

Premiere Pro CC 2018

Domain 1

Teacher Edition

Presented By
 **LearnKey**[®]

Fill-in-the-Blanks

Instructions: While watching Domain 1, fill in the missing words according to the information presented by the instructor. [References are found in the brackets.]

Lesson 1

1. The first step in any media-driven project is to determine whether the project is relevant to the purpose, audience, and audience needs. [Purpose, Audience, and Audience Needs]
2. Communication needs to be a two-way street between those building the project and those who want the project, and it needs to be constant since these video projects, by nature, are time-consuming and require a lot of detail. [Purpose, Audience, and Audience Needs]
3. Setup is just a matter of setting up the cameras, the mics, the lighting, the props, and anything else needed for each scene. [Production]
4. Post-production is the phase where all the film, audio, and other visuals come together to create the completed project. [Post-Production]

Lesson 2

5. You do not need to file paperwork with any copyright office in order to consider a work copyrighted. [Legal Considerations for Content]
6. With fair use, a question to answer is whether using this work will cost the original rightsholder money. [Legal Considerations for Content]
7. There are two basic ways to obtain proper permission to use copyrighted material: licensing and public domain. [Legal Considerations for Content]
8. A model release, also known as a talent release, is a signed waiver where the authors get permission to use a person in a video. [The Whens and Hows of Permissions]
9. Resolution dictates the density of pixels, or dots, that will display in either a video or in an image. [Digital Video Terminology]
10. MP4 and MOV are the two most common video files you will import into Premiere, while MP3 and WAV are the most common audio formats you will import into Premiere. [Digital Video Terminology]
11. Color grading is the process of changing the visual tone of an image or video clip. [Managing Color]
12. Room tone sometimes gets confused with ambient noise, which is typical background noise that occurs when filming in a location. [Key Audio Terms]

Lesson 3

13. Matching shots are shots in which, between two shots, one shot is cut to another in such a way that it looks seamless, like it is one shot. [Film and Video Techniques]
14. Head room is the distance between the top of a subject's head and the top of a frame. [Film and Video Techniques]
15. A chroma key is a color used as part of a background that can be replaced easily with footage from another video; this is commonly done with a green screen. [Photographic and Cinematic Principles]

16. A foreground contains elements that appear closest to the user, will have the best focus, and are meant to draw the most attention within a design. [Photographic and Cinematic Principles]
17. Cutaway shots help to maintain continuity in a scene and provide context within a scene. [Types of Shots]

Identify Project Needs

The first step in any media-driven project is to determine whether the project is relevant to the purpose, audience, and audience needs. This step is important as the answers to the project questions will determine how you plan, structure, and produce a video-based project.

Purpose:

Upon completing this project, you will be able to understand how to decide what is needed for a project.

Steps for completion:

1. Which are four questions that need to be answered before beginning a project?
 - a. What are the client's goals?
 - b. Who is the target audience?
 - c. What are the demographics and accessibility needs of the target audience?
 - d. On which platform will the project be published?
2. Answer the four questions for a personal project you would like to work on.
 - a. _____

 - b. _____

 - c. _____

 - d. _____

Project Details

Project file
None

Estimated completion time
5-10 minutes

Video reference
Domain 1
Topic: Getting Acquainted with Premiere
Subtopic: Purpose, Audience, and Audience Needs

Objectives covered
1 Working in the Video Industry
1.1 Identify the purpose, audience, and audience needs for preparing images
1.1.a Determine whether content is relevant to the purpose, audience, and audience needs

Notes for the teacher
Answers will vary. If time permits, come up with a scenario for a project and have the students question you to find out the purpose, audience, and audience needs for a project.

Stages of Production

There are three stages of production to understand: pre-production, production, and post-production. Before beginning a project, pre-production includes creating a shot list, script, storyboard, and location scouting. These things take some time and effort, so creators need to budget their time thoughtfully. Production involves setup, filming, and wrap, where the physical aspects of a production occur. Post-production has five steps, three of which involve editing, and this is the stage in which all the parts of the project come together.

Purpose:

Upon completing this project, you will be able to identify the production aspects used in creating a Premiere project.

