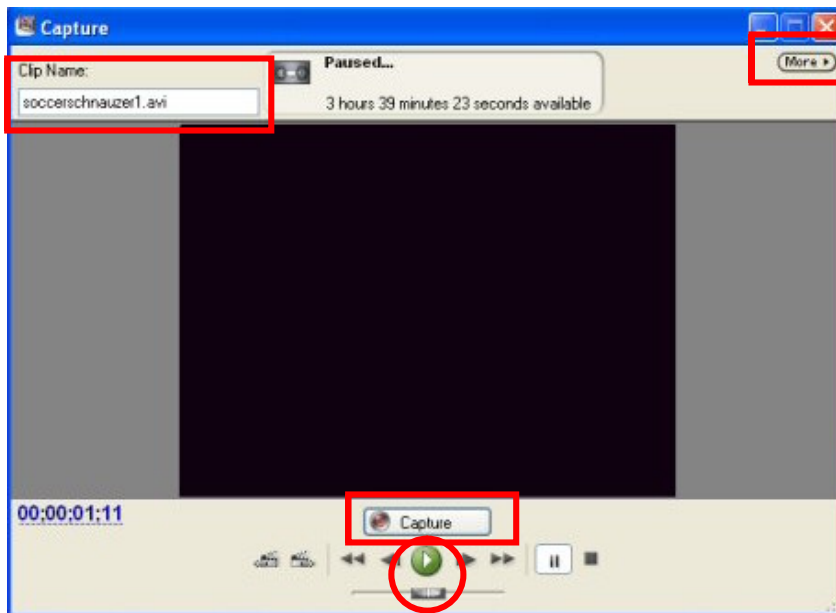


# Adobe Premiere Elements

## Lesson 1: Capturing and Importing Video

Our first task will be to capture video from a digital camcorder. Connect your camera to your computer (on the Sony camera available in the LRC, connect the four-pin end of the firewire to the port that says DV on the side of the camera, then connect the other end to the six-pin firewire port on the computer), launch Premiere Elements, at the Welcome Screen select “New Project,” and when the program opens, click on the Capture button. When the work area comes up, you will see the capture window:



First, name your clip.

Second, click on “More” and be sure that “Capture audio and video” is checked.

Next, notice that the camera is paused, waiting for your input.

The round green button at the bottom is the play button. Press it to begin playing your video; this button will control your camera.

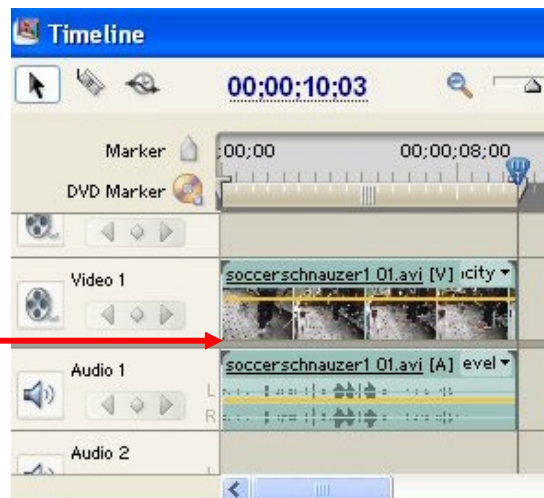
When you’re ready, press capture to begin capturing video.

As soon as you click “Stop” (the Capture button will change automatically to a “Stop” button as soon as you begin capturing), Premiere will place a thumbnail of your clip in the media window and will automatically place your clip on the timeline:



Here is the thumbnail of the clip in the media window.

On the right is the clip in the timeline.



