Out points of instances of the clip already in the My Project panel before the trimming.

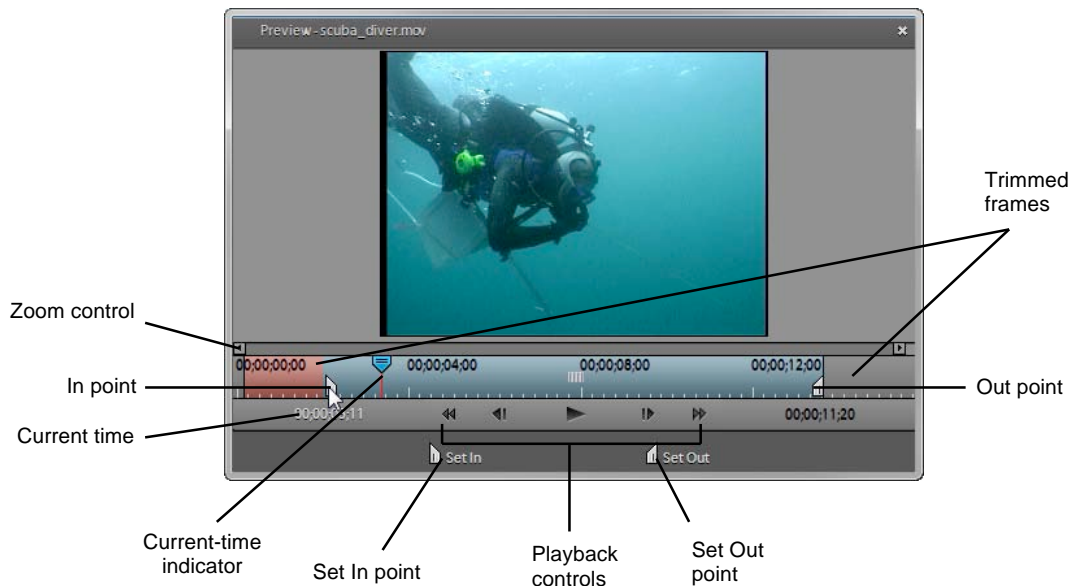


Figure 7 Preview window

To preview a clip in the Preview window:

1. Open the Media in the Tasks panel.
2. Double-click a clip in the Media view (**Figure 8**).
The clip appears in the Preview window.
3. Do any of the following in the Preview window:
 - To play the clip, click the Play button.
 - To step back or forward one frame, click the Step Back button or the Step Forward button.
 - To step back or forward five frames, Shift-click the Step Back button or the Step Forward button.

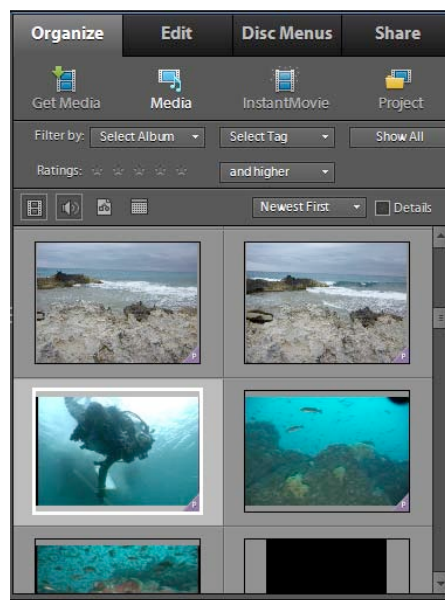


Figure 8 Project view in the Tasks panel

Trimming a clip in the Preview window

You can trim a clip in the Preview window before placing it into the My Project panel. The Set In and Set Out buttons mark the start and end frames of the clip. Once a clip is in a movie, you can reopen it in the Preview window to change its In and Out points for subsequent instances, either regaining frames previously trimmed or trimming additional frames.

To trim a clip in the Preview window:

1. Click the Organize tab.
2. Double-click a clip in the Media view.
The clip appears in the Preview window.
3. To trim the clip, do any of the following in the Preview window:
 - To set a new In point, either drag the In point handle to the desired location or drag the current-time indicator to the desired location and click the Set In button.
 - To set a new Out point, either drag the Out point handle to the desired location or drag the current-time indicator to the desired location and click the Set Out button (**Figure 9**).
4. Click the Close button in the Preview window.

Note: Subsequent instances of the clip dragged from the Project view will assume the In and Out points of the trimmed clip. Trimming in the Preview window will not affect instances of the clip already in the My Project panel before trimming.

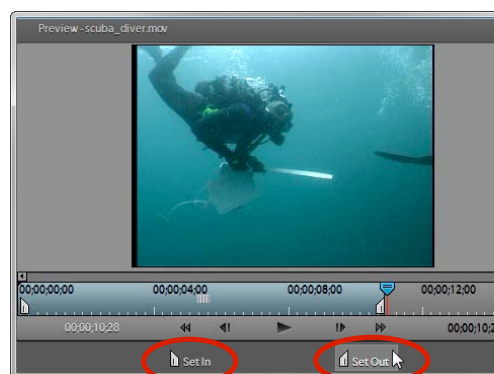


Figure 9 Set In and Set Out buttons in the Preview window

Zooming in and out in the Preview window

When previewing a clip in the Preview window, you can zoom in or out of its time ruler to expand or contract its increments. Zooming in on the time ruler helps you see changes happening over small expanses of time, even over the duration of a single frame. Zooming out helps you see changes happening over longer spans.

To zoom in and out in the Preview window:

- To zoom in on the time ruler, drag either end of the Zoom control toward the center (**Figure 10**).
- To zoom out on the time ruler, drag either end of the Zoom control out toward the edge of the ruler.

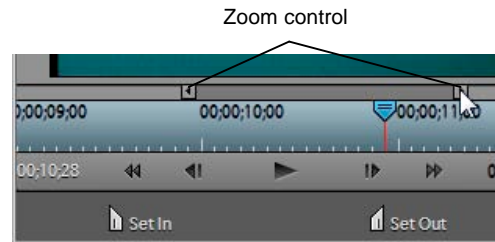


Figure 10 Zoom control in the Preview window

Trimming a clip in the Monitor panel

When the My Project panel is in the Sceneline view, you can trim clips directly in the Monitor panel.

To trim a clip in the Monitor panel:

1. In the My Project panel, click Sceneline.
2. Select a clip in the Sceneline (**Figure 11**).
The clip appears in the Monitor panel, with a clip representation containing the clip's filename on the time ruler of the Monitor panel.
3. Do one of the following:
 - To trim the clip from the beginning, drag the In point handle on the left of the clip representation to the right.
 - To trim the clip from the end, drag the Out point handle on the right of the clip representation to the left (**Figure 12**).

The Monitor panel shows two frames: on the left, the clip with the location of the handle you drag, as well as the beginning of the next clip.

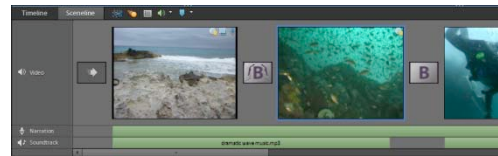


Figure 11 My Project panel, Sceneline view

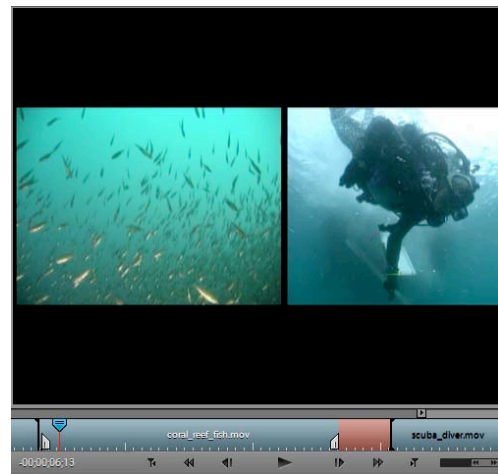


Figure 12 Drag the Out point to trim a clip in the Monitor panel

Removing frames from the middle of a clip in the Sceneline

You may want to retain material at the beginning and end of a clip for your movie but remove material from its middle. You can split the clip right before the unwanted section begins and then trim the unwanted material from the beginning of the newly created second clip.

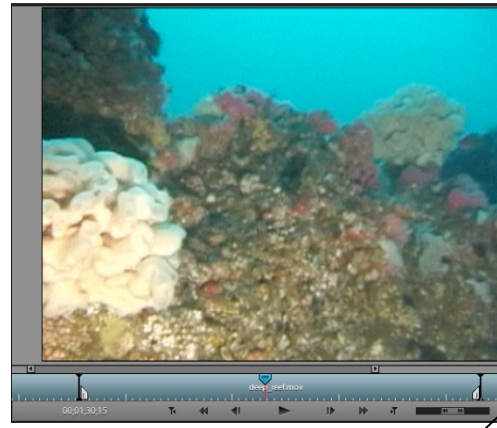
To remove frames from the middle of a clip in the Sceneline:

1. In the My Project panel, click Sceneline.
2. Select the clip containing unwanted material in the Sceneline.

The clip appears in the Monitor, with a clip representation containing its filename in the time ruler of the Monitor.
3. Drag the current-time indicator in the Monitor to the frame where the unwanted material begins.
4. In the Monitor, click the Split Clip tool (**Figure 13**).

Two clip representations replace the original in the time ruler of the Monitor, and two clips replace the original in the Sceneline.
5. Select the representation of the second clip in the time ruler of the Monitor.
6. Drag the Set In handle of the clip representation to the right, and drop it past the unwanted material.

The unwanted material is removed from the beginning of the second clip, and the gap created between the first and second clips is automatically closed (**Figure 14**).



Split Clip tool

Figure 13 Place the current-time indicator at the split point, and click the Split Clip tool

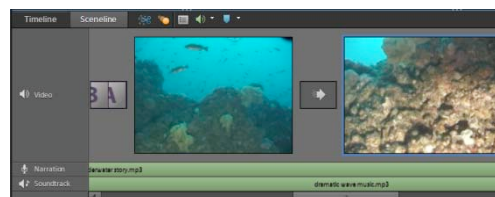


Figure 14 Two trimmed clips replace the original in the Sceneline

Editing clips on the Timeline

You can remove or regain trimmed frames from either end of a clip by dragging the clip's edge in the Timeline. To help you locate the precise frame you want, the Monitor panel displays the frame at the changing In or Out point of the clip as you drag. If a clip has another clip immediately adjacent to the edge you're trimming, the Monitor panel displays the frames of both clips side-by-side. The frame on the left (the Out point) is earlier in time, and the frame on the right (the In point) is later in time. Subsequent clips in the Timeline shift as you drag the clip's edge. When you are trimming frames, empty space adjacent to the trimmed edge shifts in time just as a clip would.

A pop-up window displays the amount of time you are trimming as you trim them (**Figure 15**). This window displays a negative value if you drag the edge toward the beginning of the movie and a positive number if you drag toward the end of the movie.

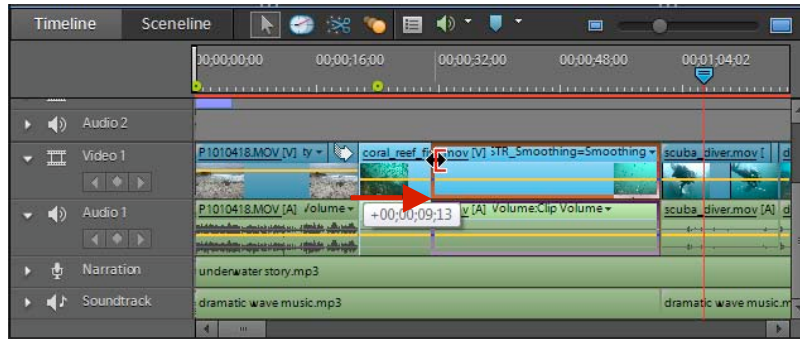


Figure 15 Timeline during trimming

For linked clips (video that includes a soundtrack), dragging the edge of one clip changes the In or Out points of both clips. Sometimes you want to trim linked clips independently to create split edits (also known as L-cuts and J-cuts). Pressing Alt (Windows) or Option (Mac OS) when you trim allows you to set the In and Out points of the video and audio separately.

To trim clips in the Timeline:

1. In the My Project panel, click Timeline.
2. Click the Selection tool.

Note: To trim only one clip of a linked pair, Alt-select the clip to temporarily unlink them. Select them again to move them as a unit.
3. Position the pointer over the edge of the clip you want to trim until the correct icon appears:
 - Trim-In icon to trim the beginning of a clip (**Figure 16**)
 - Trim-Out icon to trim the end of a clip
4. Drag the edge to the desired frame.

Notice that the Monitor panel displays the frames as you drag, also showing the frame from the adjacent clip (**Figure 17**). Subsequent clips in the track shift in time to compensate for the edit, but their durations remain unchanged.

Note: You cannot drag the In point of a clip to the left past the edge of an adjacent clip.

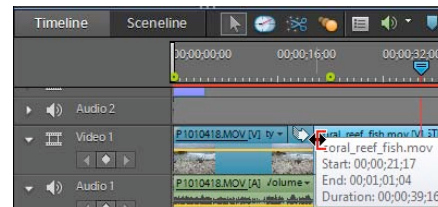


Figure 16 Trim-In icon indicates trimming from the beginning of a clip

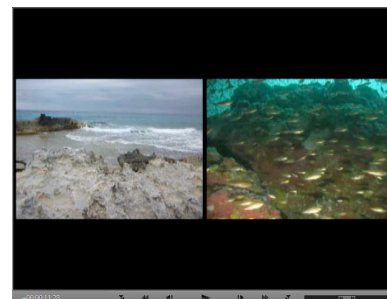


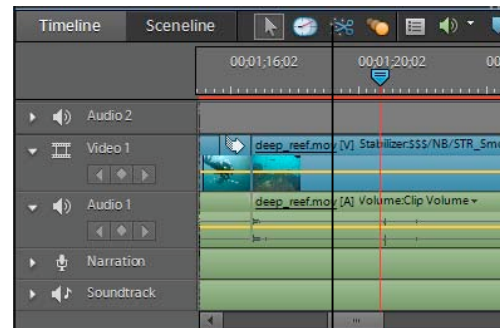
Figure 17 Adjacent frame and trimmed frames are both visible in Monitor to help with trimming

Using Smart Trim

The Smart Trim mode automatically analyzes clips on the Timeline, identifying problems such as low contrast, too shaky, too dark, or blurry.

To use Smart Trim:

1. In the My Project panel, click Timeline.
2. Click the Smart Trim Mode icon (**Figure 18**).
Premiere Elements switches to Smart Trim mode. You may see the message “Analyzing Media.”
Smart Trim highlights clips with problems.
3. Position the pointer over any highlighted area until a message appears, such as “Blurred, Shaky” (**Figure 19**).
4. To trim the problem segment, position the pointer over the edge of the highlighting until the trim icon appears.
5. Drag the pointer to the end of the highlighted area.
The problem area is removed from the Timeline.
6. Click the Smart Trim Options button at the top of the Monitor.
7. Drag one of the sliders to the left to adjust Quality Level or Interest Level.
Observe that the highlighted areas change. For example, if you reduced the Quality Level, you will likely see fewer highlighted areas on the Timeline.



Smart Trim Mode Icon

Figure 18 Timeline

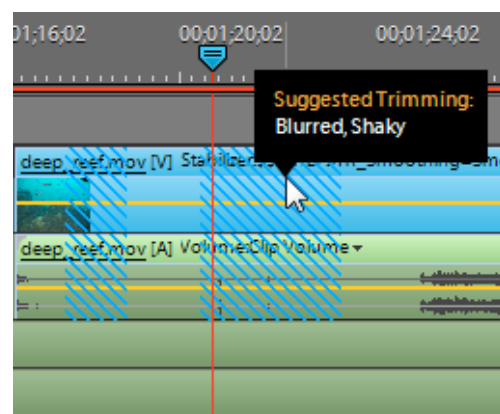


Figure 19 Problem segment identified by Smart Trim

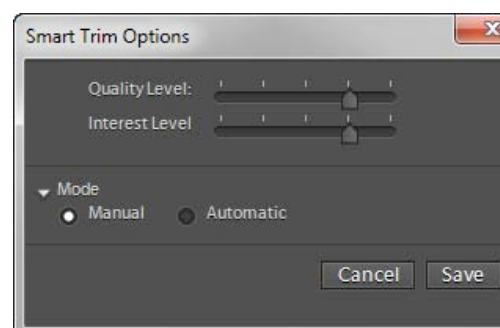


Figure 20 Smart Trim dialog box

About splitting clips

At times you may want to apply different effects to different parts of a clip. For example, you may want to speed up the first part of it while leaving the second part at normal speed. To do this, you cut a clip into separate pieces and then apply effects and transitions to those pieces. You can split a clip in a movie by using the Split Clip tool to cut one or more selected clips at the current-time indicator.

Splitting a clip creates a new and separate instance of the original clip and, if linked to another clip, a new instance of the linked clip as well. The resulting clips are full versions of the original clip but with the In or Out point changed to match the location marked by the tool (**Figure 21**). You can select and delete these clips.

Note: If you want to change effect settings over time, you don't have to split the clip. You can apply keyframes to a single clip instead.

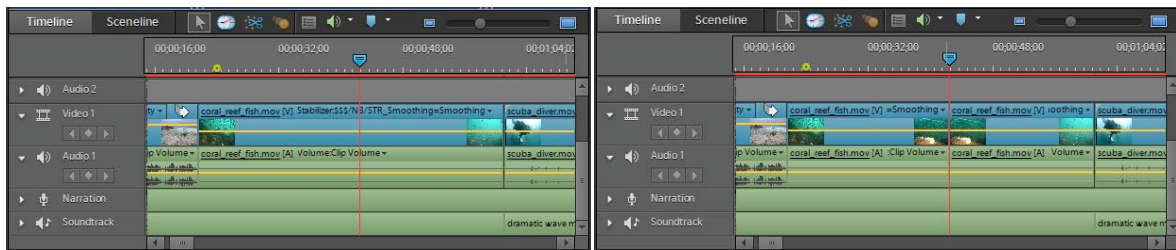


Figure 21 Timeline view showing split Clip tool before (left) and after (right) cuts selected clips at the current-time indicator

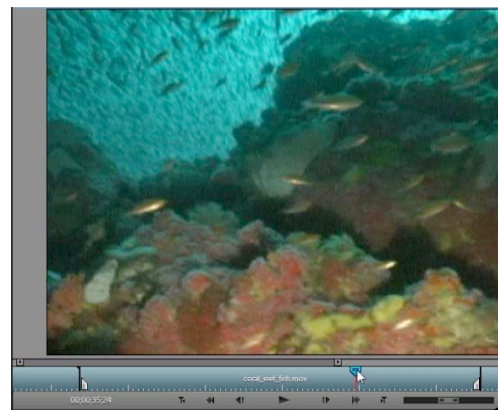
Splitting a clip

You can split a clip at any frame, creating one clip that ends and another that begins at that frame. You can edit the two resulting clips as you would any other clips.

To split a clip:

1. In the My Project panel, click either Sceneline or Timeline and select a clip in the Sceneline or the Timeline.
The clip selected appears in the Monitor panel.
2. Do one of the following:
 - If you chose Sceneline, drag the current-time indicator in the Monitor to the frame where you want to create the split (**Figure 22**).
 - If you chose Timeline, drag the current-time indicator in the Timeline to the frame where you want to create the split.
3. In the Monitor, click the Split Clip tool.

Two new clips take the place of the original clip in the My Project panel, one ending and one beginning at the location of the current-time indicator.



Split Clip tool

Figure 22 In the Sceneline view, drag the current-time indicator in the Monitor

Using Time Stretch

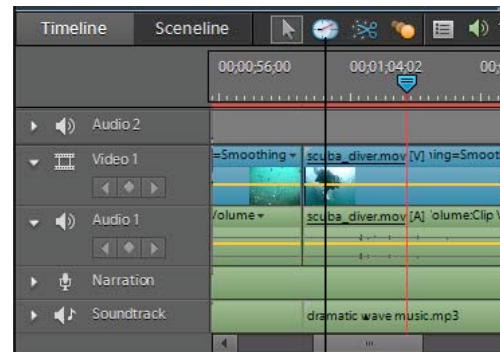
At times, you may want to stretch out a clip to match an audio track or for other reasons. To do so, you first need to drag the clip to the end of the movie or to another track with sufficient space, so that you do not bump up against another clip when you are stretching the clip. You can also use Time Stretch for images. When you apply Time Stretch to an image, the image is displayed for more time.

To apply Time Stretch to a clip:

1. In the My Project panel, click Timeline.
2. Move the clip to the end of the movie or to another track with sufficient space to hold the stretched clip.
3. Click the Time Stretch tool at the top of the Timeline (**Figure 23**).
4. Position the pointer over the edge of the clip you want to stretch until the correct icon appears:
 - Time Stretch In icon to time stretch the clip to the left of the pointer.
 - Time Stretch Out icon to time stretch the clip to the right of the pointer.
5. Drag the edge of the clip to extend or shorten it (**Figure 24**).