Steps for completion:

1. Answer the following questions about pre-production terms:
 - a. What does a shot list need to contain?
Camera shots, where they are located, and the number of cameras used for each shot
 - b. What does a script need to contain?
Any dialogue included in a video
 - c. What does storyboarding provide?
A visual representation of the video timeline
 - d. What is location scouting?
The act of visiting each location to look over factors that will affect the shoot
 - e. Which are the three basic aspects of production? Setup, filming, and wrap
 - f. Which are the five steps of post-production?
Importing, editing, color correction, scoring, and exporting

Project Details

Project file

None

Estimated completion time

5-10 minutes

Video reference

Domain 1

Topic: Communicate About Project Plans

Subtopic: Pre-Production; Production; Post-Production

Objectives covered

1 Working in the Video Industry

1.2 Communicate with colleagues and clients about project plans

1.2.a Demonstrate knowledge of techniques for communicating about design plans with peers and clients

1.2.b Demonstrate knowledge of basic project management concepts

Notes for the teacher

Answers may vary slightly. Make sure students understand which parts of a project fit in the pre-production, production, and post-production phases of a project.

Copyright and Permissions

There are a few important copyright terms and definitions that anyone working on a project should know. They include copyrighted, fair use doctrine, intellectual property, derivative works, work for hire, licensing, public domain, and Creative Commons. There are a few different types of Creative Commons, which include Attribution, Non-commercial, NoDerivs, and ShareAlike. Users may need to get permission for their projects as well, which could include talent and location releases.

Purpose:

Upon completing this project, you will be able to identify copyright, permissions, and licensing terms.

Steps for completion:

1. Write the correct legal term, consideration, or permission next to its definition.
 - a. Copyright grants the creator of work exclusive rights for use and distribution.
 - b. Fair use doctrine provides for limited use of copyrighted material without acquiring permission.
 - c. Intellectual property is a monopoly on works assigned to owners.
 - d. Derivative works are creations which include major copyright-protected elements of an original.
 - e. Work for hire is the simple act of work for pay.
 - f. Licensing is the act of getting written permission from a copyright holder to use material.
 - g. Public Domain is a work which is free for use 50 to 100 years after the author's death.
 - h. Creative Commons is a type of license which gives others permission to share, use, or add to a created work.
 - i. BY is the symbol for Attribution, meaning you need to credit the original author for the work you are using.
 - j. NC is the symbol for Non-commercial, meaning you can use a work as long as you do not charge for it.
 - k. ND is the symbol for NoDerivs, meaning no derivatives of the work. In other words, the work can be used but cannot be altered.
 - l. SA is the symbol for ShareAlike, meaning that copies of work must be released under the same or similar license as the original.
 - m. A talent release is a signed waiver granting an author permission to use a person in a video.
 - n. A location release is a signed waiver to where the author gets permission to use a place in a video.

Project Details

Project file

None

Estimated completion time

5-10 minutes

Video reference

Domain 1

Topic: Copyright, Permissions, and Licensing

Subtopic: Legal Considerations for Content; The Whens and Hows of Permissions

Objectives covered

1 Working in the Video Industry

1.3 Determine the type of copyright, permissions, and licensing required to use specific content

1.3.a Identify legal and ethical considerations for using third-party content

1.3.b Identify when and how to obtain permission to use images of people and locations

Notes for the teacher

Ensure that students understand Creative Commons and all the symbols associated with it.

Digital Video and Color Terms

When it comes to working in the digital video industry, one working on video projects needs to know the differences between frame rate, resolution, aspect ratio, and audio sampling rate. Users should also know safe zones, file formats, rendering, and codecs.

Frame rate is the amount of video playback frames per second. Resolution dictates the density of pixels, or dots, that will display in either a video or in an image. Aspect ratio is the rate of width to height to a video frame. Audio sampling rates measure the amount of audio samples for an analog signal per second and is usually measured in kilohertz. The safe zone in a video is one in which you can add text and not worry about it being cut off. Rendering is the process of drawing the images of your video into a final file format of one's choosing. Codecs are encoders or decoders used on audio and videos. The main reason for a codec is to encode and possibly encrypt data as it transmits from source to destination.

Purpose:

Upon completing this project, you will be able to determine digital video terminology examples and define color terminology.

Steps for completion:

1. Which is the standard number of frames per second for movies in cinema? 24
2. The numbers 1280 × 720 represent the resolution or dimensions of a video project.
3. Name two common video file formats you will import into Premiere.
Answers may include MP4, H.264, MOV, TIFF, AVI, or other formats found at https://helpx.adobe.com/premiere-pro/using/supported-file-formats.html
4. Answer the following questions about color terms:
 - a. What is white balancing?
The act of ensuring that what appears as white in reality also appears as the same cast of white in your video
 - b. What is color grading?
The process of changing the visual tone of an image or video clip
 - c. What is color correction?
The process of changing individual colors in an image or video clip

Project Details

Project file
None

Estimated completion time
5 minutes

Video reference

Domain 1
Topic: Audio and Video Terminology
Subtopic: Digital Video Terminology; Managing Color

Objectives covered

1 Working in the Video Industry
1.4 Demonstrate an understanding of key terminology related to digital audio and video
1.4.a Demonstrate knowledge of digital video terminology
1.4.b Demonstrate knowledge of how color is managed in digital video

Notes for the teacher
Written answers may vary slightly. If time permits, go through the terms covered in this project with the students.

