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 Organizer workspace, or *recording* narrations from a microphone.

When you add media files to your project, they are added to the Project view and the Organizer 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 the Add Media button (**Figure 1**).

Figure 1 Add Media panel

Use any of the following options:

- *Elements Organizer* Adds video and images from the Organizer workspace. In Quick view, you add files directly to the Sceneline by dragging and dropping from the Organizer. In Expert view, you can drag and drop files from the Organizer into the Project Assets view (**Figure 2**).

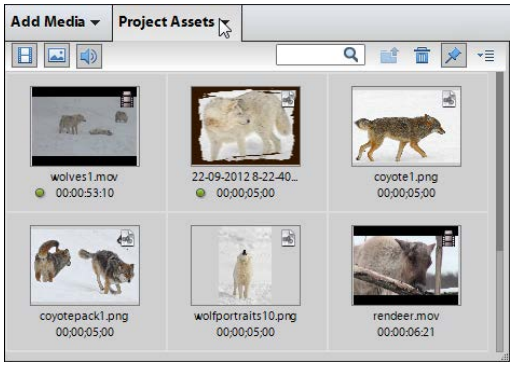

Figure 2 Project Assets view

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- *Videos From Flip Or Cameras* Imports media from devices that store video files in flash memory or on a disk.
- *DV Camcorder* Captures video from a DV camcorder connected by FireWire or USB 2.0. This option opens the Capture window.
- *HDV Camcorder* Captures video from an HDV camcorder connected by FireWire or USB 2.0. This option opens the Capture window.
- *DVD Camcorder Or Computer 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.
- *Webcam Or WDM* (*Webcam* in Mac OS) Captures video from a webcam or WDM-compatible capture device. This option opens the Capture window.
- *Photos From Cameras Or Devices* Imports photos from a still camera, mobile phone or other device 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.

When you add media files to Premiere Elements, they are added to the Quick view timeline and the Expert view timeline. In addition, they are added to the Project Assets panel in the Expert view.

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 Add Media button.

Video file types

- AVI Movie (.avi)
- Shockwave flash (.swf)
- RAW (.raw)
- Filmstrip (.flm)
- MPEG Movie (.mpeg, .mpe, .mpg, .m2v, .mpa, .mp2, .m2a, .mpv, .m2p, .m2t, .ts, .ac3, .vob, .mod, .m2ts, .mts, .m1v, .mp4, .m4v, .mov, .acc, .3gp, .avc, .264, .tod, .f4v)
- Windows Media (.wmv, mwa, .asf, .asx)
- QuickTime Movie (.mov, .3gp, .3g2, .mp4, .m4a, .m4v, .TSDR, .dif, .dv, .flc, .fli, .m15, .m1a, .m1s, .m1v, .m4a, .m4v, .m75, .mp4, .mpa, .mpeg, .mpg, .mpg4, .mpm, .mpg)
- DV Stream (.dv)

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

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Capturing video

Use the Capture window to monitor the video and access all of the capture commands (**Figure 3**). 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 Project in the Tasks panel, click Add 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.

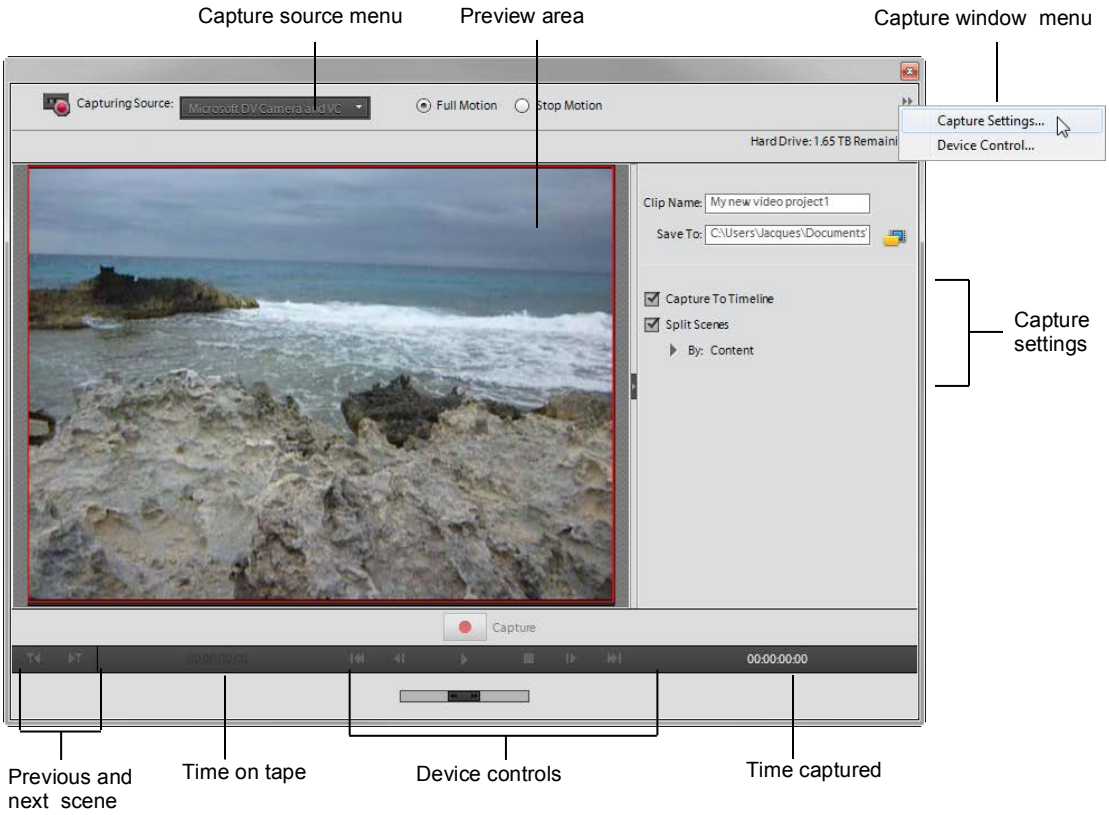

Figure 3 Capture window

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.

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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 Project, and then click Add Media (**Figure 4**).

   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 5**):
   - 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 4 List of import devices

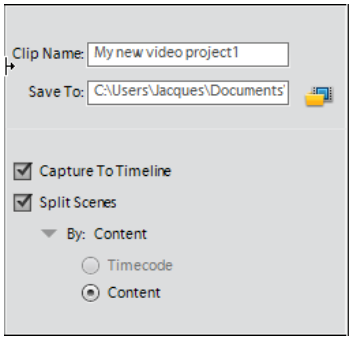

Figure 5 Options for capturing video from a camcorder

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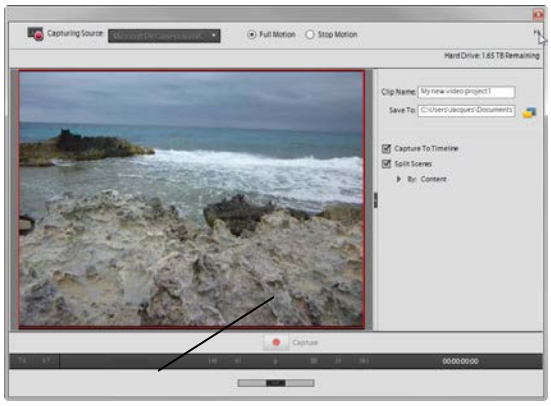
9. Click the Capture button.

   Premiere Elements begins capturing video from the camcorder (**Figure 6**).

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 6 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 7**), 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.

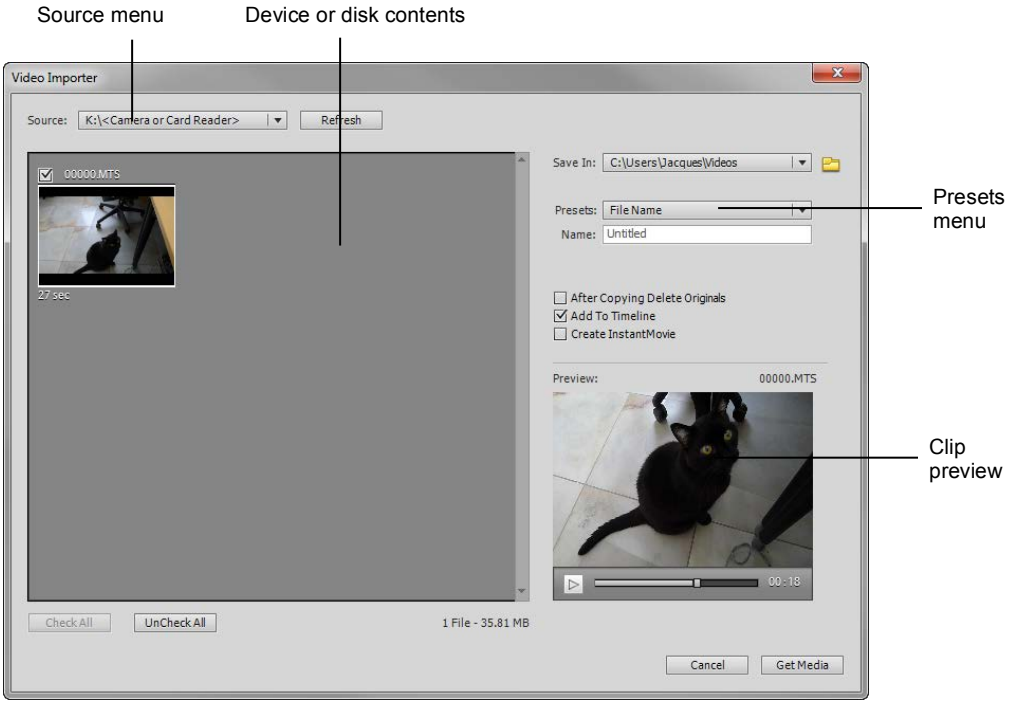


Figure 7 Video Importer

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 Project workspace, click Add Media (**Figure 8**).

   A list of devices appears.
3. Click the device from which you want to import:
   - DVD Camcorder Or PC DVD Drive
   - Flip, AVCHD, Cameras, Phones, Or Removable Drive

   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 9**).
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 9**).

Figure 8 List of import devices

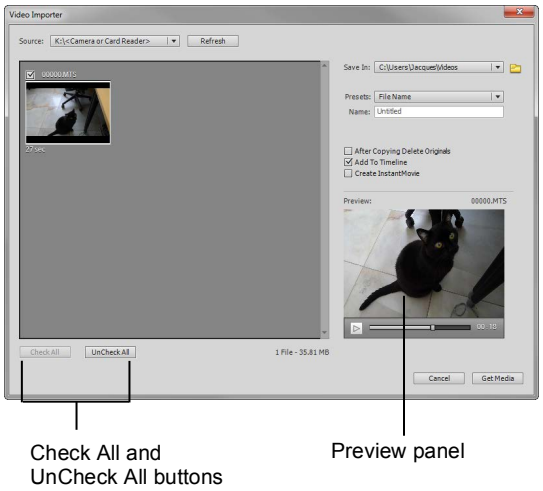


Figure 9 Video Importer dialog box

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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 Add 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.

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