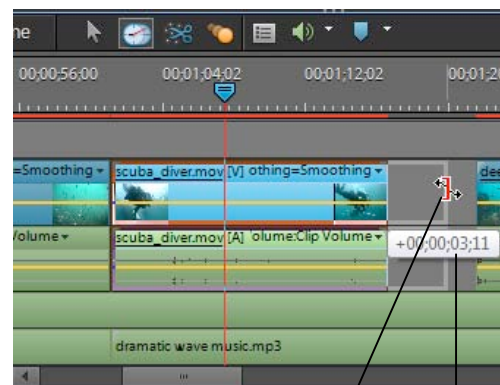
Extending the clip will slow down the action in the clip, while shortening the clip will speed up the action.

As you stretch the clip, Premiere Elements indicates by how much time the clip is changing.
6. Rewind the clip and click Play to preview your changes.
7. Shorten or lengthen the clip as necessary.
8. If you moved the clip in step 2, you can now use the Selection tool to drag the clip back into place.



Time Stretch tool

Figure 23 Clip positioned for Time Stretch



Time Stretch Out icon

Amount clip is changing

Figure 24 Stretching the clip

To apply Time Stretch to an image:

1. In the My Project panel, click Timeline.
 2. Move the image to the end of the movie or another track with sufficient space.
 3. Click the Time Stretch tool at the top of the Timeline.
 4. Position the pointer over the edge of the image you want to stretch until the correct icon appears:
 - Time Stretch In icon to time stretch the image to the left of the pointer.
 - Time Stretch Out icon to time stretch the image to the right of the pointer.
 5. Drag the edge of the image to extend or shorten it on the Timeline.
- Extending it will cause the image to appear for more time, while shortening it will cause the image to appear for less time.
- As you stretch the image, Premiere Elements indicates by how much time the clip is changing (**Figure 25**).
6. Rewind the clip and click Play to preview your changes.
 7. Shorten or lengthen the image as necessary.
 8. If you moved the image in step 2, you can now use the Selection tool to drag the image back into place.

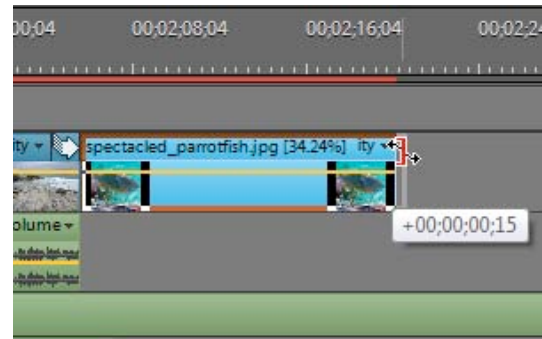


Figure 25 Stretching the image

Applying auto quality enhancements

Premiere Elements provides a number of effects that enable you to quickly enhance the quality of a clip.

- *Auto Color* adjusts color levels and contrast, limiting the overall range of black and white pixels. It can quickly improve many clips.
- *Auto Contrast* sharpens the overall contrast—the difference between light and dark colors—without introducing or removing color casts.
- *Auto Levels* automatically reduces both highlights and shadows. That is, it makes light areas slightly darker and dark areas slightly lighter. Auto Levels adjusts each color channel individually. In some cases, it may add a slight tint to a clip. You can remove this tint by undoing the effect.

All effects are reversible, so if you don't like the results of an effect, you can remove the effect at any point.

To apply Auto Color, Auto Contrast, or Auto Levels:

1. Click the Edit tab in the Tasks panel.
2. Click the Effects button.
The Effects view opens. Auto Color, Auto Contrast, and Auto Levels appear in the top row of effects (**Figure 26**).
3. Click Auto Contrast to select it.
4. Click the Apply button to apply the effect.
Observe that the clip changes slightly and that Auto Contrast appears next to the clip preview in the Edit workspace (**Figure 27**). If you are pleased with the change, save the file.
5. To remove the effect at any time, click the applied effect in the Edit workspace and click the Delete icon.

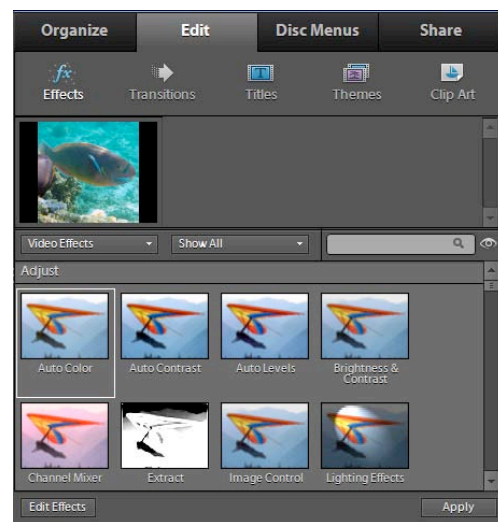
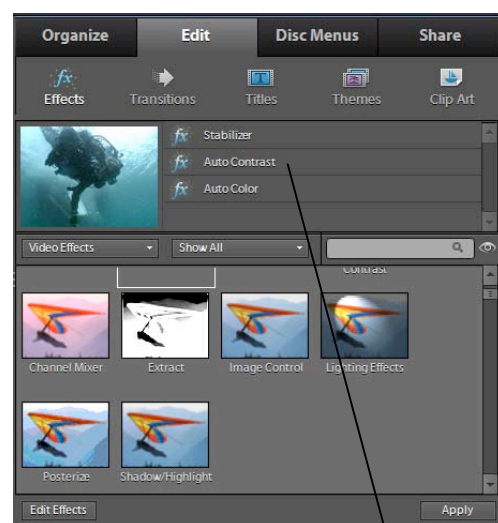


Figure 26 Effects view



Effects applied

Figure 27 List of applied effects

Editing multiple clips

You can edit multiple clips by first selecting them in the Timeline and then applying one or more of the following commands.

- Apply default transition to multiple clips
- Apply effects to multiple clips
- Change the speed and duration of multiple clips in one operation
- Adjust audio gain for multiple clips

To apply effects or transitions to multiple clips:

1. In the My Project panel, click Timeline. Make sure there are multiple clips on the Timeline.
2. Click the Select tool.
3. While holding down the Shift key, click to select multiple clips (**Figure 28**).
4. Choose an effect or transition in the Edit workspace of the Tasks panel.

Premiere applies the effect or transition to the selected clips.

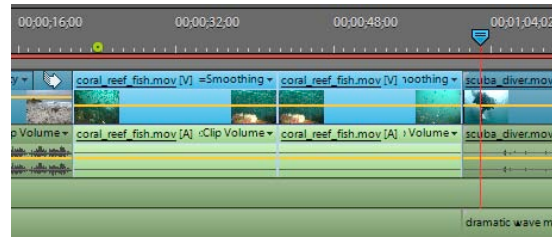


Figure 28 Selecting multiple clips

Using Freeze Frame to export images

At times, you may want to extract a still image from a video. You can do so by using the Freeze Frame command.

To export an image:

1. In the Timeline, drag the current-time indicator to the frame you want to capture (**Figure 29**).
2. Click the Freeze Frame button.
The Freeze Frame dialog box opens (**Figure 30**).
3. Click the Export button.
4. Browse for a location to store the image and enter a name for it.

Note: You can also insert the still image into the movie. If you do so, you can first set a duration for the image to appear in the movie by dragging over the Freeze Frame Duration number.

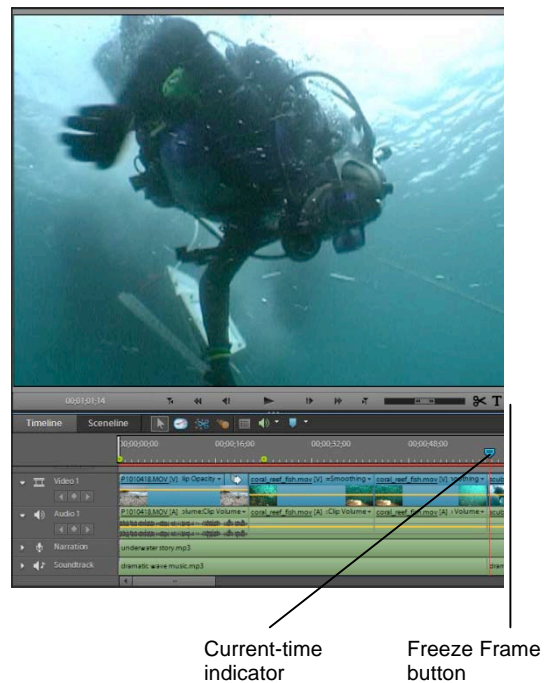


Figure 29 Current-time indicator positioned for Freeze Frame

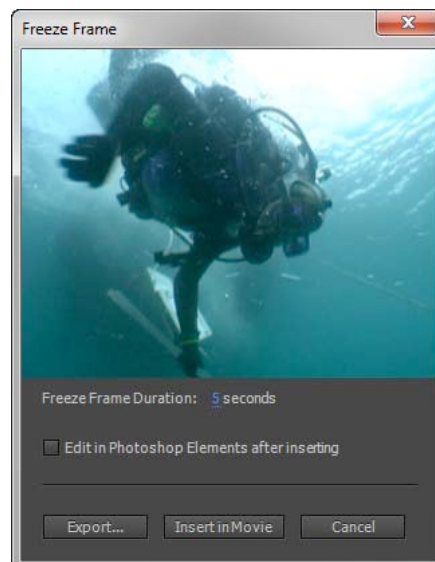


Figure 30 Freeze Frame dialog box

How to add transitions

By using transitions, you can phase out one clip while phasing in the next, or you can stylize the beginning or end of a single clip. A transition can be as subtle as a cross dissolve or quite emphatic, such as a page turn (**Figure 1**) or spinning pinwheel. You generally place a transition on a cut to include clips on either side—a double-sided transition, but you can also apply a transition to just the beginning or end of a clip—a single-sided transition.



Figure 1 Page Peel transition between two clips (left) and Cross Dissolve transition at end of clip (right)

For a transition to shift from one clip to the next, the transition must overlap frames from both clips. To achieve the overlap, transitions can use frames previously trimmed from the clips, if any exist (frames just past the In or Out point at the cut), or they can repeat the frames on either side of the cut. It's important to remember that when you trim a clip, you don't delete frames. The resulting In and Out points simply frame a window over the original clip. A transition uses the trimmed frames to create the transition effect (**Figure 2**), or, if the clips don't have trimmed frames, the transition repeats frames (**Figure 3**).



Figure 2 Transition using trimmed frames to shift to the next scene
A. First clip with trimmed frames at end **B.** Movie containing clips and transition
C. Second clip with trimmed frames at beginning

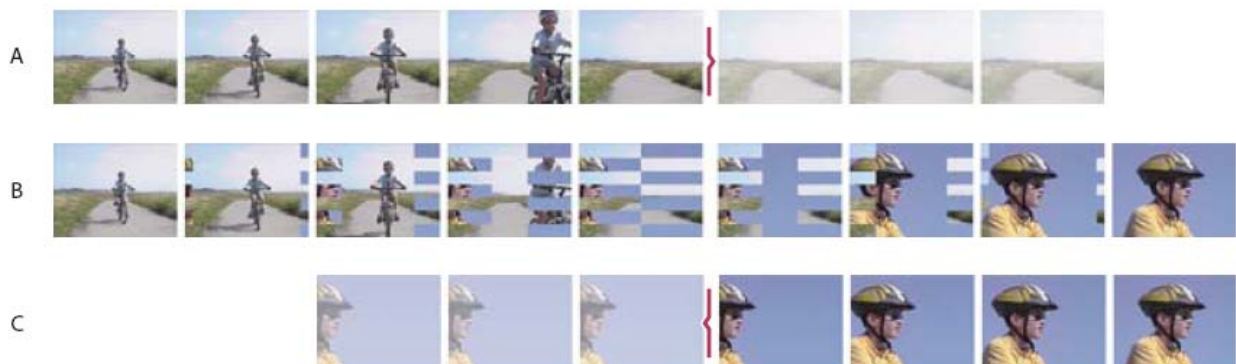


Figure 3 Transition repeating frames for clips without trimmed frames
A. First clip showing last frame repeated **B.** Movie containing both clips and transition
C. Second clip showing first frame repeated

Where to access transitions

Available transitions are listed in the Edit workspace in the Tasks panel (**Figure 4**) and are organized into two main categories, Video Transitions and Audio Transitions. Video transitions have corresponding animated thumbnails that show how they affect clips. Select a transition to set its thumbnail in motion.

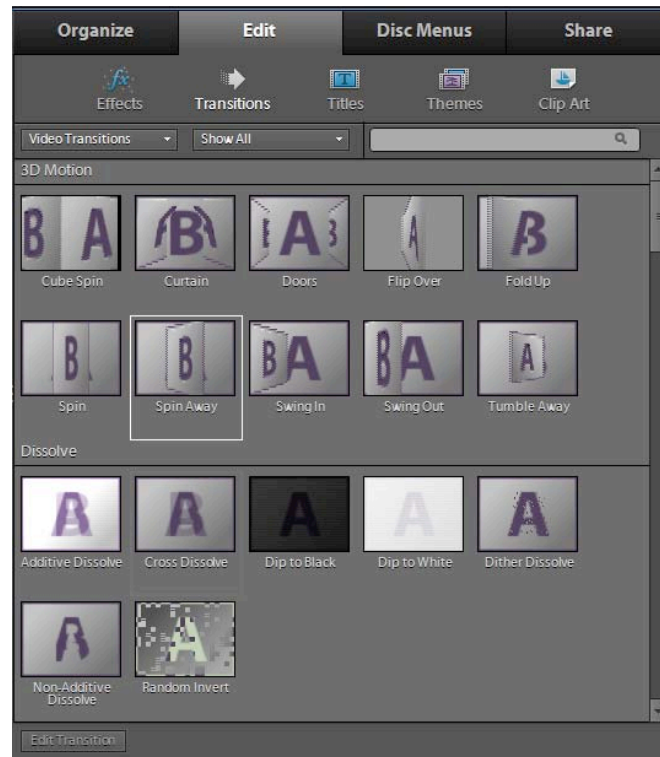


Figure 4 Transitions view in the Tasks panel

You can narrow a search for transitions by choosing a transition type, such as Dissolve, from the category menu. You can also search for a transition by typing its name in the search box. If you use a transition frequently, you can right-click it and choose Set Selected as Default Transition. You can then quickly find all your frequently used transitions in the Favorites folder.

Note: Adobe Premiere Elements includes two audio transitions in the Crossfade category, Constant Power and Constant Gain. Though both provide fades, they differ slightly. Constant Power creates a smoother-sounding fade, while Constant Gain, though mathematically linear, often sounds abrupt.

Transition appearance in the Sceneline and the Timeline

In the Sceneline, a transition appears as a rectangle between two clips. In the Timeline, a transition appears just above the cut between two clips, or just above the In or Out point of a single clip (**Figure 5**).

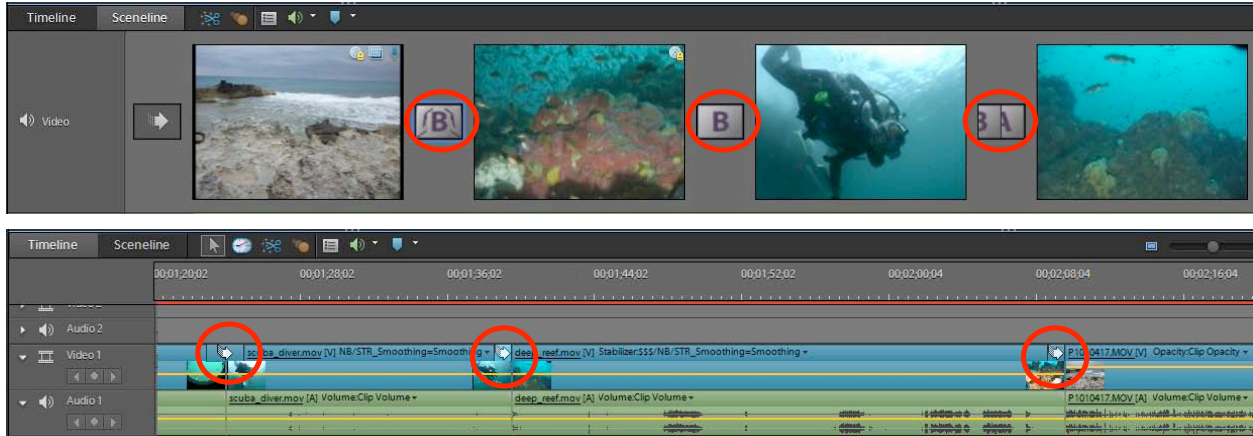


Figure 5 Transitions in the Sceneline (above), transitions in the Timeline (below)

Applying double-sided and single-sided transitions

Transitions that gradually replace one clip with another are called *double-sided* transitions. Those that affect only a single clip, such as a Dip to Black, are called *single-sided*.

Double-sided transitions occur between clips and are typically used to leave the first clip while introducing the second. A single-sided transition occurs at the beginning or end of a clip (**Figure 6**). These transitions are typically used to fade to black or to let a second clip show through the first.

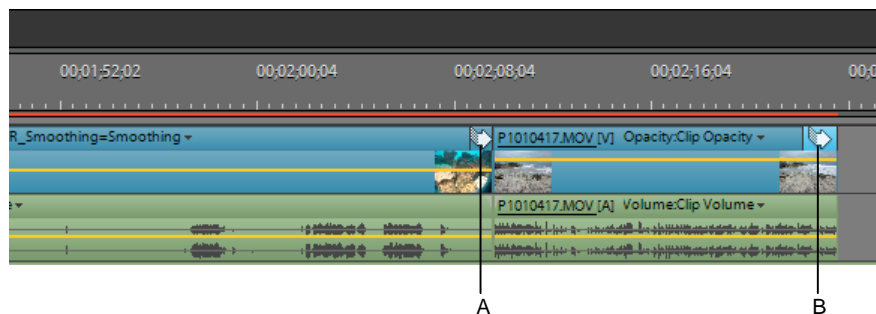


Figure 6 Types of transitions
A. Double-sided transition **B.** Single-sided transition

If neither clip has extra frames, Adobe Premiere Elements applies a Center At Cut transition, which combines the last frames of the first clip with the first frames of the second. From the beginning of the transition, it repeats, or duplicates, the first frame of the second clip until the cut line. Following the cut line, it repeats the last frame of the first clip to the end of the transition.

To apply a double-sided transition in the Sceneline:

1. Open an Adobe Premiere Elements project and confirm the Sceneline is open.
2. In the Tasks panel, click Edit, and then click the Transitions button to open the Transitions view.
3. From the menus in the Transitions view, select Video Transitions, and then select the category containing the transition you want to apply (**Figure 7**).
4. Drag the transition from the Tasks panel to a rectangle between two clips in the Sceneline (**Figure 8**).
An icon of the transition fills the rectangle.
5. Double-click the rectangle to preview the transition.

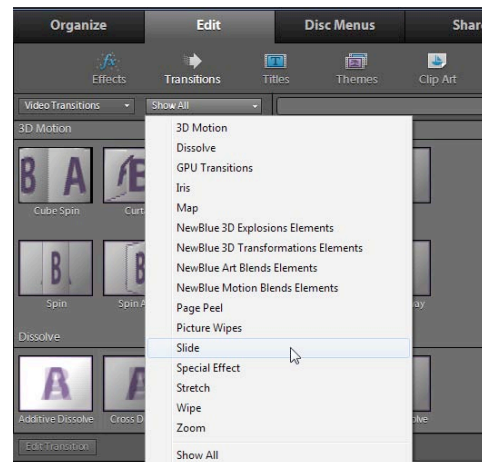


Figure 7 Transitions category menu

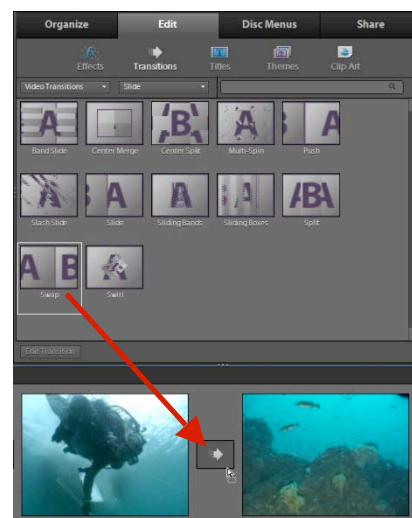





Figure 8 Dragging a transition into the Sceneline

Applying a double-sided transition in the Timeline

To apply a transition between two clips in the Timeline the clips must be on the same track, with no space between them. If a double-sided transition must use repeated frames (rather than trimmed frames), the transition icon contains additional diagonal lines. The lines span the area where it has used the repeated frames.

To apply a double-sided transition in the Timeline:

1. In the Tasks panel, click Edit, and then click Transitions.
2. In the My Projects panel, click Timeline.
3. From the menus in the Transitions view, select Video Transitions, and then select the category containing the transition you want to apply.
4. Drag the transition from the Tasks panel to the cut between two clips in the Timeline, and release the mouse button when one of the following pointers appears:

- *Start At Cut icon* : Aligns the beginning of the transition to the beginning of the second clip.
- *Center At Cut icon* : Centers the transition over the cut (**Figure 9**).
- *End At Cut icon* : Aligns the end of the transition to the end of the first clip.

