Adobe Premiere Pro CS5 Classroom In A Book
Synopsis

This is the eBook version of the printed book. Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CS5 choose Adobe Premiere Pro CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 22 project-based lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CS5. Readers learn the basics on things like using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, authoring DVDs, and much more. This completely revised CS5 edition covers new features such as Ultra, the new high-performance keyer. New workflows for creative collaboration are also explored, from the script all the way to the screen using Adobe Story, OnLocation, Speech Search, and other Adobe tools that are right at users' fingertips. Please note that instructions on downloading the classroom files are located at the end of the Kindle book.

Book Information

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**Customer Reviews**

I've used Final Cut Pro and Final Cut Express for several years now, and while I can't claim to be an expert I know them fairly well. I decided to learn Premiere Pro as an alternative - primarily because you can edit natively with several formats that Final Cut requires you to convert before editing. Since then, and after working through this book and getting to know how it works and what it can do, I've decided to stick with Premiere Pro for most of my editing projects because I find it much easier to work with for a number of advanced editing problems. This book (which is really the only book available that focuses on teaching how to use Premiere Pro CS5) is very clear and straightforward. It would be helpful both for experienced editors ready to try out Premiere Pro (who might decide to skim through a few of the chapters on basics, that are fairly similar to how things work on other editing platforms), and also for those just starting out. This isn't really an introduction to editing, per se - though the authors do include some scattered but helpful advice for beginners. (One of the best and most accessible general introductions to editing principles that is platform neutral is Grammar of the Edit).

We go back to Premier 1.0 as well as having had a traditional video editing suite, in the days of tape. Admittedly, I had not kept up with all the Premier revisions. We used to have both Macs and Windows, because there was a time when we would need to translate incompatible file formats. However, we have not had a Windows machine for nearly six years. The revision history of Premier is a little difficult to figure out. Through August 2002 there was Adobe Premier on Macs and Windows. Then, a year later Adobe introduced Premier Pro, which was a Windows-only app. By July 2007, following the Macromedia merger, Premier Pro re-emerged as a Mac app with the introduction of CS3 and the Production Premium Suite and Master Collection. We fully intend to master the entire set of key apps in the Master Collection. Since we’re rusty on Premier Pro (Pr), we have chose three key solutions to improve our skills, dramatically. We, like many Adobe professionals, have been relying upon Classroom in a Book (CIB) to touch up our skills. We have not messed around with tape in many years. Part of what has driven us back to Premier is the native support it offers DSLR (digital single lens reflex) camera users. Like ourselves, many professional photographers, we know, are diving into video, now. There’s an imperative need to edit this footage. Most photographers, unlike ourselves, are going to need a great deal of hand-holding to get used to Premier Pro. The workspace bears a great deal of resemblance to Bridge, though what many of the
panels do will be a brave new frontier. CIB smartly recognizes this and approaches Pr CS5 is if the reader knows nothing about the app.

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