Video Production Terms

There are a few important video production terms and definitions that creators should know. They include clipping, audio levels, microphones, ambient sound, room tone, Foley sound, aperture, shutter speed, ISO, lenses, tripods, and dollies.

Purpose:

Upon completing this project, you will be able to identify production terms and equipment.

Steps for completion:

1. Write the correct video production term next to its definition.
 - a. Clipping is the distortion of audio and happens when an amplifier is pushed past its limit.
 - b. Audio levels are the amount of volume in a clip.
 - c. Ambient sound is typical background noise that occurs when filming in a location.
 - d. Room tone is the very subtle noise present in just about every room.
 - e. Foley sound is the reproduction of sound effects.
 - f. Aperture is the size of an opening of a lens through which light passes.
 - g. Shutter speed controls how long a camera's sensor is exposed to light.
 - h. ISO measures the sensitivity of an image sensor in relation to light.
 - i. A tripod is used to lock a camera in place while filming and prevent footage from being shaky.
 - j. A dolly is a cart, often on tracks, used to move a camera with a person or object during a shot.
2. What would be a good type of microphone to use in the following situations? Use one word from each of the following categories to form your answer:

Connection	Wireless, wired
Type	Dynamic, ribbon, condenser
Pickup pattern	Shotgun, unidirectional (cardioid), bidirectional, omnidirectional
Placement	Handheld, lavalier, boom, studio-mounted, stage-floor, hanging, desktop, podium

 - a. Interviewing someone on the street. Answers may vary. One valid answer is wireless, dynamic, shotgun, handheld.
 - b. Capturing the output of a guitar amplifier. Answers may vary. One valid answer is wired, dynamic, cardioid, stage-floor.
 - c. Capturing an entire group in a long studio session. Answers may vary. One valid answer is wired, condenser, omnidirectional, studio-mounted.
3. Which type of camera lens is used when there is no desire to zoom in or out? Prime

Project Details

Project file
None

Estimated completion time
5-10 minutes

Video reference
Domain 1
Topic: Audio and Video Terminology
Subtopic: Key Audio Terms

Objectives covered
1 Working in the Video Industry
1.4 Demonstrate an understanding of key terminology related to digital audio and video
1.4.c Understand and use key terms related to video and audio production

Notes for the teacher
Make sure students understand the differences between similar terms, such as ambient sound vs. room tone.

Visual Design Techniques

There are many visual design techniques used in the process of creating a video project. It is important to understand the following techniques and terms when in the production phase of a project: rule of thirds, different shot types, B-roll footage, coverage model, head room, cut-off points, L-cuts, and room tone.

Purpose:

Upon completing this project, you will be able to utilize video visual design techniques.

Steps for completion:

1. Answer the following questions about design terms:

a. What is the rule of thirds?

A screen which is virtually cut into thirds horizontally and vertically and the point of emphasis is on a third

b. Why is leading in and out of shots (pre-roll and post-roll) important?

They give editors time to make good cuts at the beginning and end of a video

c. What is B-roll footage?

Footage that supplements a video

d. What is head room?

The distance between the top of a subject's head and the top of a frame

e. A cut is an abrupt transition from one shot to another. What is an L-cut?

The extension of an audio clip from a preceding video clip to a subsequent video clip

2. Fill in the blanks with the correct shot types.

a. A zoom shot is one where a lens starts at one focal length and ends on another, having the effect of taking a wide shot and making it a close-up or the other way around.

b. A pan shot takes place when a camera is locked into a position but can rotate in order to get a panoramic view of a shot.

c. A tight shot is the same as a close-up. The reason for this shot is to get the focus on an object that would otherwise be difficult to see.

d. A wide shot is used as a shot for describing a scene.

e. An establishing shot is a shot taken at the beginning of a scene.

f. A closing shot closes a scene. It is sometimes called a hero shot.

g. Coverage shots involve shooting a scene from different distances and positions to better capture what is going on in a scene.