Note: Dragging a transition allows you to select Start At Cut, Center At Cut, or End At Cut by slowly dragging the transition left and right over the cut.

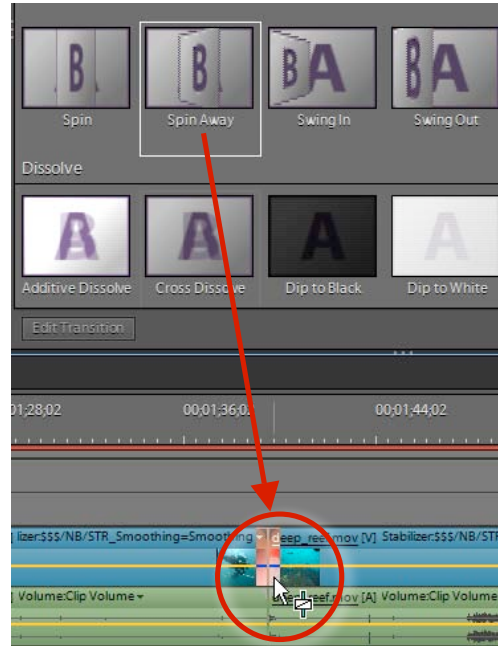


Figure 9 Dragging a transition onto the Timeline, with Center At Cut icon visible at pointer

To apply a single-sided transition in the Sceneline:

1. In the Tasks panel, click Edit, and then click Transitions.
2. In the My Projects panel, click Sceneline.
3. From the menus in the Transitions view, select Video Transitions, and then select the category containing the transition you want to apply.
4. Do one of the following:
 - If the clip has no clip adjacent to one side of it, drag the transition to the transition rectangle on that side of the clip.
 - If the clip is adjacent to another clip, drag the transition between the two clips. In the Sceneline, click the Properties button (**Figure 10**) and from the Alignment menu, select either Start At Cut or End At Cut (**Figure 11**).

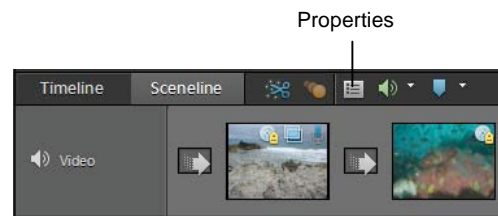


Figure 10 Properties button in Sceneline

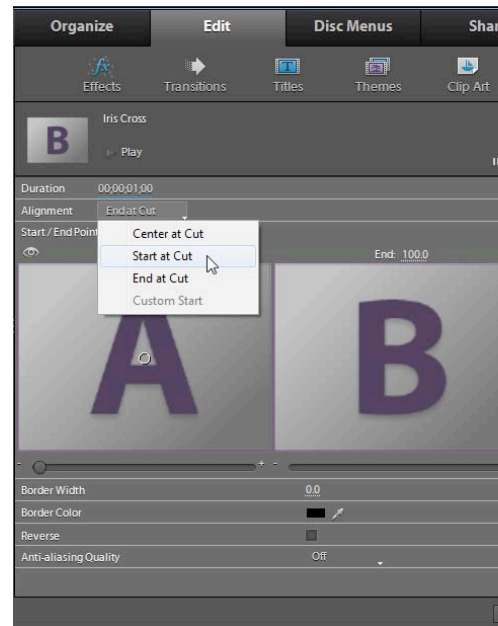


Figure 11 The Alignment menu in the Transition properties view

Applying a single-sided transition in the Timeline

When you create a single-sided transition, whatever is below the transition in the Timeline appears in the transparent portion of the transition. For example, if you want the clip to transition to black, it must be on track 1 or have no clips beneath it. If the clip is on a track above another clip, the clip on the lower track appears in the transition, so the transition will appear to be double-sided.

To apply a single-sided transition in the Timeline:

1. In the Tasks panel, click Edit, and then click Transitions.
2. In the My Projects panel, click Timeline.
3. From the menus in the Transitions view, select Video Transitions, and then select the category containing the transition you want to apply.
4. Do one of the following:
 - If the clip has no adjacent clip to one side of it, drag the transition to the edge of the clip.
 - If the clip is adjacent to another clip, drag the transition to the edge of the desired clip (**Figure 12**).

Note: The appearance of the pointer will differ, depending on start options selected for the transition.

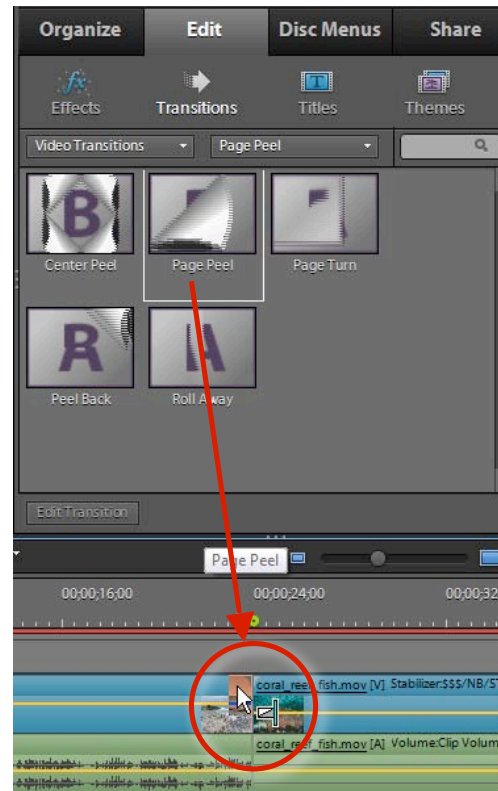


Figure 12 Dragging a transition onto the Timeline, with Start At Cut icon visible at pointer

Previewing a transition prior to applying it

Animated thumbnails in the Transitions view enable you to preview any transition without having to apply it to a clip.

To preview a transition before you apply it:

1. In the Tasks panel, click Edit, and then click Transitions.
2. Click a thumbnail to set it in motion (**Figure 13**).

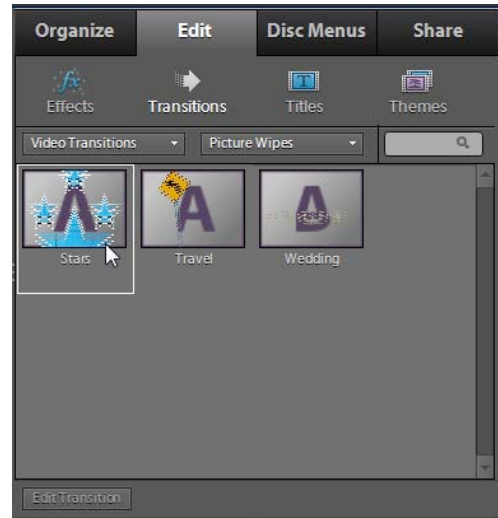


Figure 13 Animated thumbnail

Previewing an applied transition

You can preview transitions you've applied from either the Properties view or the Monitor panel. The Properties view provides a preview area where you can display thumbnails of the actual clips or the default thumbnails (the letters A and B) (**Figure 14**). All adjustments to transitions are performed in the Properties view, so if you plan to adjust it as you preview it, use the Properties view.

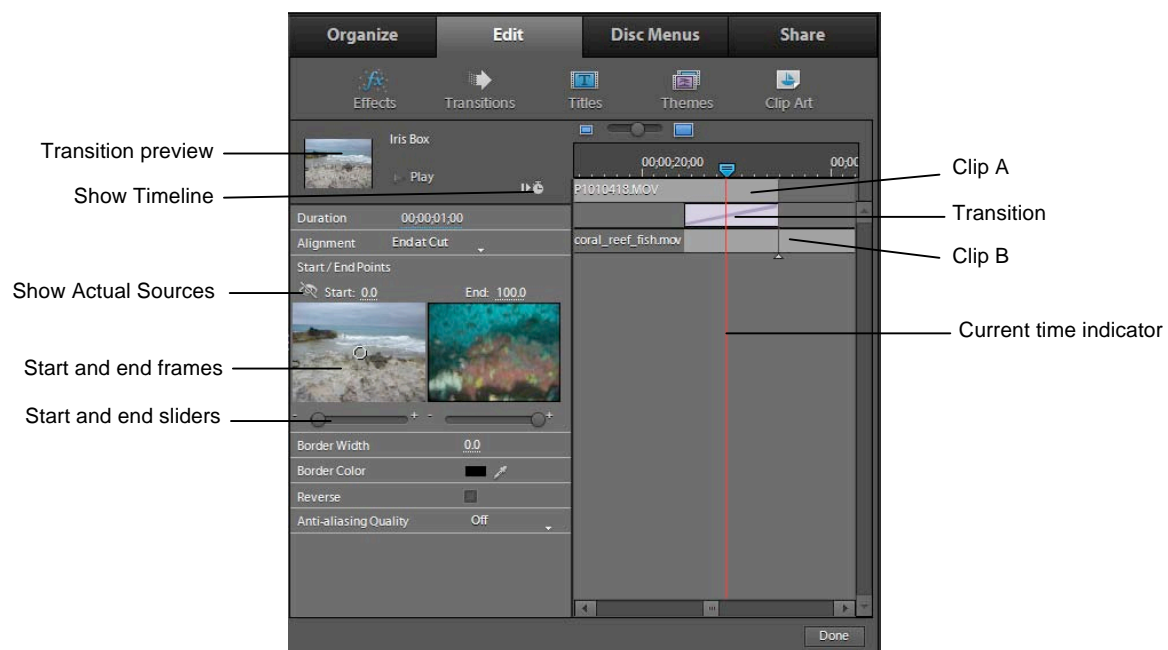


Figure 14 Applied transition in Properties view

To preview an applied transition:

1. Select the transition in the Timeline.
2. In the Transitions view of the Tasks panel, click the Edit Transition button.
3. In the Properties view, click Show Timeline if the Properties timeline is hidden (**Figure 14**).
4. To display the actual clips in the preview area, select Show Actual Sources. (You may need to lengthen the panel to locate this option.)
5. Do any of the following:
 - To preview the transition in the Properties view, click the Play button next to the thumbnail (**Figure 15**). Click the button again to stop the preview.
 - To preview the transition in the Monitor panel, move the current-time indicator (in either the Timeline or the Properties view) to the left of the transition, and then click the Play button in the Monitor panel (**Figure 16**).
 - To preview a particular frame of the transition in the Monitor panel, drag the current-time indicator (in either the Timeline or the Properties view) to the desired frame.

Note: If you have a digital camcorder, you can probably connect it to both your computer and TV to see real-time previews on the TV monitor.

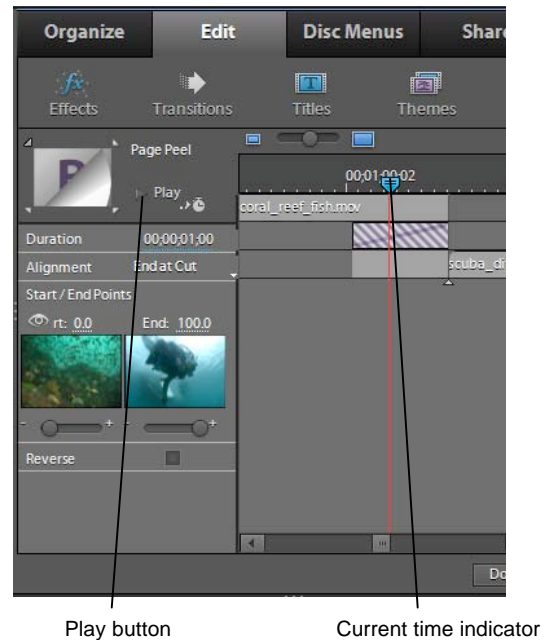


Figure 15 Properties view with Page Peel transition

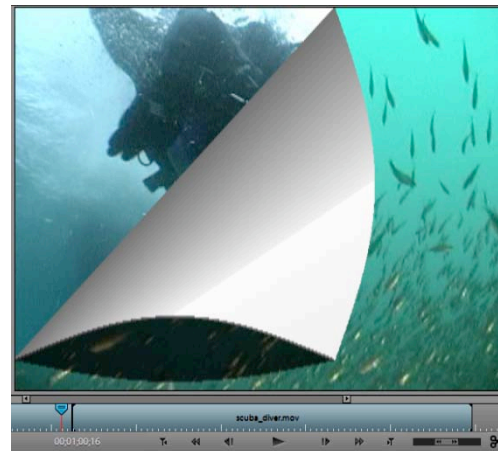


Figure 16 Previewing transition in Monitor panel

Specifying a default transition

The default transition is used in slide shows you create, files you import from Adobe® Photoshop® Elements, and motion backgrounds you create for DVD menus. The default transitions are Cross Dissolve for video and still images and Constant Power for audio, but you can change these defaults.

To specify a default transition:

1. In the Tasks panel, click the Edit tab, and then click Transitions.
2. Right-click (Windows) or Control-click (Mac OS) the transition you want to be the default, and choose Set Selected As Default Transition (**Figure 17**).

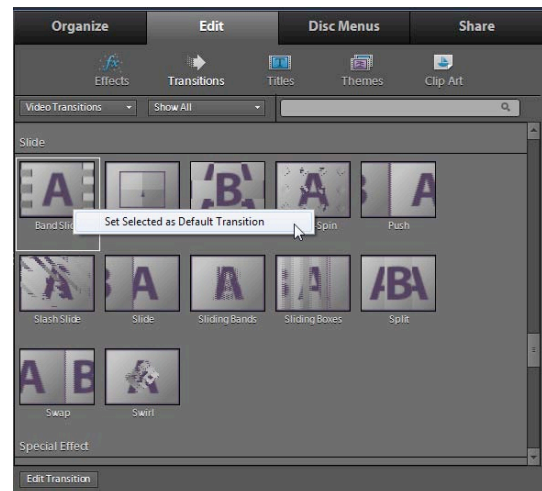


Figure 17 Set Selected As Default Transition

Controls and options for adjusting transitions

All transitions have properties you can adjust in the Properties view (**Figure 18**). Common properties are the location of the center point, the start and end values, the border, and the anti-aliasing quality setting. (For some transitions, you can also change the orientation.) The following list describes the most common controls and options you can use to adjust transition properties.

To open the Properties view, click the Edit Transition button in the Transitions view.

- *Duration:* Sets the duration of the transition. The default duration is one second.
- *Alignment:* Controls how the transition is aligned between clips. By default, transitions are centered between clips.
- *Directional selectors:* Change the orientation of the transition. For example, the Barn Doors transition can be oriented vertically or horizontally. Click a directional selector—one of the small arrows that surround the small thumbnail in the preview area—to change the orientation. A transition doesn't have directional selectors if it has one orientation or if orientation isn't applicable.
- *Start and End sliders:* Set the percentage of the transition that is complete at the start and end of the transition.
- *Show Actual Sources:* Displays the starting and ending frames of the clips.
- *Border Width:* Adjusts the width of the optional border on the transition. The default border is None. Some transitions do not have borders.
- *Border Color:* Specifies the color of the transition's border. Double-click the color swatch or use the eyedropper to choose the color.
- *Reverse:* Plays the transition backward. For example, the Clock Wipe transition plays counterclockwise.
- *Anti-Aliasing Quality:* Adjusts the smoothness of the transition's edges.
- *Custom:* Changes settings specific to the transition. Most transitions don't have custom settings.

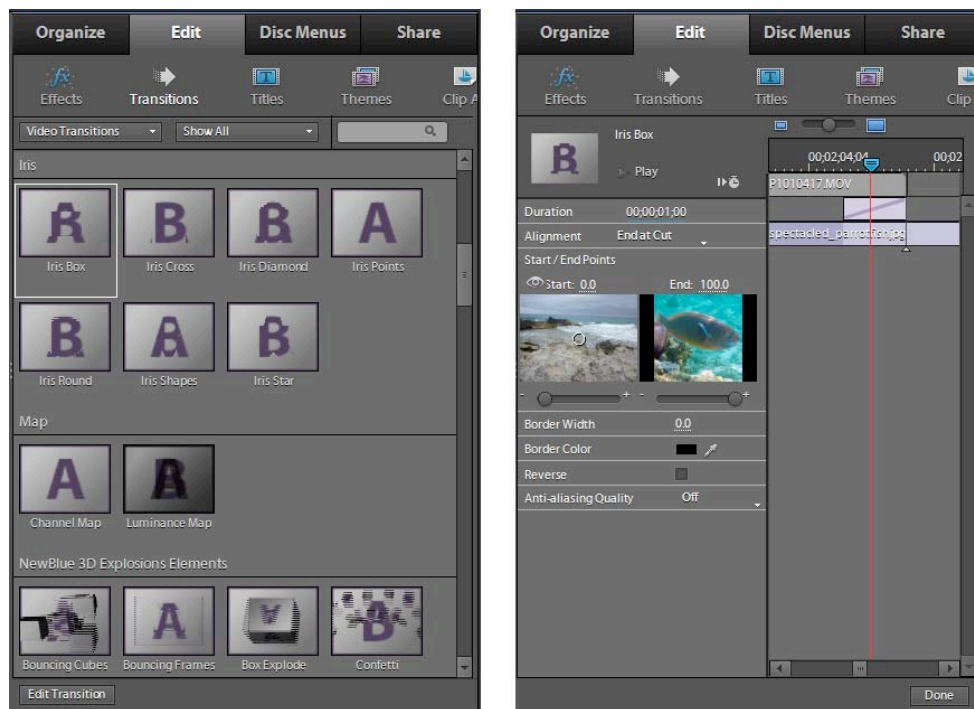




Figure 18 Transitions in Transitions view (left) and Properties view (right)

To adjust the transition duration:

Select the transition in the Timeline, and do one of the following:

- Position the pointer over the end of the transition until the Trim-In icon  (Figure 19) or the Trim-Out icon  appears; then drag.
- Select the transition to display it in the Properties view. (If the mini-timeline in the Properties view is hidden, click Show Timeline.) In the Properties mini-timeline, position the pointer over the transition until the Trim-In icon or the Trim-Out icon appears; then drag.
- In the Transitions view, click the Edit Transition button. In the Properties view, drag the Duration value, or select it and type a new value.

Note: Lengthening a transition's duration means one or both clips must have enough trimmed frames to accommodate a longer transition.

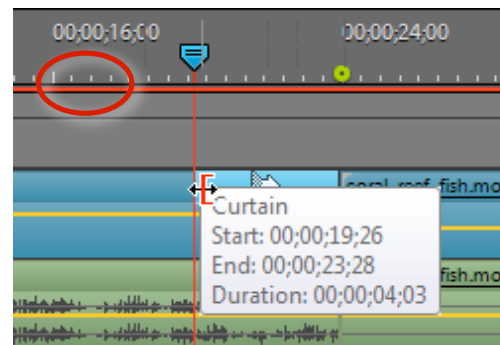


Figure 19 Trim-In icon and transition information in the Timeline

To adjust the center point of a transition:

1. Select the transition in the Timeline.
2. In the Transitions view of the Tasks panel, click the Edit Transition button.
3. In the preview area in the Properties view, drag the small circle to reposition the transition center (Figure 20).

Note: Not all transitions have an adjustable center point.



Figure 20 Default center (left) and repositioned center (right)

How to add video effects

You can use effects to add a creative flair to your movie or to fix exposure or color problems, edit sound, or manipulate images. Adobe Premiere Elements comes with preset effects with which you can quickly and easily apply a preconfigured effect to footage. You can use included presets, create your own presets, or adjust and animate values as desired.

You can animate the effects you add to clips by using presets that have predefined keyframe values, or you can create keyframes with custom values. Presets provide a quick, easy way to animate effects, while custom keyframes let you create more precise and complex animations.

About effects

After you've assembled a movie (arranging, deleting, and trimming clips), you can add polish to it by applying effects to clips (**Figure 1**). For example, an effect can alter the exposure or color of footage, manipulate sound, distort images, or add an artistic feel. All effects are preset to default settings so you can see the results of the effect as soon as you apply it. You can change these settings to suit your needs when you apply the effect.

You can also use effects to rotate and animate a clip or to adjust its size and position within the frame. Adobe Premiere Elements also includes several preset effects you can use to quickly alter your footage. Most effects have adjustable properties; however, some effects, such as Black & White, do not. All effects are reversible, so if you don't like the results of an effect, you can remove the effect at any time.

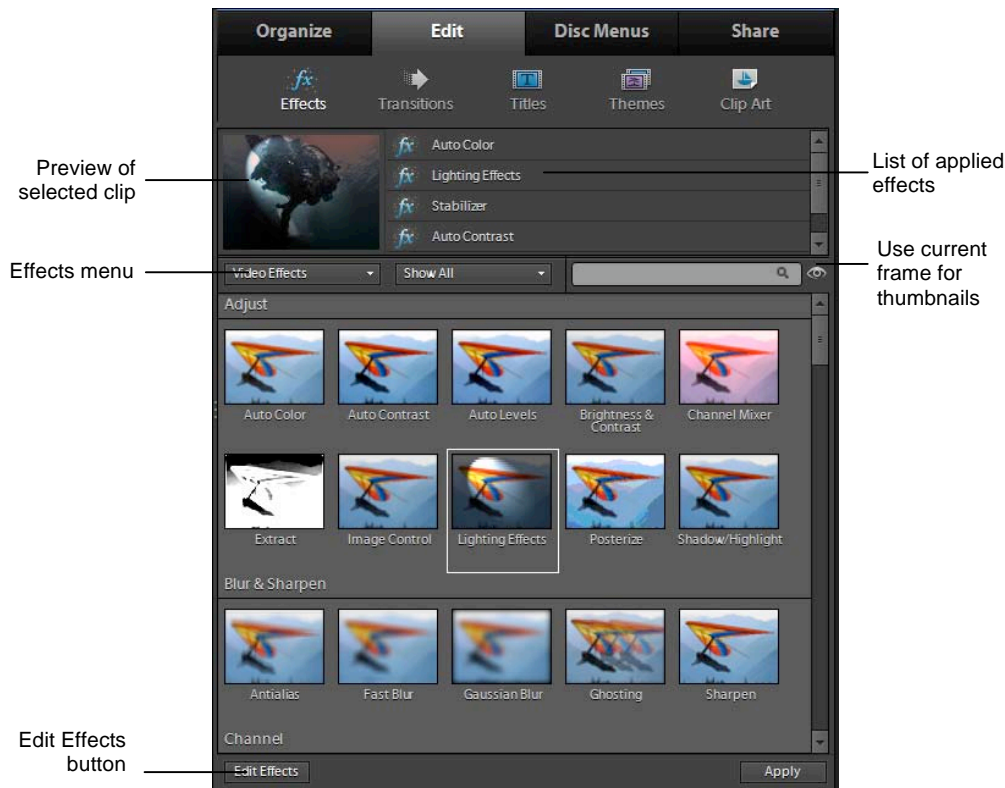


Figure 1 Effects view in the Edit workspace

This guide examines how to apply effects to a clip—specifically, how to use the cartoon special effect. This effect applies a cartoon-like style to scene (or part of a scene) for an entertaining special effect.

Find, apply, and preview effects

Available effects are listed in the Effects view and are organized into two main folders: Video Effects and Audio Effects. Effect presets (preconfigured effects) are stored in the Presets folder. If you create your own effect presets, they are stored in the My Presets folder.

Within each folder, effects are grouped by type in nested folders. For example, the Blur And Sharpen folder contains effects that alter the clarity or focus of an image, such as Fast Blur and Sharpen.

When you apply an effect to a clip, the effect is set to default values and is active for the duration of the clip. After you apply an effect, you can adjust its properties by clicking the Edit Effect button in the Effects view. You can make an effect start and stop at specific times or adjust the values of the effect over time by using keyframes.

You can apply multiple effects to a clip, and you can apply the same effect numerous times to the same clip with different settings. Keep in mind, however, that the more effects you add, the more time it takes to render the final movie. If you decide an effect is not suitable for your project, you can easily delete it in the Effects view.

To apply and preview a video effect:

1. Open an Adobe Premiere Elements project.
2. Click Edit in the Tasks panel, and click Effects to open the Effects view.
3. Select the effect you want to apply. To locate an effect:
 - Choose an effect type from the first menu (Video Effects, Audio Effects, and so on), and then choose an effect category such as the NewBlue Cartoonr Plus Elements effect from the second menu (**Figure 2**) to view its contents.
 - In the search box, type the name of the effect you are looking for. The list displays all effects with names that match the letters and spaces you type. (Clear the text box to see all of the effect folders.)
4. Select a clip or multiple clips in the Timeline or Sceneline, and do one of the following:
 - Select an effect and click the Apply button at the bottom of the Tasks panel.
 - Drag the effect to the clip in the Timeline, the Sceneline, or the Monitor panel.

Note: To select nonconsecutive clips, Shift-click each clip. To select consecutive clips, click in the My Projects panel and drag a marquee around the clips you want.

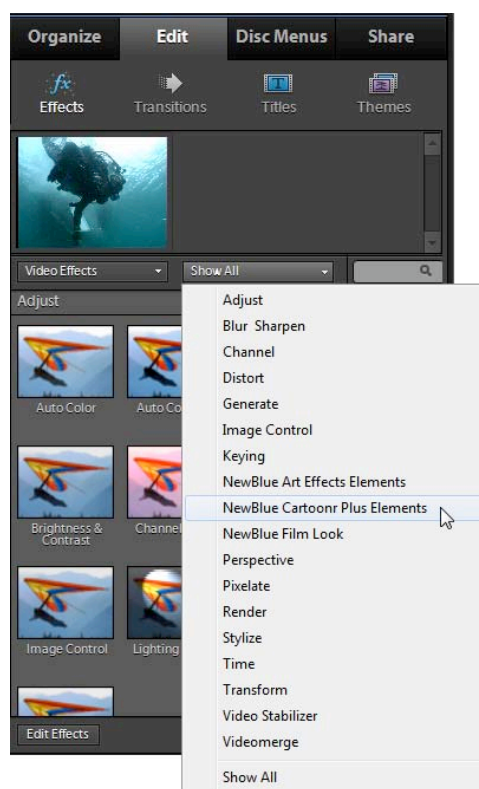


Figure 2 Selecting an effect category from the second menu in the Effects view

5. Click the Play button in the Monitor panel to preview the clip with the effect applied (**Figure 3**).
6. To remove an effect, select the effect at the top of the Effects view, and then click the Trash Bin button (**Figure 4**).



Figure 3 Preview the Cartoonr effect in the Monitor panel

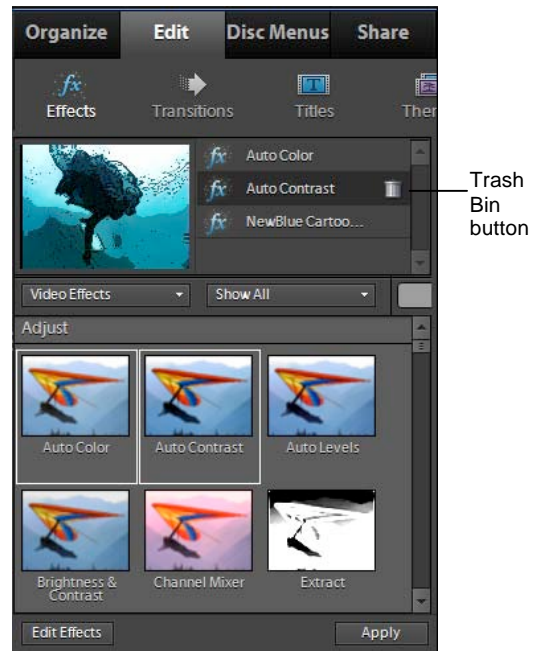


Figure 4 Effects view

Changing effect properties

Use the Effect Properties view to adjust effect properties. Open the Effect Properties view from the Effects view by clicking the Edit Effects button (or by choosing Window > Properties).

The Effect Properties view includes a time ruler, a current-time indicator, zoom controls, controls for playing and looping audio clips, and a keyframe navigator. Unlike the time ruler in Timeline view, the time ruler in the Effect Properties view measures only a specific clip or transition. Click Show Keyframes to view the time ruler and the keyframe area, where you can adjust how an effect changes over time.

In the Effect Properties view, you can view the entire length of a clip to which you apply an effect. Expand an effect to display the controls you use to change its properties. Controls can include underlined values, sliders, effect point icons, angle controls, menus, color swatches, the Eyedropper tool, and graphs.

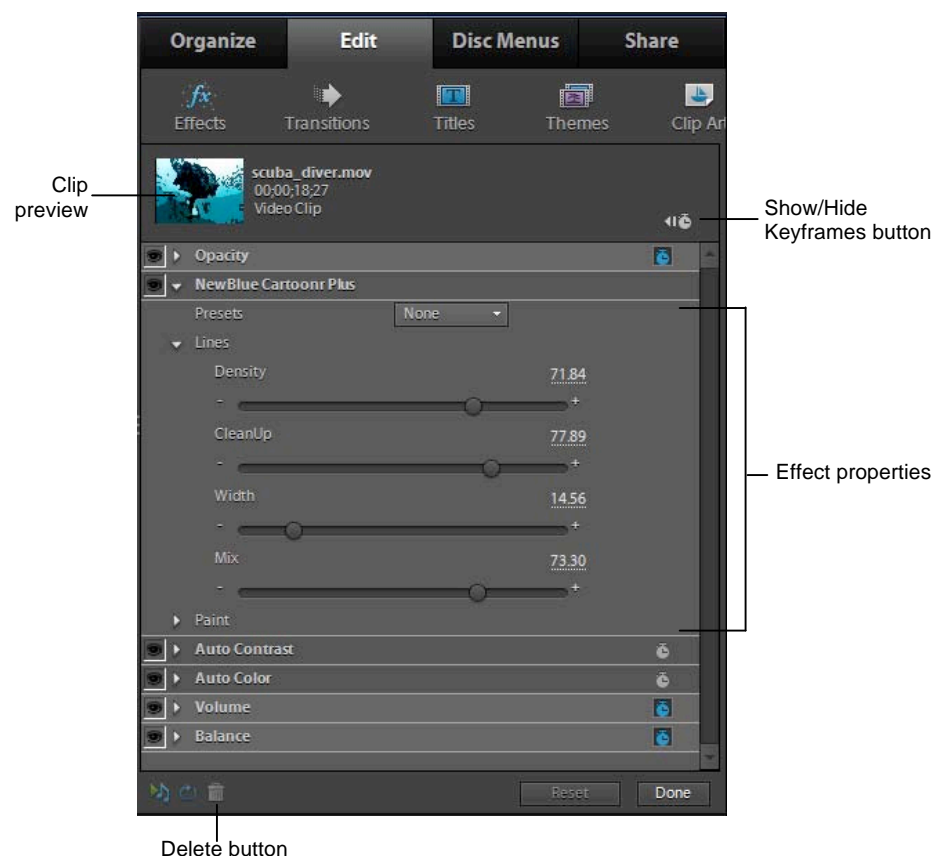


Figure 5 Effect Properties view in the Edit workspace

Adjust effect properties

You adjust properties for all effects in the Effect Properties view, using either the Sceneline or the Timeline. You can adjust Volume and Opacity effects in the Timeline as well.

Note: You adjust the Motion effect directly in the Monitor panel. Standard effects that allow direct manipulation of clips in the Monitor panel include Corner Pin, Crop, Garbage Matte, Mirror, Transform, Twirl, and the GPU-based Ripple (Circular) effect.

To adjust a video effect:

1. In the Timeline, select the clip that contains the effect you want to adjust.
 2. In the Effects view, click the Edit Effects button.
 3. In the Effect Properties view, expand the effect and do any of the following:
 - Drag the underlined value left or right.
 - Click the underlined value, enter a new value, and press Enter (Windows) or Return (Mac OS).
 - Drag the slider left or right (**Figure 5**).
 - Drag inside the angle control area. After you've clicked inside the angle control, you can drag outside of it to quickly change the values.
 4. If an effect is color-based, do either of the following:
 - If the color swatch is available, select a color in the Color dialog box, and then click OK.
 - If the Eyedropper tool is available, position it on the desired color anywhere on the screen, and then click to select the color.
 5. Sometimes, reordering effects can lead to an interesting effect in itself. To reorder effects, click an effect name in the Effect Properties view and drag it to a new location in the list. A black line appears when the effect is above or below another effect (**Figure 6**). When you release the mouse button, the effect appears in the new position.
 6. Preview your changes in the Monitor panel (**Figure 7**).
- Note:** If you have a DV camcorder, you may be able to preview effects on a TV monitor. Connect the computer to your DV camcorder's FireWire™ jack and connect the camcorder's audio and video outputs to the TV. Previewing on a TV monitor is especially helpful for changes to color.

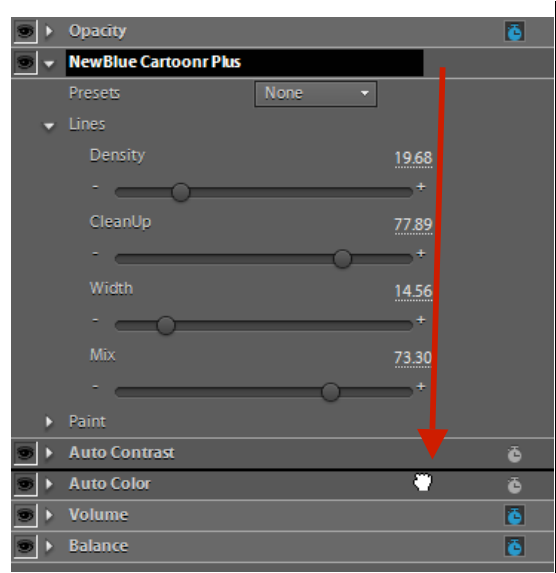


Figure 6 Dragging an effect to a new location

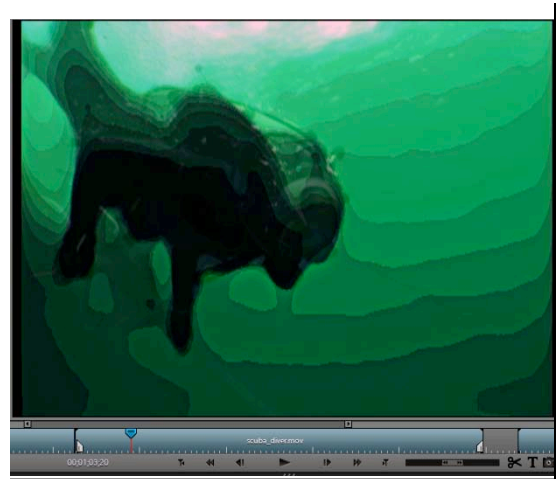


Figure 7 Preview the effect changes in the Monitor panel

How to add titles

You can design custom titles and images with Adobe Premiere Elements. Titles are a valuable addition to a movie and can serve many purposes, from naming the people and places in your movie to providing movie-style credits at the beginning and end. You can create titles by using any font installed on your computer and create other graphic objects by using the title's shape-creation tools. You can create images from any graphic or photograph on your computer and use them to further customize and enhance your movies.

You can use the text and shape tools to create your titles from scratch, or you can use the included templates, preset text styles, and images to quickly create an attractive title.

The title view is arranged over a suite of several related panels. You can dock the panels together or within other parts of the Adobe Premiere Elements interface (**Figure 1**). Adobe Premiere Elements optimizes the workspace for titles whenever you open or create a new title.

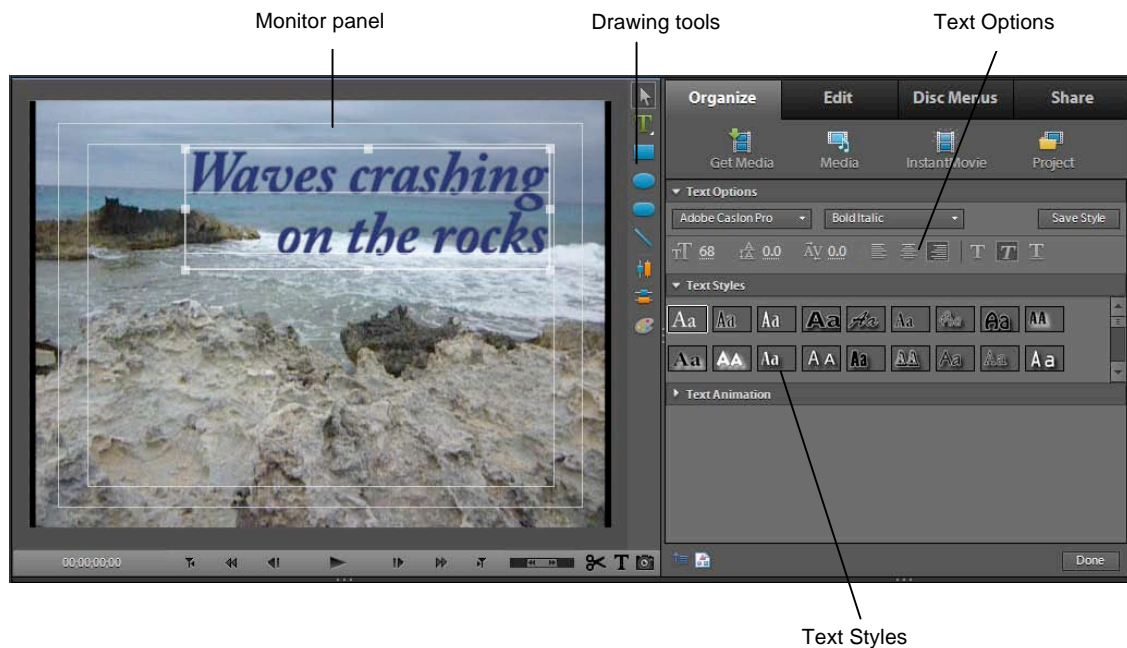


Figure 1 Title tools and options in the Monitor panel and the Tasks panel

About titles

You can open the title view and start a new title by using a menu command. Titles are embedded in the project file rather than being saved as independent files. Titles open in the Monitor panel. Reopen a title when you want to change it or when you want to duplicate it and base a new version on it. If you want to use a title in another project, you must open its project and export the title by using the File > Export > Title command. Then you can import it into another project as you would any other source file.

To create a new title:

1. Choose File > New > Title.

Note: You can also click the Title button in the Monitor.

A title appears centered on the currently chosen clip (**Figure 2**).

2. Make one or more of the following changes using the Drawing tools in the right margin of the Monitor (**Figure 3**):
 - Click the Selection tool to change the location of the text.
 - Click the Type tool to change the wording of the text.
 - Click the Color Properties tool to change the color of the text.
3. Use the Text Options section of the Tasks panel (**Figure 4**) to change one or more of the following attributes of the text:
 - Font or font style
 - Size
 - Alignment

Note: You can also select from a set of preformatted styles in the Text Styles section.

When you are finished, you can resume other editing tasks or repeat the preceding steps to create more titles.

Note: By default, titles are added with a duration of five seconds. To increase or decrease the amount of time that text displays, drag its borders in the Timeline.

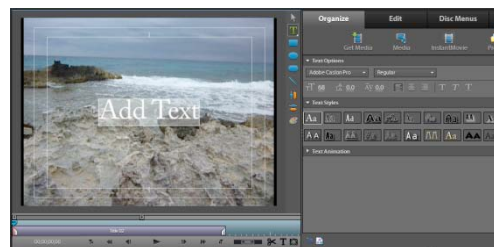


Figure 2 Adding a title

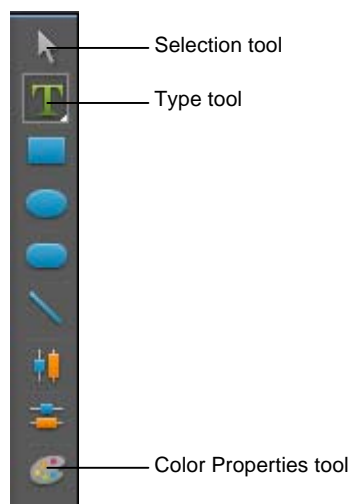


Figure 3 Drawing tools in the Monitor

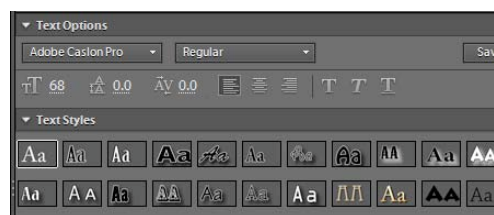


Figure 4 Text Options and Text Styles sections

To edit a title:

1. In the My Project panel, click Timeline.
2. Double-click the title in the Timeline (**Figure 5**).
The text opens for editing in the Monitor (**Figure 6**).
3. Make one or more of the following changes by using the buttons in the right margin of the Monitor:
 - Click the Selection tool to change the location of the text.
 - Click the Type tool to change the wording of the text.
 - Click the Color Properties tool to change the color of the text.
4. Use the Text Options section to change one or more of the following attributes of the text:
 - Font or font style
 - Size
 - Alignment

Note: You can also select from a set of preformatted styles in the Text Styles section.