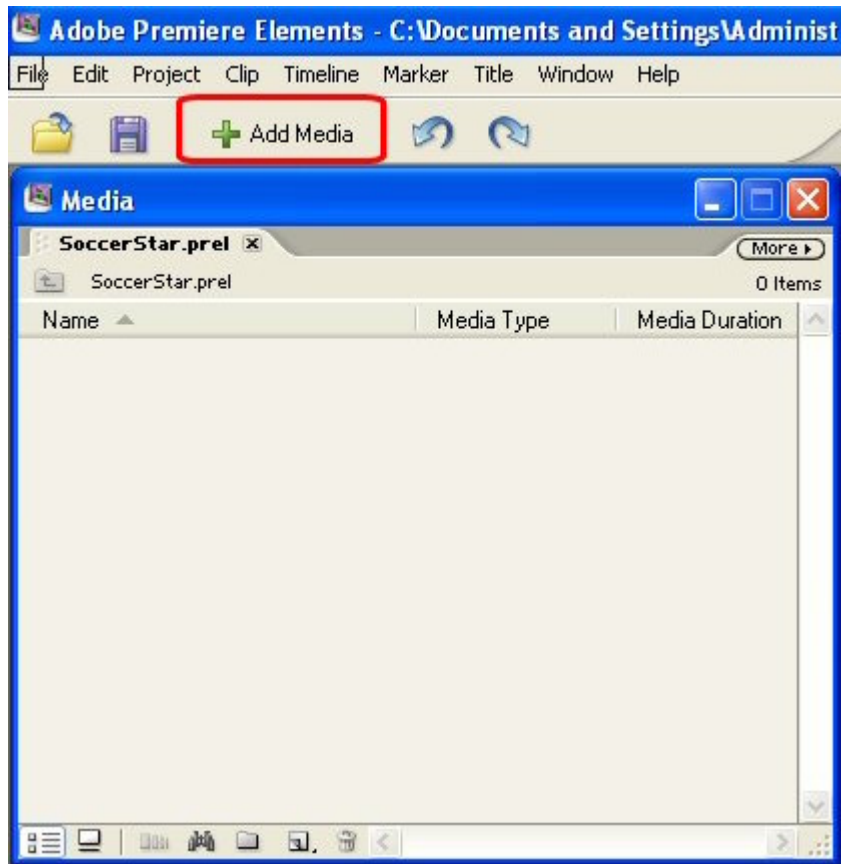


It is possible to capture just video, just audio or both audio and video from your camera. The setting is under the “More” button in the capture window.

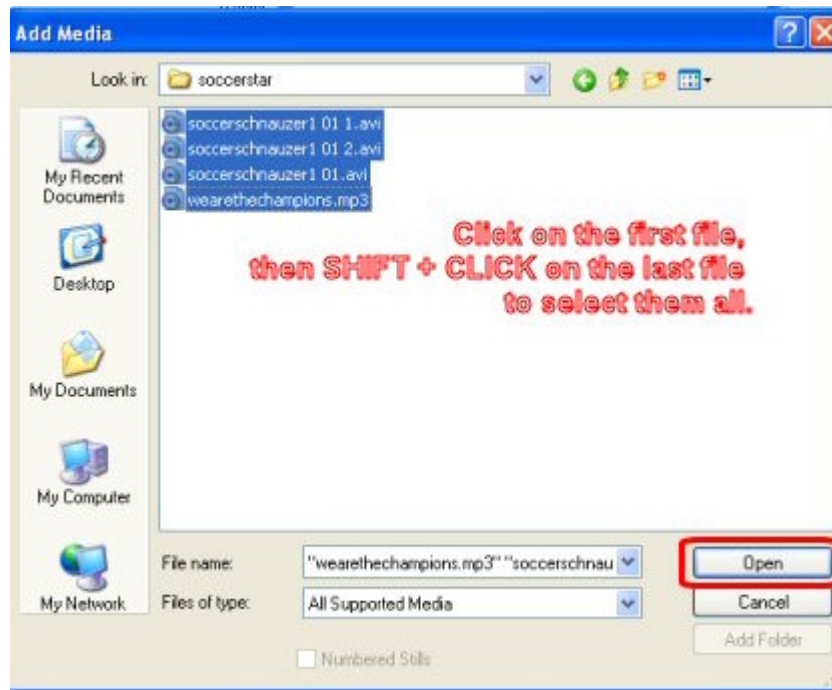
It is also possible to capture video and have Premiere automatically detect scenes. It will mark a new scene each time you stopped filming and then restarted. Each scene can be saved as a separate clip. Again, this setting is under the “More” button in the capture window. You can also select whether to capture directly to the timeline or not.

For the purposes of this tutorial, I have already captured the clips for you, so in essence we are skipping the capture step. Instead, to begin, we now need to import the clips into our project that are already captured.