Project Details

Project file

None

Estimated completion time

10 minutes

Video reference

Domain 1

Topic: Design Principles and Best Practices

Subtopic: Film and Video Techniques

Objectives covered

1 Working in the Video Industry

1.5 Demonstrate knowledge of basic design principles and best practices employed in the video industry

1.5.a Communicate visually using standard film/video techniques

Notes for the teacher

Answers may vary slightly. Make sure students understand the characteristics for each shot type.

Editing Techniques

Filming techniques are vital to know, but so are editing techniques if you want to have a great finished video project. Premiere projects consist of sequences, cuts, appropriate content, titles, transitions, and effects. Editing techniques include sequencing, cuts, chroma keys, and the adding and manipulating of text. Before one can be well versed in these editing techniques, one needs to know what they are and when they are used.

Purpose:

Upon completing this project, you will be able to utilize editing techniques in Premiere.

Steps for completion:

1. Fill in the blanks with the correct editing terms.
 - a. Sequencing is the act of making sure all the shots are in the correct order.
 - b. Cuts are breaks in between two clips.
 - c. When transitioning from one clip to the next, there are four effects that can be used: fade, which fades a clip in or out; cut, which is a transition from one shot to another or one clip to another; dissolve, which fades one clip out while the next clip fades in; and wipe, which is a true transition from one clip to the next.
 - d. A chroma key is a color used as part of a background that can be replaced easily with footage from another video.
 - e. The act of replacing a green or other color screen with footage is an example of compositing.
 - f. The principle of lower-thirds involves putting a video title in the lower third of a video frame.
 - g. Credits may be added to the end of a video. Rolling text rolls up and down a screen and crawling text moves from left to right or right to left.
2. Answer the following questions about editing terms:
 - a. Which are three considerations to remember when it comes to titles?
Placement in the safe zone, typography, and legibility
 - b. Which are three types of audio you may want to incorporate into your project?
Background music, narration, and sound effects

Project Details

Project file

None

Estimated completion time

5-10 minutes

Video reference

Domain 1

Topic: Design Principles and Best Practices

Subtopic: Guidelines for Editing Video

Objectives covered

1 Working in the Video Industry

1.5 Demonstrate knowledge of basic design principles and best practices employed in the video industry

1.5.b Identify general design principles and guidelines for editing video

Notes for the teacher

Answers may vary slightly. If time permits, have the students come up with situations in which they would use some of these editing techniques.

Photo Terms and Shot Types

There are many common photographic and cinematic composition terms and principles to know, not just for Premiere, but overall design. These include aspect ratio, background, color, contrast, cropping, depth of field, field of view, foreground, rule of thirds, tone, and white balance. These are vital to understand for a user to create an effective and meaningful project. When filming, users should also know the different types of shots they can use so that they can get the best quality content for their work.

Purpose:

Upon completing this project, you will be able to identify overall design terms and different types of shots.

Steps for completion:

1. Fill in the blanks with the correct design terms.
 - a. The aspect ratio of an image is the proportion of a width to a height.
 - b. A background sets the overall tone of the design.
 - c. Contrast describes the differences among colors and other settings within a design.
 - d. Cropping is the act of trimming the edges of a picture (or inner part of a picture) to remove what is not needed.
 - e. Depth of field is the distance between the nearest and furthest objects that are in focus for a camera.
 - f. Field of view is the area captured on a camera.
 - g. Tone is the shading of light and dark on an object.

2. Match the correct shot type to its use or definition.

A. Medium shot (MS)	<u>B</u>	A shot used to get the focus on a single person or object
B. Close-up (CU)	<u>A</u>	A shot that has equal parts focus on a person or object and a background
C. Point of view shot (POV)	<u>D</u>	A shot that uses a wide-angle lens and is used to draw context around a subject in a video
D. Wide shot (WS)	<u>G</u>	A shot that focuses more on the background of a scene
E. Over the shoulder shot (OTS)	<u>E</u>	A shot used often in conversations between two people to where the focus is on the further person
F. Cutaway shot	<u>C</u>	A shot that is used to show a scene through the eyes of one of the people in the scene
G. Background shot (BG)	<u>F</u>	A shot that helps to maintain continuity in a scene and provide context within a scene

Project Details

Project file

None

Estimated completion time

10-15 minutes

Video reference

Domain 1

Topic: Design Principles and Best Practices

Subtopic: Photographic and Cinematic Principles; Types of Shots

Objectives covered

1 Working in the Video Industry

1.5 Demonstrate knowledge of basic design principles and best practices employed in the video industry

1.5.c Define common photographic and cinematic composition terms and principles

1.5.d Define types of shots and give examples of when and why to use them

Notes for the teacher

Make sure that, for the exam, students can differentiate among the different types of shots.