5. Click on another clip in the Timeline to exit text editing mode.

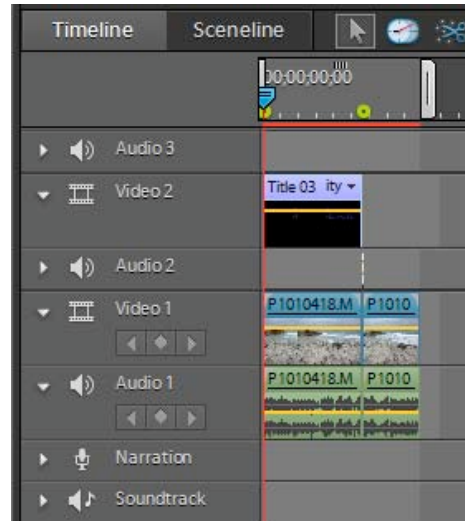


Figure 5 Timeline with title

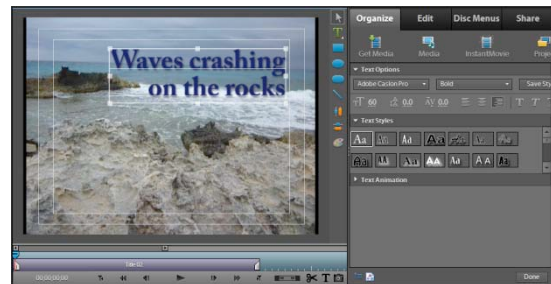


Figure 6 Text open for editing in the Monitor

About templates

The title templates included with Adobe Premiere Elements provide several themes and preset layouts that make it quick and easy to design a title. Some templates include graphic images that may be pertinent to your movie's subject matter, such as new baby or vacation themes. Others include placeholder text you can replace to create credits for your movie. Some templates are completely opaque; others have transparent backgrounds, depicted by dark gray and light gray squares, so you can see your video beneath the title.

You can easily change every text or graphic object in the template by selecting an object and either deleting it or overwriting it. You can also add objects to the title. Once you modify the template, your unique version of the title is saved with your project without changing the template on which it is based.

Note: When you apply a new template, the template content replaces any content currently in the title view. If you share templates between computers, make sure both computers have all the fonts, textures, and images used in the template.

To create a new title from a template:

1. In the Edit workspace, click the Titles button to preview templates.
2. Browse to a template by choosing categories of templates from the two title menus (**Figure 7**).
3. To apply a template, drag the template into the Monitor panel.

The template is available for editing in the Monitor panel.

Note: You can also double-click a template to open it in the Preview window.

4. Modify the title as desired (**Figure 8**).

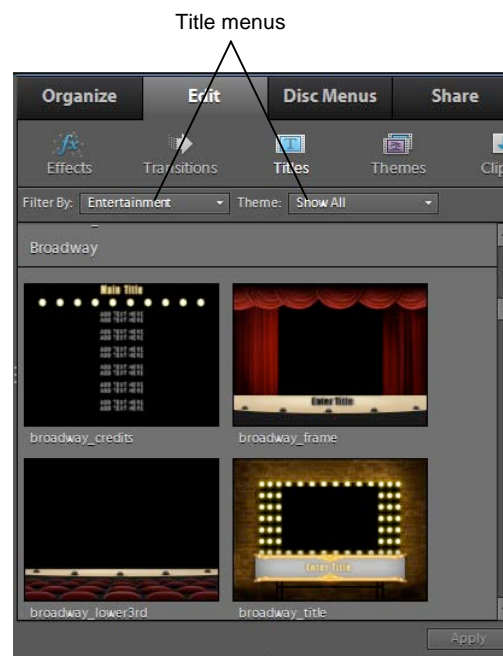


Figure 7 Selecting a title template category



Figure 8 Editing the selected title template

About styles

You can save a combination of color properties and font characteristics as a style. You can then apply that style to any text or shape element in your title. You can save any number of styles. Thumbnails of the styles appear in the Properties view in the Tasks panel so you can quickly apply your custom styles across projects. Adobe Premiere Elements includes a library of styles you can use immediately (**Figure 9**).

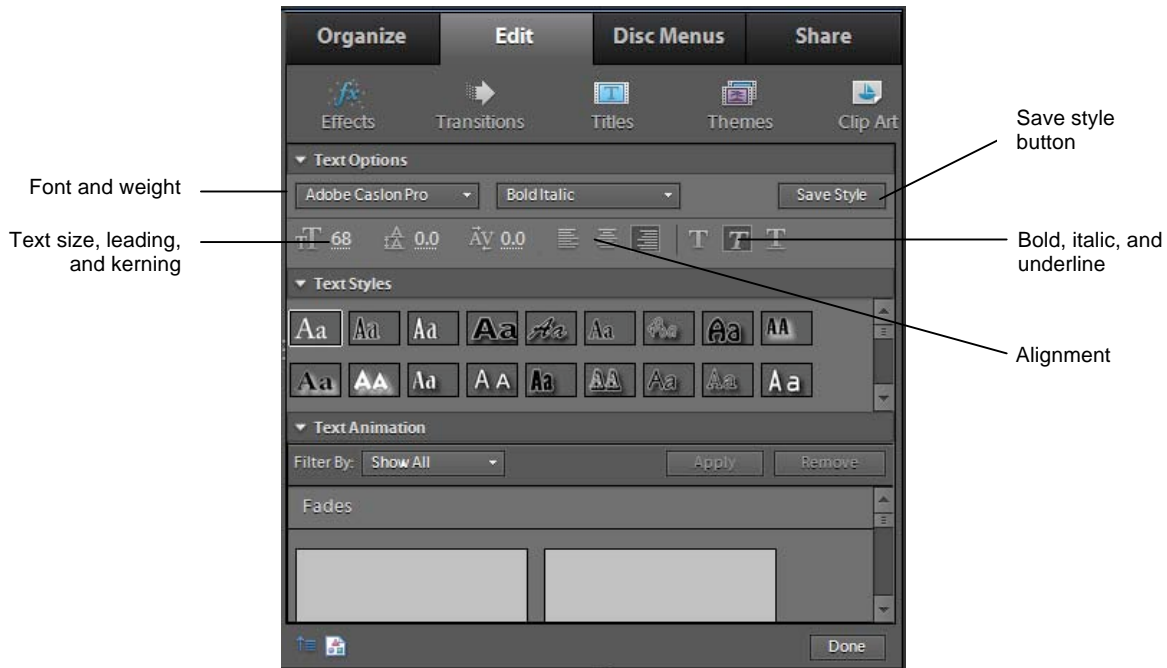


Figure 9 Properties view for text styles

To create a style and display its swatch or name:

1. Select an object that has the properties you want to save as a style (**Figure 10**).
2. In the Properties view in the Tasks panel, click the Save Style button.

The Save Style dialog box appears (**Figure 11**).

3. Type a name for the style and click OK.

The new style swatch displays the new style in the title Properties view.

Note: Styles are always represented by a font, even if the object on which you based the style is a shape object.

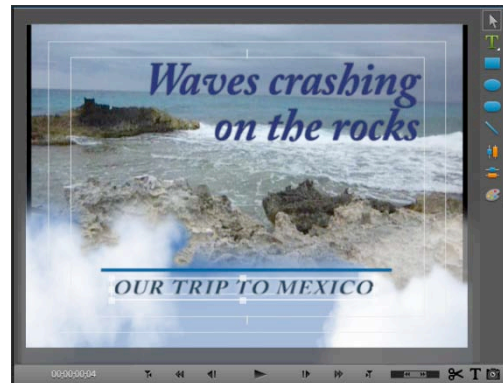


Figure 10 Select the object to save as a style

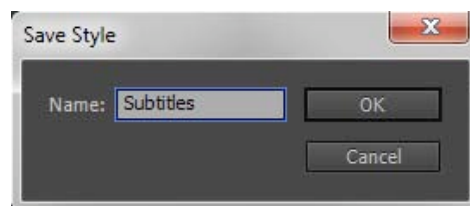


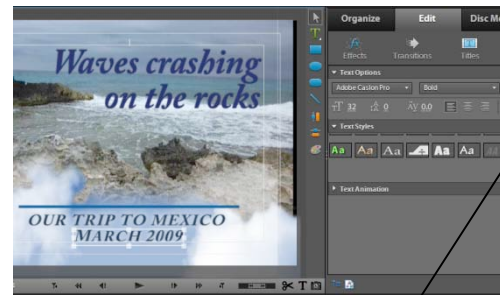
Figure 11 Save Style dialog box

To apply a style to an object:

1. Select the object to which you want to apply the style.
2. In the Text Styles section of Properties view, click the style swatch you want to apply (**Figure 12**).

You may need to adjust the font size or reposition the text so that it fits within the frame.

Note: To prevent the font type in the style from being applied to the font in your title, Alt-click (Windows) or Option-click (Mac OS) the style swatch.



Style to be applied

Figure 12 Text Styles section

Formatting text

Some object properties—such as fill color, shadow, and so on—are common to all objects you create in the title view, while other properties are unique to text objects. Text controls such as font, font style, and type alignment are in the Properties view in the Tasks panel (**Figure 13**).

To modify a font, font style, or type alignment:

Select the text and do the following in the Properties view in the Tasks panel:

- To modify the font, choose a font from the Change Text Font menu in the Text Options section of the Properties view.
- To modify font size and spacing, alter the parameters for the Change Text Size, Leading, and Kerning options.
- To modify the font style, choose a font from the Change Font Style menu, or click one or more of the Bold, Italic, and Underline buttons.
- To modify the font alignment, click one of the Left Align Text, Center Text, or Right Align Text buttons.

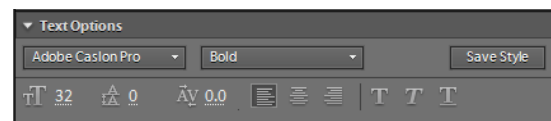


Figure 13 Text Options in the Properties view

Adding shapes to titles

You can also use the drawing tools in the Monitor panel to create a variety of shapes, such as rectangles, ellipses, and lines (**Figure 14**).

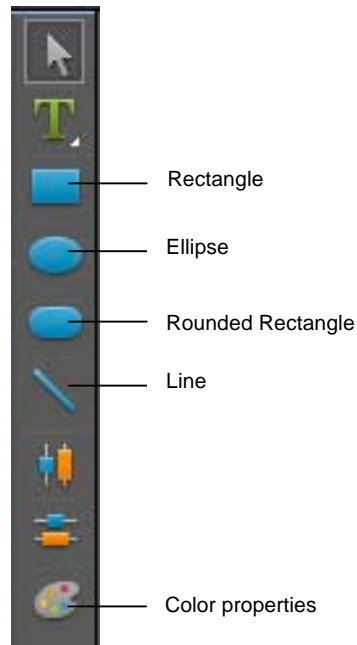


Figure 14 Shape tools in the Monitor panel

To create a shape:

1. Select a shape tool.
2. Do any of the following:
 - Drag to create the selected shape (**Figure 15**).
 - Shift-drag to constrain the shape's aspect ratio (to create an oval that's a precise circle or to create a rectangle that's a precise square, for example).
 - Alt-drag (Windows) or Option-drag (Mac OS) to draw from the center of the shape.
 - Shift+Alt-drag (Windows) or Shift+Option-drag (Mac OS) to constrain the aspect ratio and draw from the center.
 - Drag diagonally across the corner points to flip the shape diagonally as you draw.
 - Drag across, up, or down to flip the shape horizontally or vertically as you draw.
3. Modify the new shape as needed.



Figure 15 Shape created with the Ellipse tool

Adding colors and shadows

You can specify the color properties of each object or group of objects you create in the title view. The Color Properties dialog box includes controls for setting the color and type of an object's stroke, fill, and shadow (**Figure 16**). To open the Color Properties dialog box, click the Color Properties button in the Monitor panel.

Setting an object's fill or stroke

You can use the Color Properties dialog box to set an object's fill or stroke. An object's fill property defines the area within the contours of the object: the space inside a graphic object or within the outline of each character of a text object. You can also edit the outline, or stroke, of an object to which you've applied a style containing a stroke.

Note: The Fill and Stroke boxes in the Color Properties dialog box are enabled only if you've applied a preset style from the title Properties Styles panel to the object. These styles contain fills and strokes you can edit.

The Gradient menu provides options for applying a fill or stroke color. Color controls let you specify the color of a fill or stroke. Depending on the gradient type you select, additional color controls may appear.

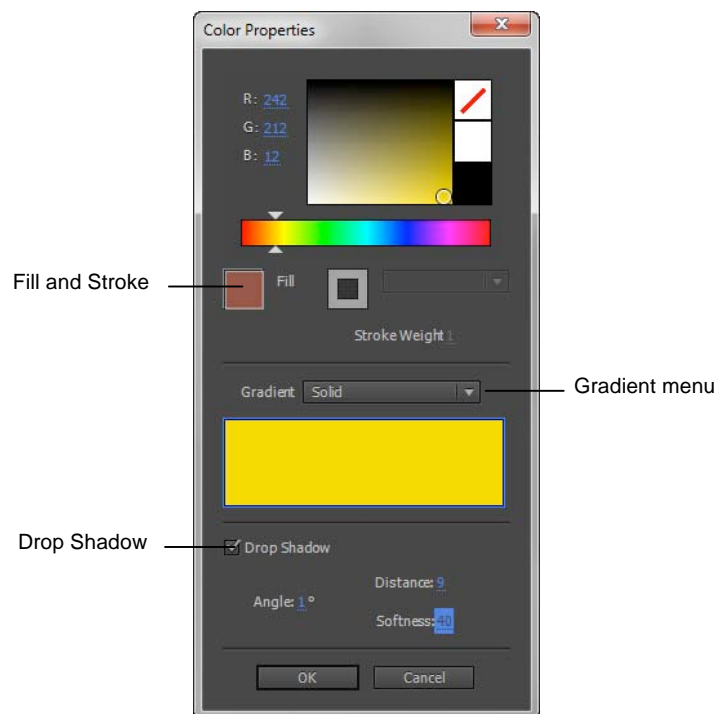


Figure 16 Color Properties dialog box

To set the fill, stroke, and gradient:

1. Select an object in the title, and in the Text Styles section of the Properties view, select a style that includes a fill.
2. In the Monitor panel, click the Color Properties button (Figure 17).
3. Modify any of the following properties:
 - Set the object's fill color by using the Fill box.
 - Set the object's stroke color by using the Stroke box.
 - In the Gradient menu, select the type of fill you want. If you select Linear Gradient, Radial Gradient, or 4 Color Gradient, color stop controls appear (Figure 18).

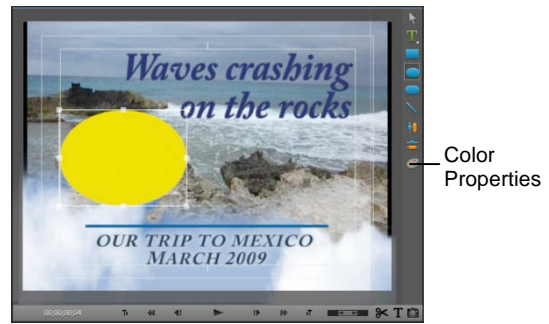


Figure 17 Color Properties button



Figure 18 Color stop controls

Drop shadows

You can add a drop shadow for any object you create in the Monitor panel. A drop shadow makes an object appear three-dimensional so it stands out from the background image. For example, adding a drop shadow to text can make the text more legible when superimposed over a complex background image.

To create a drop shadow:

1. Select an object and then click the Color Properties button.
2. In the Color Properties dialog box, select the Drop Shadow option (Figure 19).
3. Set any of the following:
 - Angle:* Specifies the angle of the shadow in relation to the object.
 - Distance:* Specifies the number of pixels the shadow is offset from the object.
 - Softness:* Specifies how blurry or sharp the shadow appears.



Figure 19 Color Properties dialog box

Rolls and crawls

Although static titles, graphics, and images may suffice for some projects, others require titles that move across the screen. (Titles that move vertically are called *rolls*. Titles that move horizontally are called *crawls*.) With Adobe Premiere Elements, you can easily create smooth, expert rolls and crawls. You can also make a title move along a custom path by keyframing locations for it at several points.

To add roll or crawl options to selected text, select Title > Roll/Crawl Options in the menu bar (**Figure 20**).

Note: The length of the title in the Timeline determines the speed of the roll or crawl. The more you increase the length of the title clip, the slower the movement will be.

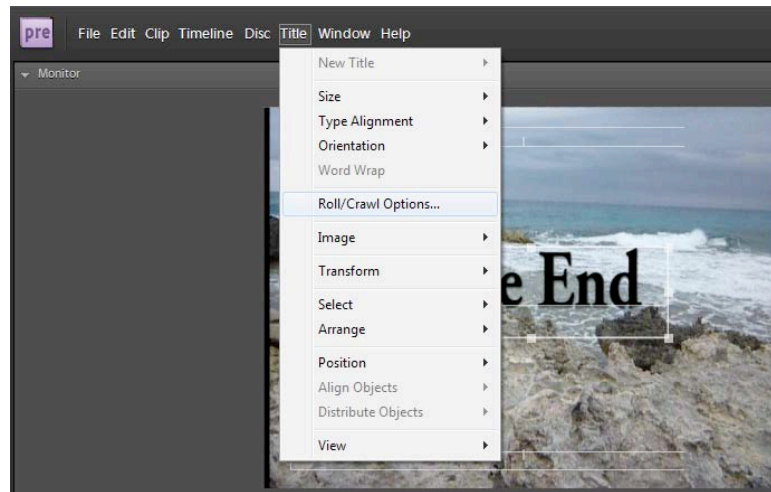


Figure 20 Title menu in the menu bar

Roll and crawl options

You can set the following options for rolls and crawls:

Start Off Screen: Specifies that the roll or crawl begins out of view and moves into view.

End Off Screen: Specifies that the roll or crawl continues until the objects are out of view.

Preroll: Specifies the number of frames that play before the roll or crawl begins.

Ease-In: Specifies the number of frames where the title rolls or crawls at a slowly increasing speed until it reaches the playback speed.

Ease-Out: Specifies the number of frames where the title rolls or crawls at a slowly decreasing speed until the roll or crawl completes.

Postroll: Specifies the number of frames that play after the roll or crawl completes.

Crawl Left, Crawl Right: Specify the direction in which a crawl moves.

To create a rolling or crawling title:

1. Do one of the following:
 - To create a rolling title, choose Title > New Title > Default Roll.
 - To create a crawling title, choose Title > New Title > Default Crawl.
2. Create the text and graphic objects for the title (**Figure 21**). Use the scroll bar in the Monitor panel to view offscreen areas of the title.

When the title is added to the sequence, the hidden offscreen areas roll or crawl into view.

Note: For rolling credits, create a long text box by using the Vertical Type tool, and use alignment and leading to adjust the formatting.

3. In the menu bar, select Title > Roll/Crawl Options.
The Roll/Crawl Options dialog box appears (**Figure 22**),
4. Specify the appropriate direction and timing options, and then click OK.

Note: You can specify a direction for crawling titles only.



Figure 21 Title text

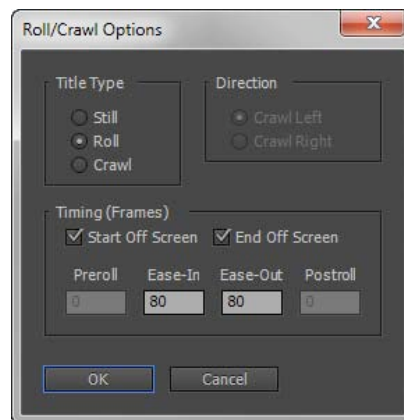


Figure 22 Roll/Crawl Options dialog box

How to work with audio

At least half of your movie's impact comes from its use of sound. Adobe Premiere Elements provides the tools, such as the Audio Mixer and the Audio Meters, to create a high-quality sound mix. You can narrate clips or set beat markers while previewing in real time. You can add a soundtrack to your movie, and trim it to the proper length, or use SmartSound® soundtracks, which you customize to exactly fit your project. You can set the overall volume levels of clips and the relative volume levels within and among them. Finally, you can remove unwanted noises and add effects to the sounds in your project.

Premiere Elements supports the following soundtrack file formats:

- Dolby AC-3 (.ac3)
- Macintosh Audio AIFF (.aif, .aiff)
- mp3 Audio (.mp3)
- MPEG Audio (.mpeg, .mpg, .mpa, .mpe, .m2a)
- QuickTime (.mov, .m4a)
- Windows Media (.wma)
- Windows WAVE (.wav)

Adding an audio soundtrack

To complement the sounds embedded in video clips and any narration you record, you can add audio clips to the Soundtrack track visible in the Timeline or Sceneline. You may need to scroll down the audio portion of the Timeline to see the Soundtrack. Video clips typically contain background music or recordings of environmental sound.

To import audio and add a soundtrack:

1. Choose File > Get Media From > Files And Folders
2. Browse to the location of the audio file and click Open (Windows) or Import (Mac OS).

The audio file appears in the project (**Figure 1**).

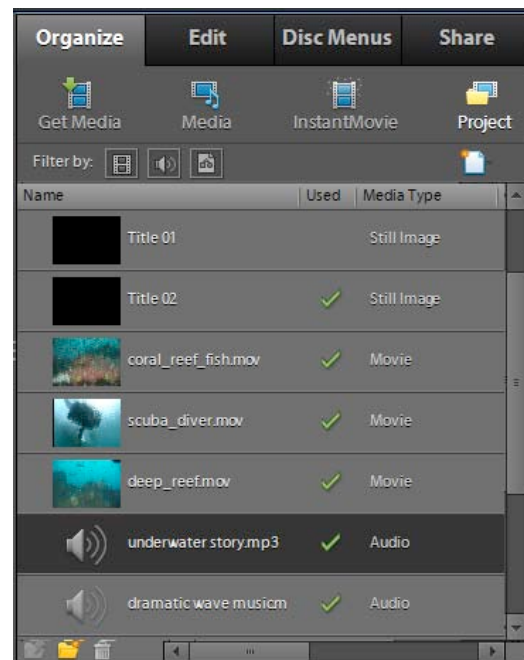


Figure 1 Audio file in project

3. Drag an audio clip from the Tasks panel into the Soundtrack track of the Sceneline where you want the audio clip to begin.

As you drag, a line indicates where the audio file will begin playing (**Figure 2**).

When you release the mouse button, the audio file is added as a track (**Figure 3**).

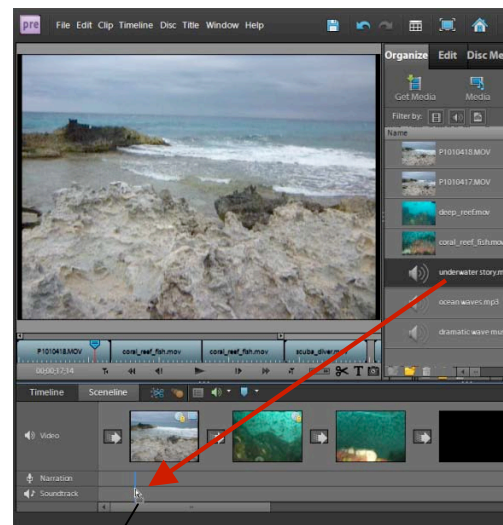
4. To adjust the position of the soundtrack, drag it to the right or left.

Note: If the audio file is a narration, this may cause the narration to become out of sync with the video

5. To adjust any audio level in the Sceneline, click an icon, such as the Video, Narration or Soundtrack icon, and then drag the volume slider that appears (**Figure 4**).
6. To preview a soundtrack, select an audio clip in the Soundtrack track.
7. Click the Play button in the Monitor panel.

Adobe Premiere Elements previews the Soundtrack audio clip along with any audio and video clips above it in the Sceneline.

8. To stop the preview, click the Pause button in the Monitor panel.



Audio begins here

Figure 2 Line indicates where added audio will begin

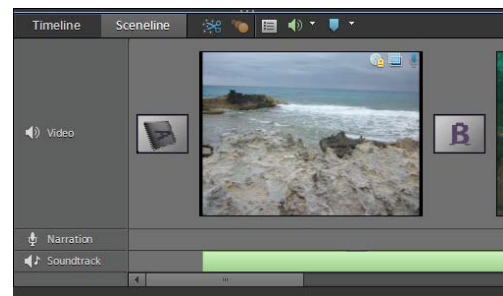
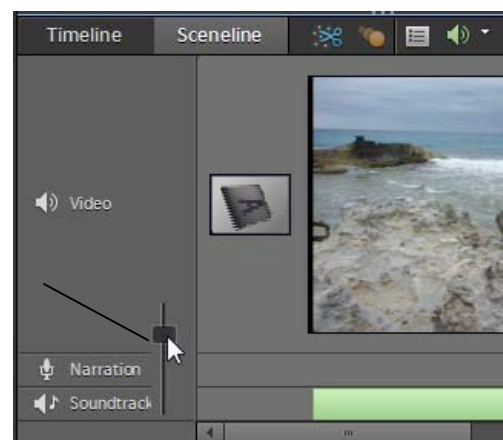


Figure 3 Project Video, Narration, and Soundtrack tracks



Click the icon

Figure 4 Soundtrack volume slider

Confirm that the project audio is the same length as the video

If you have imported an audio file, confirm that the project audio track is the same length as the video track.

In the My Project panel, click Timeline, and check to see if the tracks are the same length (**Figure 5**).

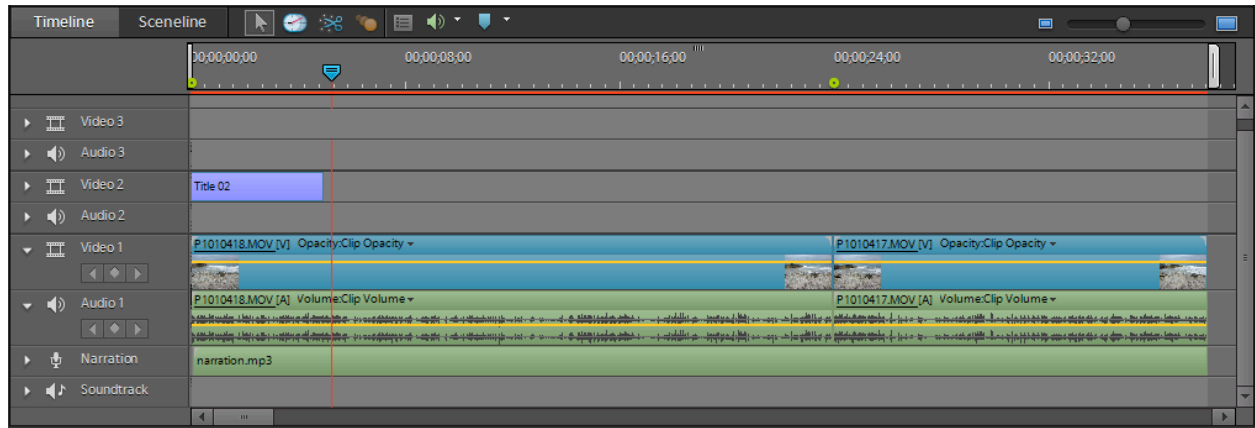


Figure 5 Project video and audio open in Timeline

Using SmartSound

Included with Adobe Premiere Elements is the SmartSound® Quicktracks® plug-in. Use SmartSound Quicktracks to select from among a large collection of soundtracks for your video project. Then use SmartSound tools to customize the length of the soundtrack so that it corresponds exactly with the length of your movie.

To use SmartSound Quicktracks on your video project, select SmartSound from the Audio Tools menu in Timeline, and follow the prompts.

To add a SmartSound soundtrack:

1. Open an Adobe Premiere Elements project, click the Edit tab in the Tasks panel.
2. In the My Project panel, click Timeline.
3. Select SmartSound from the Audio Tools menu on the Timeline (**Figure 6**).

Note: First use of SmartSounds may require registration.

The SmartSound dialog box opens (**Figure 7**).

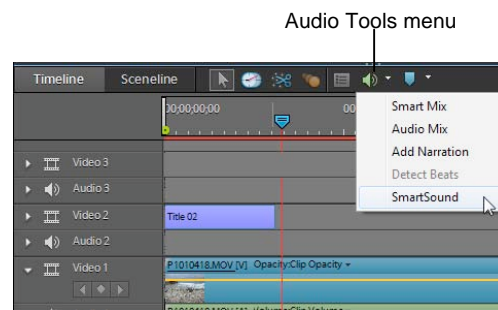


Figure 6 Audio Tools menu on the Timeline

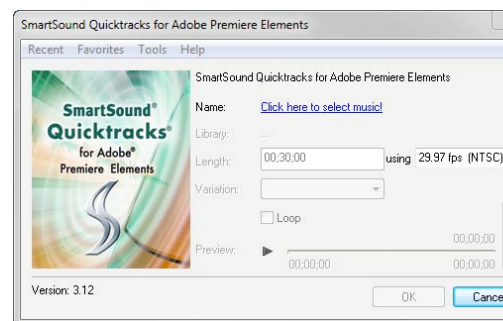


Figure 7 SmartSound dialog box

4. Click the link that reads Click Here To Select Music.
The SmartSound Maestro dialog box opens (**Figure 8**).

5. Select a SmartSound soundtrack from the list on the right and click Select.

The SmartSound dialog box opens with options for the selected SmartSound soundtrack (**Figure 9**)

6. Enter a length for the soundtrack.

This should match the length of the clip to which you want to apply the soundtrack.

7. Select a variation for the SmartSound.

Variations determine tempo, intensity, and other characteristics of the sound. You can preview the sound in the dialog box.

8. Select Loop to loop the segment.

9. Click OK.

The Exporting SmartSound Soundtrack dialog box opens.

10. Brows to a location to export the file and click Save.

The sound file is exported, and added to project.

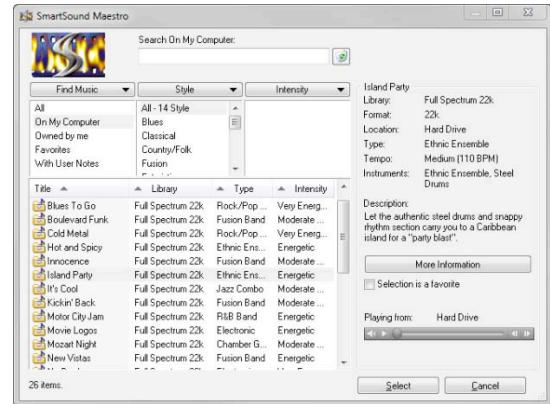


Figure 8 SmartSound Maestro dialog box

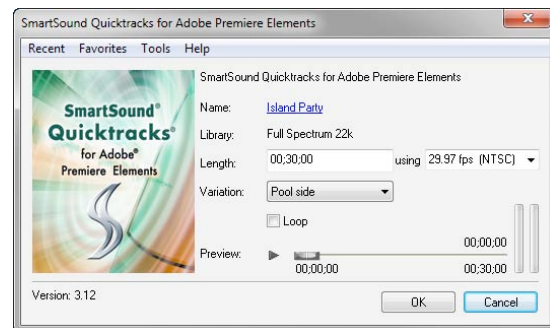


Figure 9 SmartSound dialog box

Creating narrations

Using your computer's microphone, you can narrate clips while previewing them in the Monitor panel. Your narration is then added to the Narration soundtrack visible in either the Timeline or Sceneline.

For best results, confirm that your microphone is working correctly with your computer and Adobe Premiere Elements before narrating a clip.

To narrate a clip:

1. Plug a microphone into your computer's microphone port.
2. Choose Edit > Preferences > Audio Hardware (Windows) or Adobe Premiere Elements 9 > Preferences > Audio Hardware (Mac OS).
3. From the Default Device menu, select your computer's sound device, and click OK (**Figure 10**).

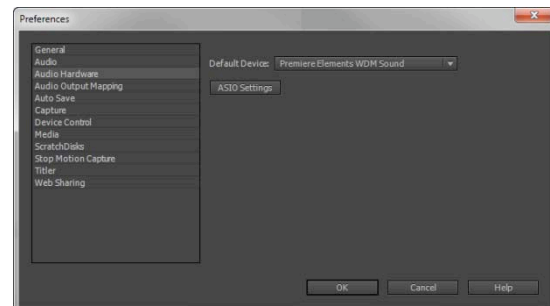


Figure 10 Audio Hardware Preferences dialog box

4. Do one of the following:
 - In the Timeline, drag the current-time indicator in the Timeline to the point where you want the narration to begin.
 - In the Sceneline, select the clip you want to narrate. Then, in the Monitor panel, drag the current-time indicator to the point where you want the narration to begin.

5. In the Timeline or Sceneline, select Add Narration from the Audio Tools menu (**Figure 11**).

6. In the Record Voice Narration window, click the Mic Source button and select your sound device from the menu (**Figure 12**).

7. For best results, turn off your computer speakers to prevent feedback. To monitor sound while you narrate, plug headphones into your computer and deselect Mute Audio While Recording.

Note: If your speakers are turned on, move as close to the microphone as possible, and keep the microphone as far away from the speakers as possible to prevent feedback.

8. Speak into the microphone at a conversational volume, and raise or lower the Input Volume Level slider until your loudest words light up the orange part of the meters.

9. Click the Start Recording Narration button

Near the top of the Record Voice Narration window, a timer appears next to Start Recording In.

10. When Start Recording In changes to Recording, speak your narration as the selected clip plays.

11. When you finish narrating, click the Stop Recording Narration button.

An audio clip containing your narration is added to the Media panel and to the Narration track in the Timeline or Sceneline (below the selected clip) (**Figure 13**).

Note: If you do not click the Stop button, recording automatically stops at the beginning of the next file in the Narration track, or 30 seconds past the end of the last clip in the Timeline or Sceneline.

12. To preview your recording, click the Go To Previous Narration button. Then click the Play Present Narration button.

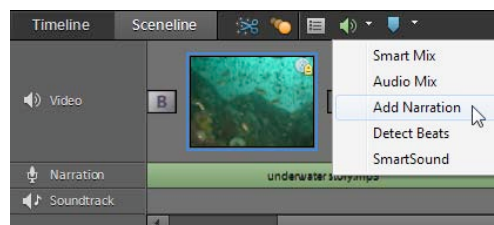


Figure 11 Audio Tools menu on the Sceneline



Figure 12 Record Voice Narration dialog box

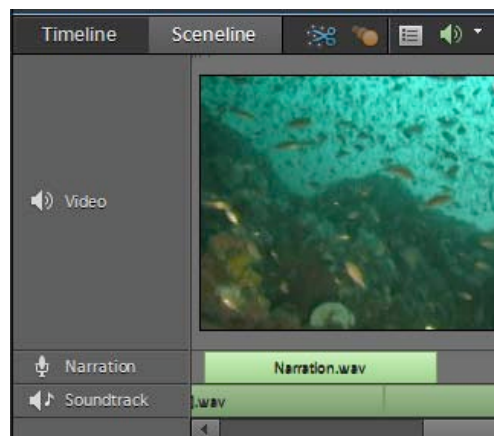


Figure 13 Narration audio clip in the Narration track in the Sceneline

13. To continue recording from the position of the current-time indicator, click the Start Recording Narration button again.

This new recording overwrites any narrations that are traced over by the current-time indicator in the Narration track.

14. Click the Pause Present Narration button at any time to stop the preview.
15. To discard a narration, click the Delete Present Narration button (**Figure 12**).

The old narration clip is removed from the Timeline or Sceneline, but remains in the Project view of the Tasks panel.

Balancing audio elements

In Adobe Premiere Elements, volume changes are measured in decibels. A level of 0.0 dB is the original volume (not silence). Changing the level to a negative number reduces the volume, and changing the level to a positive number increases the volume.

To control a clip's volume, you can use the Volume graph—the yellow line running horizontally across the audio track of each clip (sometimes referred to as the volume rubberband)—or the Audio Mixer. You can use the Audio Meters window to view the overall audio volume for your project.

Consider the following guidelines when adjusting volume levels:

- If you combine particularly loud audio clips on multiple tracks, *clipping* (a staccato distortion) may occur. To avoid clipping, reduce volume levels.
- If you need to adjust the volume separately in different parts of a clip (for example, one person's voice is faint, while later another's is too loud), you can use keyframes to vary the volume throughout the clip.
- If the original level of a clip is much too high or low, you can change the input level. However, adjusting the input level will not remove any distortion that may have resulted from recording the clip too high. In those cases, it is best to re-record the clip.

Adjusting volume and mixing audio in the Audio Mixer

Use the Audio Mixer to adjust audio balance and volume for different tracks in your project (**Figure 14**). You can adjust the balance and level of audio contained within your video clips, and within soundtrack and narration audio. For example, you may want to increase the volume of the narration and decrease the volume of the soundtrack at different points for emphasis or so that quiet voices can be heard above the music.

You can adjust settings while listening to audio tracks and viewing video tracks. Each track in the Audio Mixer corresponds to an audio track in the Timeline or Sceneline, and is named accordingly. As you make adjustments, keyframes are added to the track. You can specify a default minimum interval for keyframes in the Audio preferences.

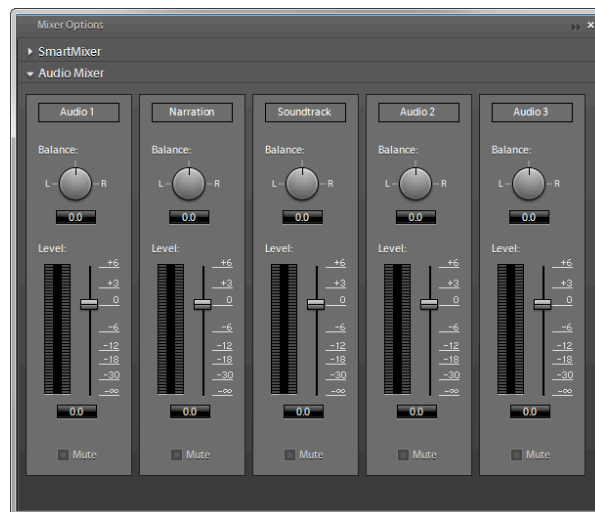


Figure 14 Audio Mixer

To use the Audio Mixer:

1. (Optional) Choose Edit > Preferences > Audio (Windows) or Adobe Premiere Elements 9 > Preferences > Audio (Mac OS) (**Figure 15**), and set a value between 1 and 2000 milliseconds for Minimum Time Interval Thinning to limit keyframes to intervals larger than that value. If you don't want to hear audio while you scrub audio, deselect Play Audio While Scrubbing.
2. In the Timeline or Sceneline, click the Audio Tools menu and select Audio Mix (**Figure 16**) or choose Window > Audio Mixer.
3. In the Monitor window, drag the current-time indicator to where you want to start mixing audio.
4. Click Play in the Monitor window and adjust the controls in the Audio Mixer (**Figure 17**) to automatically add keyframes to the track:
 - To adjust balance for a track, turn (drag) the Balance control left or right.
 - To increase the volume for a track, drag the Level control up or down.

Note: You can specify the spacing of keyframes in the Audio preferences.

To mute a track while mixing, click Mute. This option does not mute the track permanently—only while mixing.

5. Close the Audio Mixer when you are finished mixing the audio.

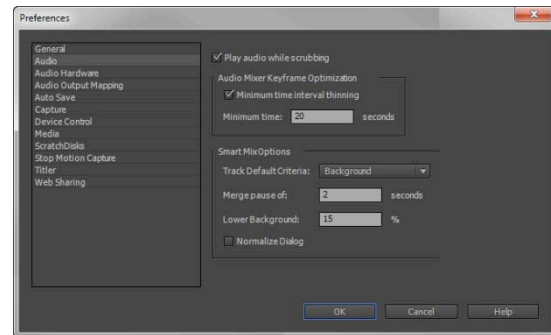


Figure 15 Audio Preferences dialog box

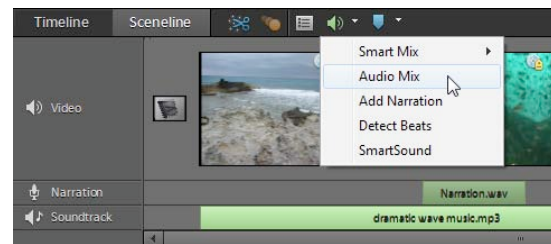


Figure 16 Audio Tools menu on the Sceneline

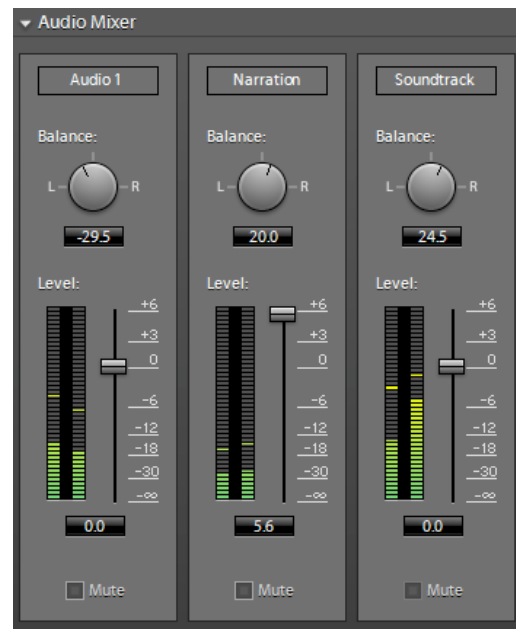


Figure 17 Adjust balance and levels in the Audio Mixer

SmartMix

Sometimes the background music is loud and the dialogs in a clip are not audible. To ensure that the dialogs are easily heard, the volume of the background music must be lowered. SmartMix enables automatic adjustment of the volume of the background music (**Figure 18**). For best results, place dialog clips on the Audio 1 track or the Narration track (foreground tracks) and music on the Soundtrack track (background track). Adobe Premiere Elements analyzes clips on all foreground tracks for dialogs. Keyframes are then smartly/automatically created to lower the volume level to ensure that the dialog in the foreground track is audible. SmartMix adjustments apply to all audio clips on the Timeline, not just on the selected clip. When you use SmartMix on an audio track, keyframes you applied previously on the Soundtrack are deleted.

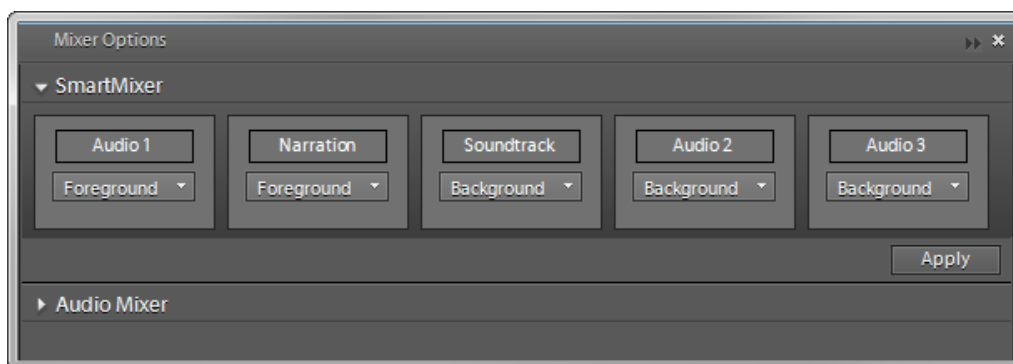


Figure 18 SmartMixer panel

To use SmartMix:

1. Finish adding all audio elements to your project, including:
 - Audio from original video
 - Narration
 - Soundtracks (including SmartSound soundtracks)

2. In the Timeline or Sceneline, click the Audio Tools menu and select SmartMix > Options (**Figure 19**).

The SmartMixer panel of the Mixer Options dialog box opens (**Figure 20**). Here, you set each audio track as foreground or background.

4. Set options for each track. For example, if you want the narration always to be louder than the other tracks, set Narration as Foreground (**Figure 20**) and Audio 1 and Soundtrack to Background (where Audio 1 is the sound attached to the video).

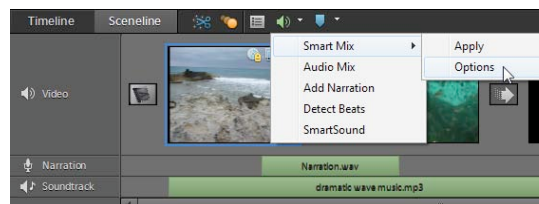


Figure 19 Audio Tools menu

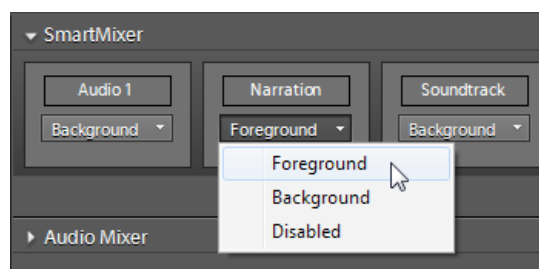
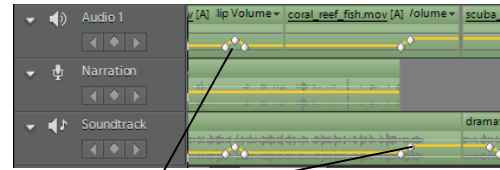


Figure 20 Setting Narration as Foreground

5. Click Apply.

Premiere Elements automatically adjusts the volume of each track so that the narration is always in the foreground. At points where the narration becomes quiet, Premiere Elements automatically raises the volume of the other tracks (**Figure 21**).

6. To fine-tune audio track levels, expand the Audio Mixer in the Mixer Options panel. You can manually adjust Balance and Levels for each of the audio tracks in your project



Narration is quiet here

Figure 21 SmartMix applied

Repairing and enhancing audio

Sometimes your video clip contains an audio track that is poorly recorded, or includes unwanted noise. You can repair problems and enhance audio using audio effects (**Figure 22**). You can also apply multiple audio effects to a clip.

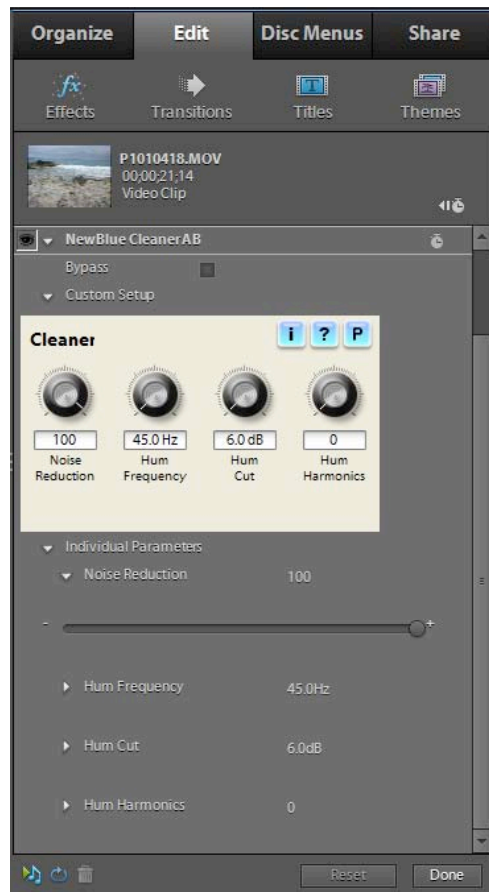


Figure 22 Properties for the NewBlue Cleaner AB audio effect

To repair and enhance an audio track:

1. Click Edit in the Tasks panel, and click Effects to open the Effects view.
2. Select the effect you want to apply. To locate an effect, choose Audio Effects from the menu at the top of the panel (**Figure 23**), or type the effect name in the search box.

The Audio Effects appear in the Effects view. To repair an audio track, you might choose the NewBlue Noise Reducer from the selection in the Effects view (**Figure 24**).

3. Select a clip or multiple clips in the Timeline or the Sceneline, and do one of the following:
 - Click the Apply button at the bottom of the Tasks panel.
 - Drag the audio effect to the clip's soundtrack in the Timeline or the Sceneline.

Note: To select non-consecutive clips, Ctrl-click (Windows) or Command-click (Mac OS) each clip. To select consecutive clips, click in the My Projects panel, and drag a marquee around the selected clips.

4. To preview the audio effect, perform the following steps:
 - a. Click the Edit Effects button at the bottom of the Tasks panel.
 - b. Expand the effect, and click the Play Only The Audio For This Clip button at the lower-left corner of the panel (**Figure 25**).

Note: Audio playback controls are available only if the selected clip contains audio.

5. To play audio as a continuous loop, click the Toggle Looping Audio Playback button before you click Play Audio For This Clip.
6. To adjust the settings, expand the effect in the Properties view, and edit the settings per your requirement (**Figure 25**).

Note: Each audio effect includes a bypass option that lets you turn the effect on or off as specified by the keyframes that you set.

7. To accept and apply the new settings click Done in the Properties view of the Tasks panel (**Figure 25**).

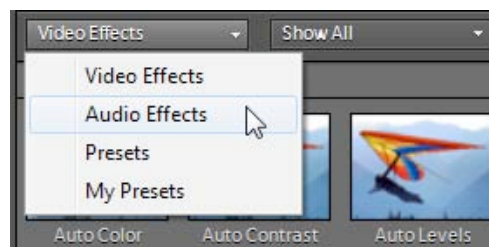


Figure 23 Effects menu in the Effects panel

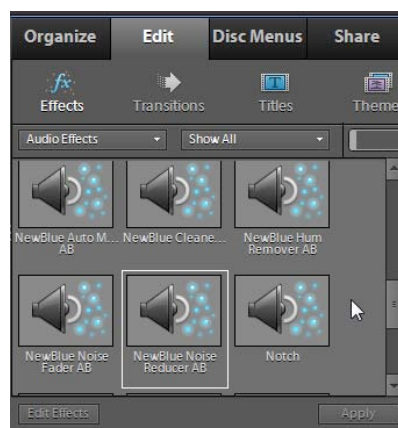


Figure 24 Audio Effects panel

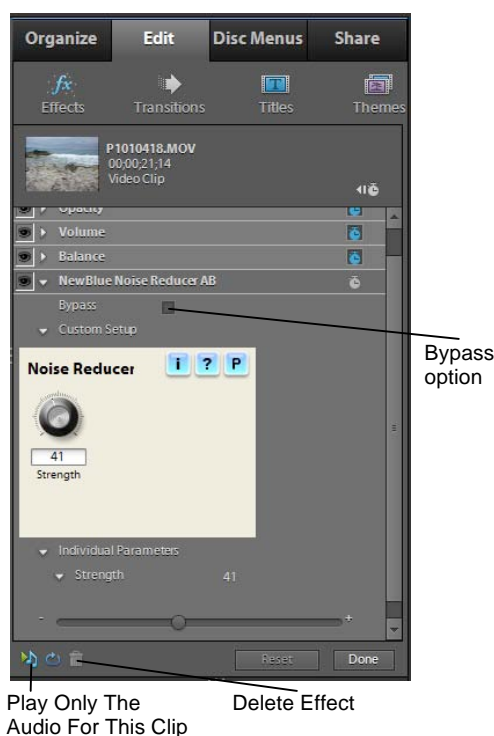
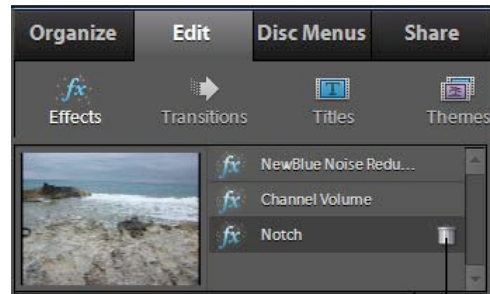


Figure 25 Properties for audio effects

8. To remove an effect, select the effect at the top of the Effects view, and then click the Trash button (**Figure 26**).
9. You can apply other effects to enhance your audio file, such as Bass to boost the low decibel response of the soundtrack (**Figure 27**).



Trash button

Figure 26 Removing an effect from a project

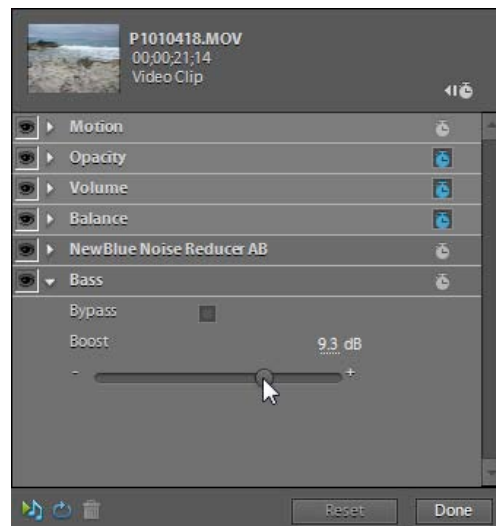


Figure 27 Properties for audio effects

Podcasting

In Premiere Elements, you can create videos and podcast them directly to PodBean, a podcasting service. You can also create audio or video files to use in podcasts by exporting files you create in Adobe Premiere Elements.

Podcasting with Podbean

You can upload an audio or video podcast directly from Premiere Elements to the podcasting site Podbean. The content will automatically be formatted to meet Podbean's requirements.

To podcast with PodBean:

1. Open the Share workspace in the Tasks panel and choose the Online option.
2. Choose Podbean in the list at the top (**Figure 1**).
3. Select from one of the following presets:
 - Podbean – Video High Quality
 - Podbean – Audio High Quality
 - Podbean – Video Medium Quality
 - Podbean – Audio Medium Quality
4. Click Next.
5. Enter information for your PodBean account and click Next.

Note: Podbean and Photoshop.com Online options only available in the United States. You must have previously signed up for a PodBean account to use this option. If you are not a member, click the Sign Up Now link at the bottom of the page.

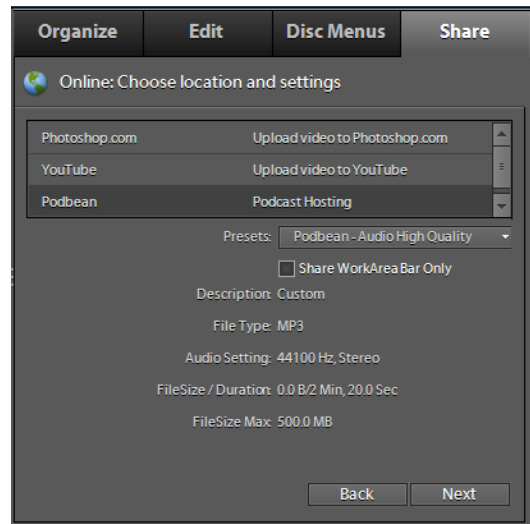


Figure 1 Online sharing section

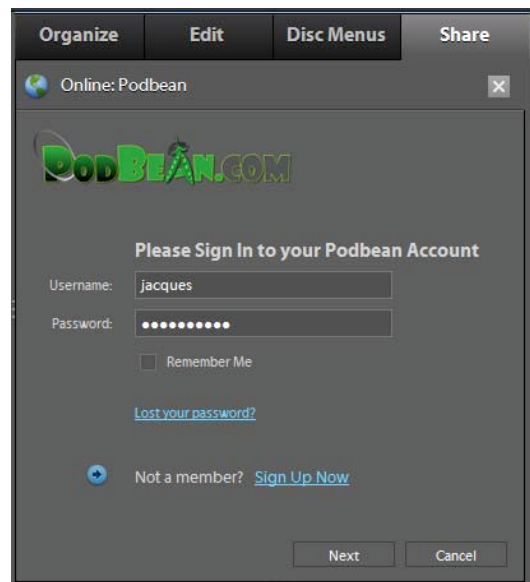


Figure 2 Podbean page

The information page for your podcast appears (Figure 3).

6. Enter the following information about your podcast:

- Title
- Description
- Tags

7. Select a category for your podcast from the Category menu.

8. Click Next.

Premiere Elements uploads the video to the PodBean site.

Figure 3 Information page for your podcast

Exporting audio and video for podcasting

If you want to create an audio file for use in a podcast, you should save it as an MP3 or AAC file. To export the audio from your movie in the format of your choice, use the Mobile Phones And Players option in the Share workspace in the Tasks panel.

You select an export format by choosing the mobile device you want to target and then choosing a preset format for the exported file. Adobe Premiere Elements offers a number of preset formats optimized for specific devices. Use the provided presets for best results. If your project requires special settings, you can click the Advanced button and make changes.

All mobile files are compressed by using the H.264 compression standard. To help you decide which preset to choose, each preset's specific settings for file type, frame size, frame rate, audio frequency, file size, and duration are listed below the preset name. You can choose from the following formats when sharing to a mobile phone or player:

Apple iPod And iPhone: Creates a file that plays back optimally from an iPod or iPhone. Choose iPod And iPhone High Quality or iPod And iPhone Medium Quality.

Audio Podcast: Creates an audio file in MPEG-4 Movie format for optimal playback from an iPod or other audio player or mobile phone. Choose Audio Podcast – High Quality, Audio Podcast – Medium Quality, or MP3 Audio Podcast.

Creative Zen: Creates a Windows Media Video (.wmv) file for optimal playback from either NTSC Creative Zen or PAL Creative Zen.

Microsoft Zune: Creates a Windows Media Video (.wmv) file for optimal playback on Microsoft Zune.

Pocket PC: Creates a Windows Media Video (.wmv) file for optimal playback on a Pocket PC.

Smartphone: Creates a Windows Media Video (.wmv) file for optimal playback on a Smartphone. Choose a landscape or portrait preset.

Sony PSP (PlayStation Portable): Creates an MPEG-4 Movie file for optimal playback on a Sony PSP device. Choose the High Quality, Medium Quality, or Widescreen preset.

Mobile Phone: Creates an MPEG-4 Movie file for optimal playback on a mobile phone. Choose a preset based on the desired final frame size and whether you want a 3GP file or an MP4 file.

To export audio or video for podcasting:

1. Consult the user guide for the device to determine the video file formats it supports.
2. In the Share workspace in the Tasks panel, click Mobile Phones And Players.
Mobile view appears (**Figure 4**).
2. Choose your phone or player from the list.
For example, to share video on the Apple iPod, choose Apple iPod And iPhone.
3. Choose a quality level from the Presets popup menu.
As with other quality settings, file size increases as quality increases
4. Enter a name for the file.
This is the name that will appear in both your computer and the phone/player.
5. Click the Browse button to select a location for the file on your computer.
This is the location from which you will copy the file to a phone or player.
6. Click the Advanced button to open the Export Settings dialog box (**Figure 5**).
You can use the Audio tab in the Export Settings dialog box to adjust the settings for the audio file.
7. If you are exporting video, make sure the Export Video option is selected. If you are exporting audio only, make sure the Export Video option is not selected.
8. Click OK to close the Export Settings dialog box.
9. Click Save in Mobile view to export your audio or video file.

Premiere Elements renders the file and saves the file to your computer in the location you selected. As with other formats, rendering may take some time.

Once the rendering completes, you will see a confirmation message. To view the file, browse to its location.

Note: Depending on the file type, you may not be able to view the movie on your computer unless you have the correct player installed.

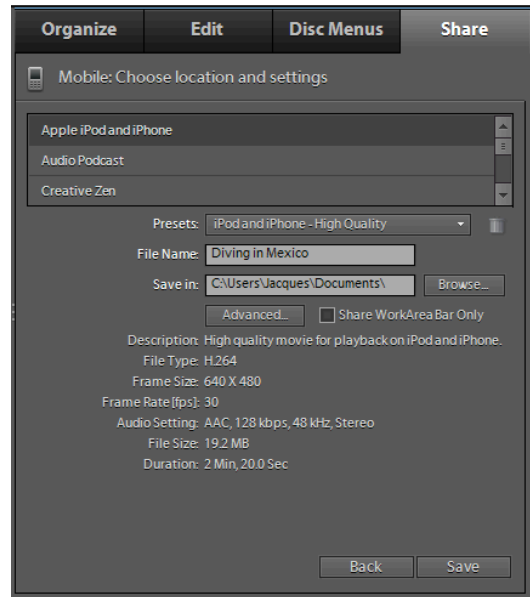


Figure 4 Mobile view

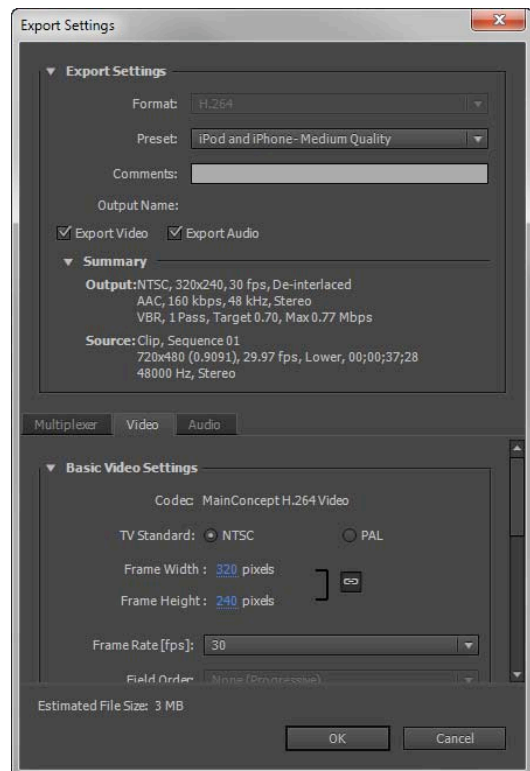


Figure 5 Export Settings dialog box with Video tab selected

How to share video

You can share movies, stills, and audio in a variety of file types to the web, mobile devices, videotape, Video CDs, and Super Video CDs. You can also copy and save projects for editing and storage.

The Share workspace in the Tasks panel (**Figure 1**) contains everything you need to save and share your finished project. You can save your project for viewing on the web, a mobile phone, a personal computer, DVD, Blu-ray Disc, and more.

You can start a new share by clicking any of the share options: web DVD, Disc, Online, Personal Computer, Mobile Phones And Players, or Tape. Each of these options opens a view in the Tasks panel that provides specific options and settings for sharing to the respective media types.

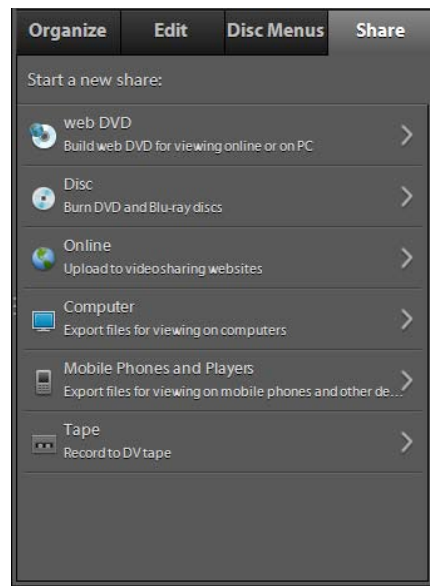


Figure 1 Disc options in the Share workspace

web DVD: Build web DVD for viewing online or on a computer.

Disc: Burn DVD and Blu-ray discs. To use this option, you must have a compatible disc burner installed.

Online: Upload content to YouTube, Podbean (United States only), Photoshop.com (United States only), or your personal website. For online services, content is automatically formatted to the site's requirements. For your personal website, you use FTP (File Transfer Protocol).

Computer: Create video to be viewed by others on their computers. You can select from a wide range of formats, including Adobe Flash Video, MPEG-2, Windows Media File, QuickTime video, or AVI. The format you choose depends on such factors as the platform (Windows Media Files, for example, cannot be played in Mac OS without a plug-in), quality level (AVI or MPEG-2 are the highest quality), and file size (Adobe Flash Video, QuickTime, and Windows Media Format all provide relatively small file sizes).

Mobile Phones And Players: Export video for viewing on an iPod, Zune, Smart Phone, PSP, or other mobile device. Premiere Elements automatically chooses settings for selected devices, while allowing you to adjust other settings, such as audio and video quality.

Tape: Record video to DV or HDV tape, using a camcorder or similar device connected to your computer. This is a good option for storing high-quality video you want to work with later but that takes up too much room on your computer.

Note: The Share workspace simplifies sharing and exporting by providing presets of the most commonly used formats and settings. If you want to specify unique settings for any format, you can click Advanced options and make changes. You can also use the export commands in the File menu, if desired.

Create DVD files for web

web DVD files are DVD files played online. You can share your movie clips as web DVD files that can be embedded within web pages. The movie clips are exported in the Flash format.

To create web DVD files for desktop:

1. Click the Share tab in the Tasks panel (**Figure 1**).
2. Click web DVD.
web DVD view opens (**Figure 2**).
3. Select Save To Folder On Computer.
4. Select a preset from the Presets menu (**Figure 3**).
5. In Project Name, enter a name for your project.
6. In Save In, click Browse to select a location for the DVD output files.
7. Click the Build button to create the web DVD.
The Build Completed message appears after the build is complete.
8. Click the link to preview the generated web DVD file in your browser (**Figure 4**).

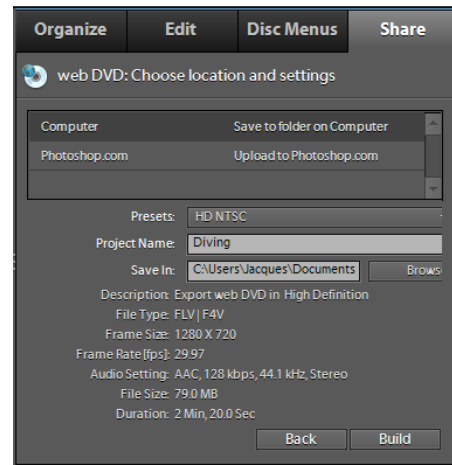


Figure 2 web DVD view

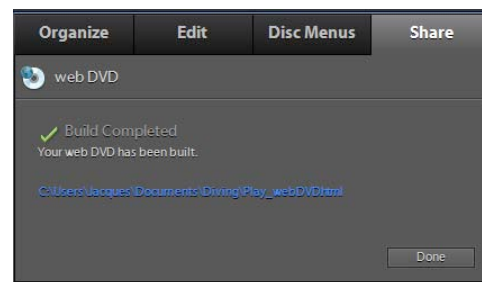


Figure 3 web DVD Presets menu

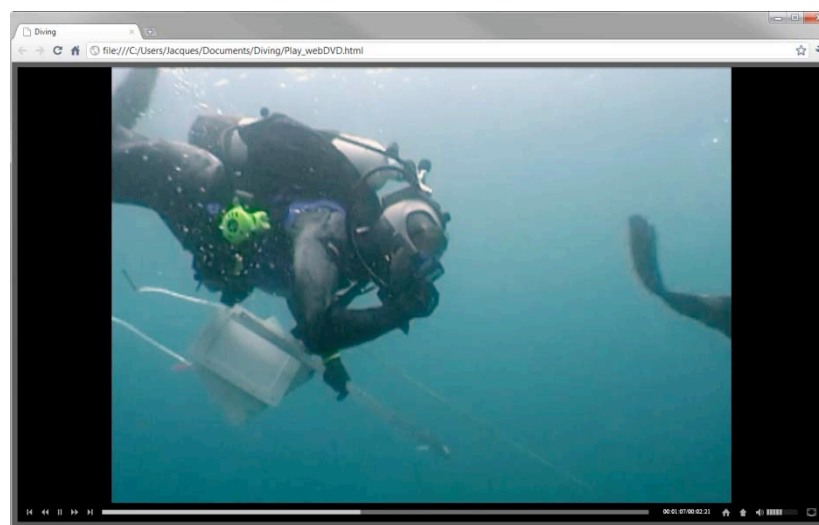


Figure 4 Viewing the web DVD file

Sharing to a DVD

DVDs are ideal for large projects and generally have the highest quality of any option. Depending on the complexity and length of the project and your computer speed, encoding (compressing) video and audio for a disc can take hours. If you plan to burn multiple discs with the same content and quality, you can save time by burning them in the same session, which compresses the project only once.

To share to a DVD:

1. Connect and turn on all external DVD or Blu-ray burners.
2. In the Share workspace in the Tasks panel, click Disc.
Disc view appears (**Figure 5**).
3. In Disc view, choose either DVD or Blu-ray from the menu.
4. Select Disc as the Burn To option.
5. Type a name for the disc.
This name appears in Windows if you insert the disc into a computer after the DVD burn has been completed. (The default name is a date stamp in 24-hour format: YYYYMMDD_hhmmss.)
6. Select a burner from the Burner Location menu.
7. Make sure that a compatible disc is inserted in the drive. If you insert a disc, click Rescan to check all connected burners for valid media.
8. In the Copies box, enter the number of discs you want to burn during this session.
You are prompted to insert new discs until all have been burned. Encoding the video and audio takes place only once.
9. For Presets, select the option for the television standard used in the geographic location of your audience.
 - NTSC Dolby DVD (Standard view; United States and other countries that use the NTSC standard)
 - NTSC Dolby Widescreen (16 x 9 view; United States and other countries that use the NTSC standard)
 - PAL Dolby DVD (Standard view; United Kingdom and other countries that use the PAL standard)
 - PAL Dolby Widescreen (16 x 9 view; United States and other countries that use the PAL standard)

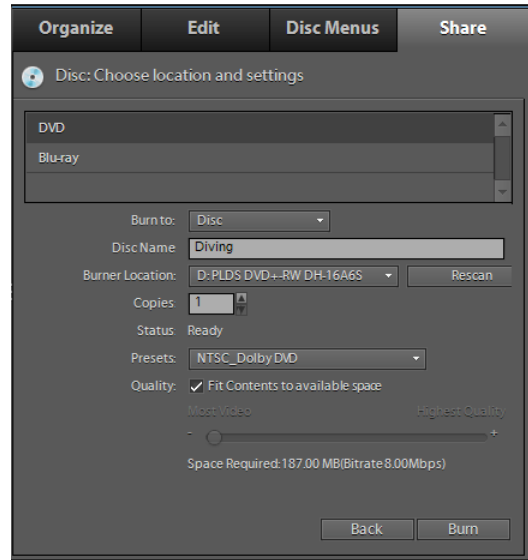


Figure 5 Disc view

10. (Optional) Select Fit Contents To Available Space. If burning to a DVD, you can deselect this option and drag the slider to choose the video quality you want. (By default, this option is selected for DVD, and deselected for Blu-ray.)
11. Click Burn to begin converting your project to the DVD or Blu-ray format and burning the disc. If you are burning a DVD, and a burner is not available, you can burn to a DVD folder, and then burn the resulting files to DVD when the burner is available.

The Build Completed message appears after the build is complete (**Figure 6**).

Note: Encoding the video and audio for disc output can take several hours.

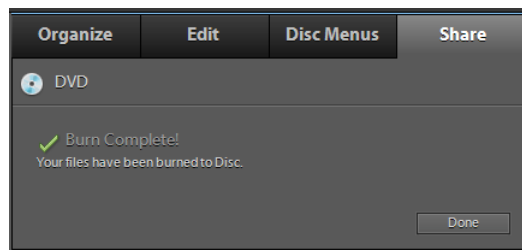


Figure 6 Burn completed message in DVD panel

Sharing to the web

Adobe Premiere Elements enables you to export your movie in formats suitable for delivery through the Internet. Using the Share workspace in the Tasks panel, you can upload your video directly to the web. Adobe Premiere Elements provides preset formats such as Adobe Flash Video (.flv), Flash Renamed MP4 file (.f4v), and QuickTime (.mov), which are commonly used to embed video into web pages and web applications.

The Flash Video For Web preset covers the requirements of most servers and the bandwidth and player options available to most viewers. Using a preset is the quickest way to export your movie. You can also customize the settings to match a specific situation. Remember, however, to make sure that the data rate of your movie is appropriate for the intended playback medium.

Adobe Premiere Elements makes it simple to quickly upload your movies directly to YouTube. You can set up an account and specify quality settings the first time you upload to YouTube.

To share a movie on YouTube:

1. Click Share in the Tasks panel, and click Online.
Online view appears (**Figure 2**).
2. Choose YouTube from the list at the top.
Adobe Premiere Elements uses the Flash Video For YouTube preset for all YouTube files.

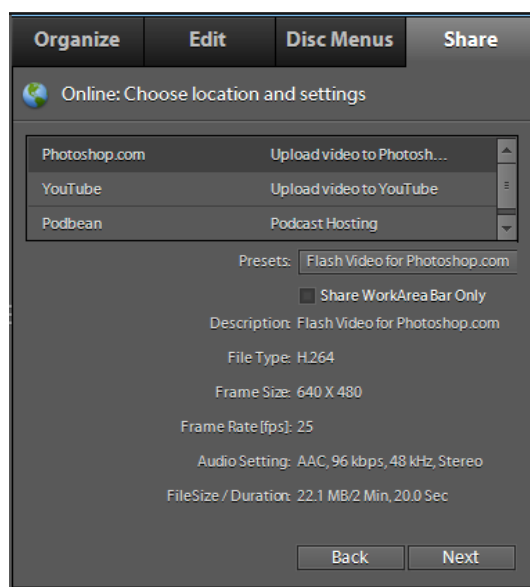


Figure 7 Options in Online view

3. Click Next and log in to YouTube (**Figure 8**). If it is your first time uploading to YouTube, click Sign Up Now and register. Then log in.
4. Click Next.
5. Enter the required information about your project: Title, Description, Tags, and Category (**Figure 9**). Then click Next.
6. Choose whether you want to allow the public to view your project, and then click Share.

The Share Complete message appears after the share is finished uploading (**Figure 10**).

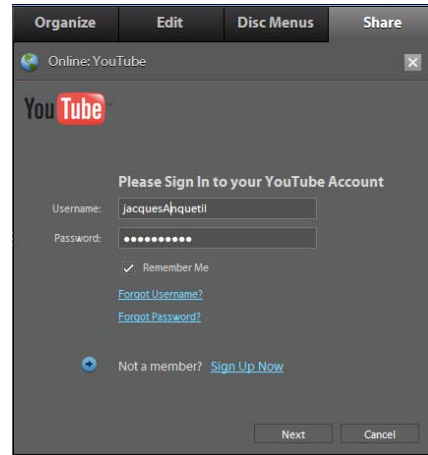


Figure 8 Log in to YouTube

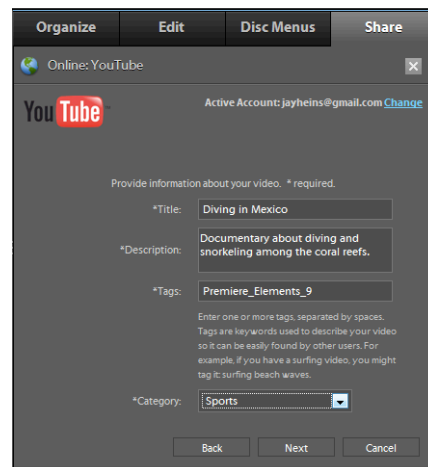


Figure 9 Movie information

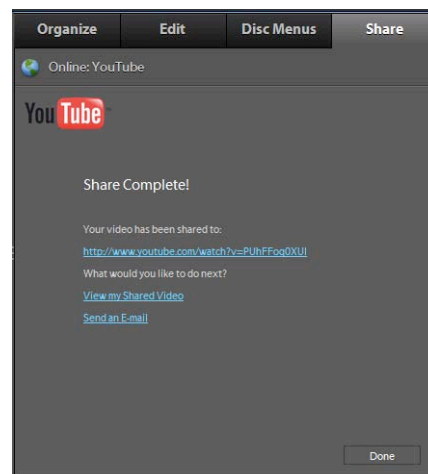


Figure 10 Share Complete message

7. When the share is complete, the location appears in the Share workspace. You can choose View My Video to open YouTube and watch your video (**Figure 11**), or Tell Friends to send an e-mail about your new posting.
8. To return to the main Share workspace, click Done.

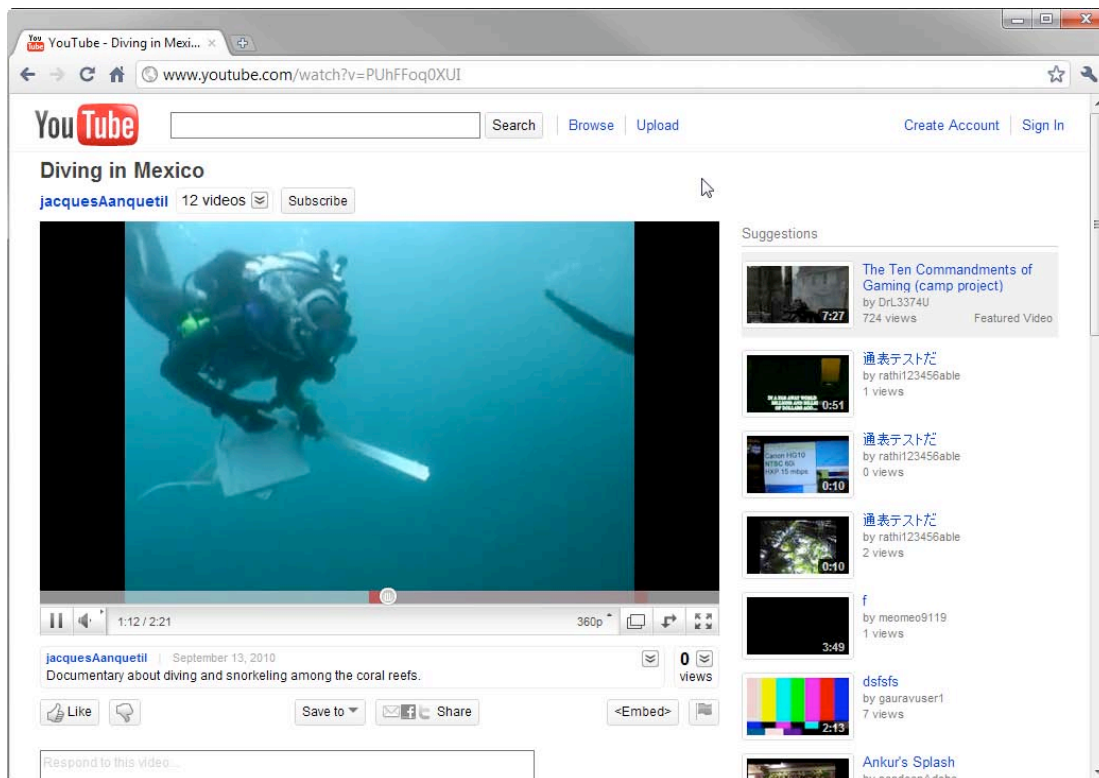


Figure 11 Viewing the video on YouTube

Sharing to your computer

The video you edit in the Timeline or Sceneline is not available as an independent video file until you export, or share, it to a video format. After export, you can play it back on your computer, view it in other media player or editing programs, and move it to other computers.

Sharing a movie for computer playback generally creates files with data rates and file sizes that exceed the limits for successful playback on the Internet, VCD, SVCD, DVD, or handheld devices.

To share to your computer:

1. Click Share in the Tasks panel, and then click Computer.
Computer view appears (**Figure 12**).

2. Choose a format from the list.

For example, if you are distributing and viewing the project on the web, you might choose Adobe Flash Video.

3. Choose a quality level from the Presets menu.

As with other quality settings, file size increases as quality increases.

4. Enter a name for the file.

This is the name that will appear on your computer.

5. Click the Browse button to select a location for the file on your computer.

6. Click Save.

Premiere Elements renders the file and saves the file to your computer in the location you selected. As with other formats, rendering may take some time.

Once the rendering completes, you will see a confirmation message. To view the file, browse to its location.

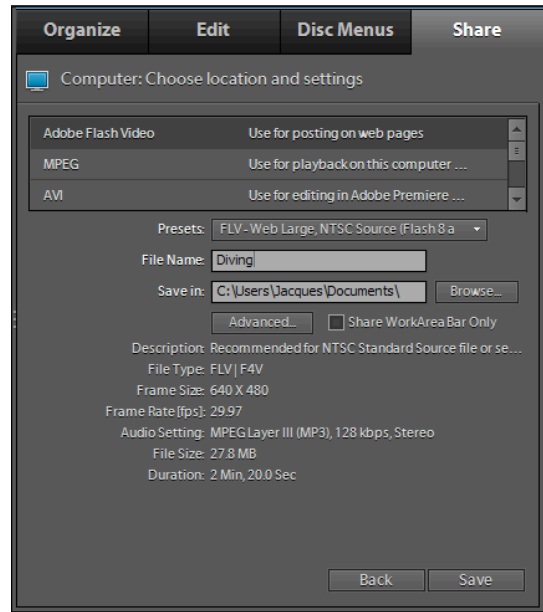


Figure 12 Computer view

Sharing to a mobile phone or player

With Premiere Elements, you can share projects to a range of handheld media players and mobile phones so viewers can watch your movies on these players.

With this option, you first format the project and save it to your computer. Later, you can move the file to a media player or mobile phone.

Each player or phone has particular requirements. For more information on the specifications for your desired player or phone, go to the manufacturer's website.

To share to a mobile phone or player:

1. Consult the user guide for the device to determine the video file formats it supports.
2. In the Share workspace in the Tasks panel, click Mobile Phones And Players.

Mobile view appears (**Figure 13**).

2. Choose your phone or player from the list.
For example, to share video on the Apple iPod, choose Apple iPod And iPhone.
3. Choose a quality level from the Presets popup menu.

As with other quality settings, file size increases as quality increases

4. Enter a name for the file.
This is the name that will appear in both your computer and the phone/player.
5. Click the Browse button to select a location for the file on your computer.

This is the location from which you will copy the file to a phone or player.

6. Click the Advanced button to open the Export Settings dialog box (**Figure 14**).
You can use the Audio tab in the Export Settings dialog box to adjust the settings for the audio file.
7. If you are exporting video, make sure the Export Video option is selected. If you are exporting audio only, make sure the Export Video option is not selected.
8. Click OK to close the Export Settings dialog box.
9. Click Save in Mobile view to export your audio or video file.

Premiere Elements renders the file and saves the file to your computer in the location you selected. As with other formats, rendering may take some time.

Once the rendering completes, you will see a confirmation message. To view the file, browse to its location.

Note: Depending on the file type, you may not be able to view the movie on your computer unless you have the correct player installed.

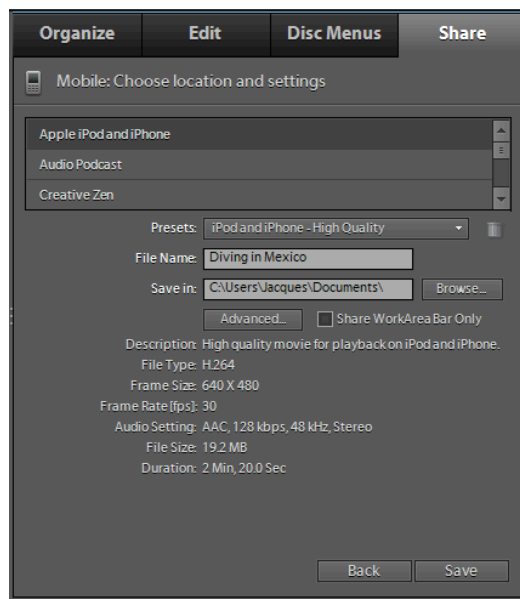


Figure 13 Mobile view

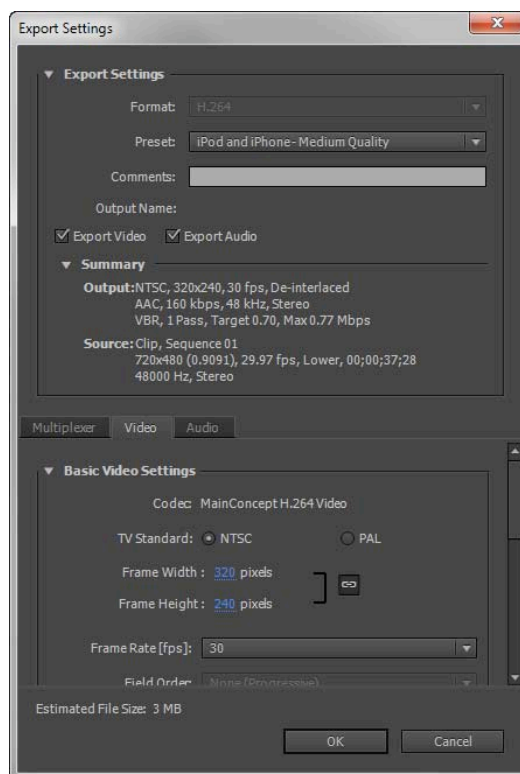


Figure 14 Export Settings dialog box with Video tab selected