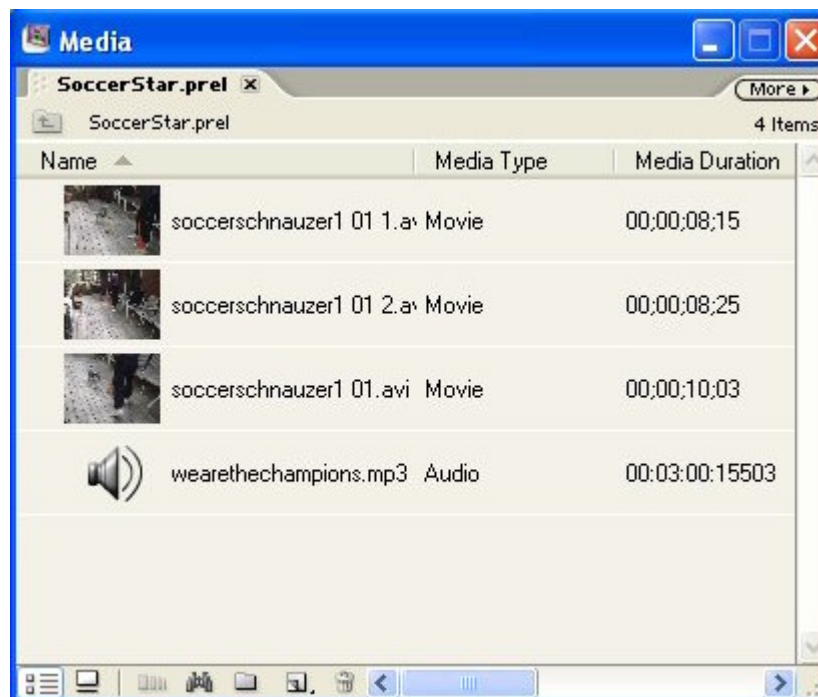
1. Click on the **Add Media** button just above the media window.



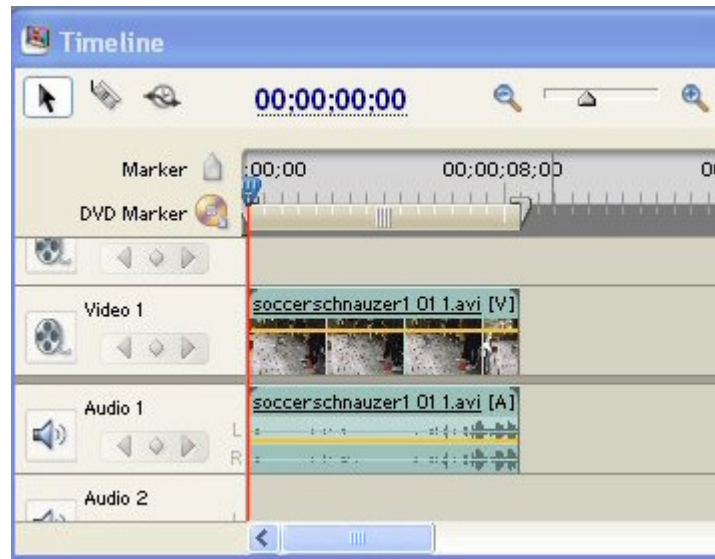
2. Navigate to C:\Desktop\Digital Storytelling\goreeimages (or the folder where you stored the downloaded images), select all the images including the sound file (to select the whole group, click once on the first image to select it, then scroll to the last image, hold down the SHIFT key and click the last image; this will select the first, the last, and all images in between).



3. Then click OPEN. Thumbnails of all your media should now appear in the media window.



4. To add a clip to the timeline, select the clip named soccerschnauzer1 01.avi and drag it into the timeline in the Video 1 track. Notice that the audio that accompanies this video is automatically placed in the Audio 1 track below.



5. You can add media to your project at any time. You do not have to do it all in the beginning.
6. Let's finish off adding our video clips. Click and drag the second clip (soccerschnauzer1 01 1.avi) into the timeline and then the third (soccerschnauzer1 01 2.avi). Be sure that each clip butts tightly up against the previous one. Your timeline should look like this:

