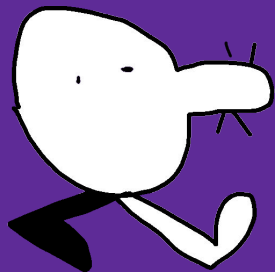


Basic Premiere Pro Tips

For Animation

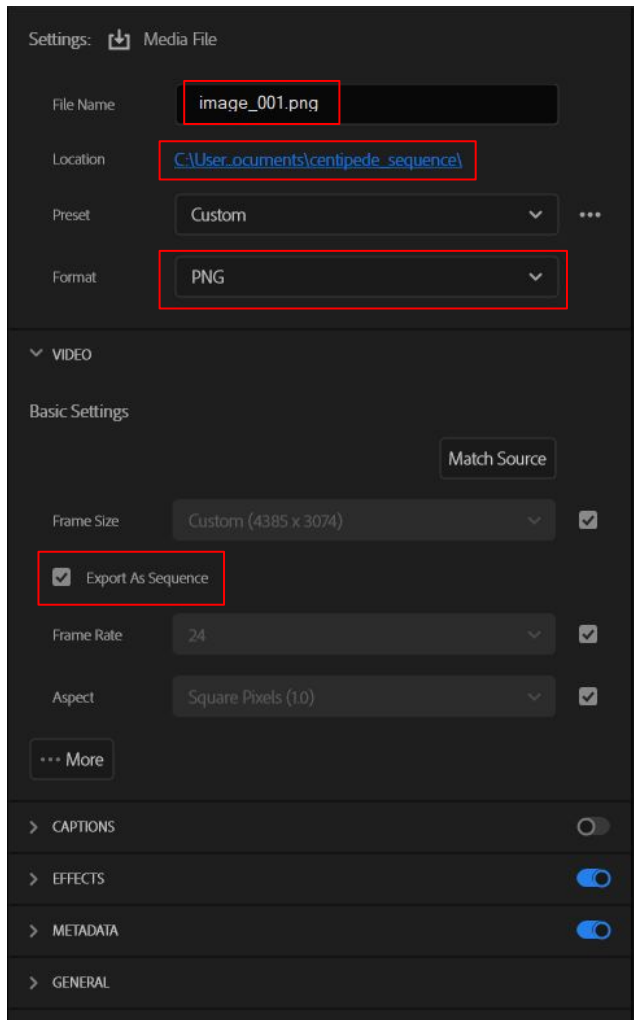


Why use Premiere Pro for editing animation?

- While Premiere is not an animation software, it is useful to use as a second step after creating your animated and non animated assets in the program or traditional medium of your choice.
- Image sequences can be imported and function like video clips which can be edited together
- Image sequences and movie files with alpha channels (transparency) can be layered to create a digital multiplane/parallax effect
- Certain effects like Chroma key and Luma key can be used to edit/key out certain colours/tones from your animations, creating areas of transparency.
- Stop-motion footage can be brought into Premiere to be colour corrected and graded
- **This tutorial will cover some of the ways to utilize Premiere to assemble and edit your animated footage in Premiere Pro.**

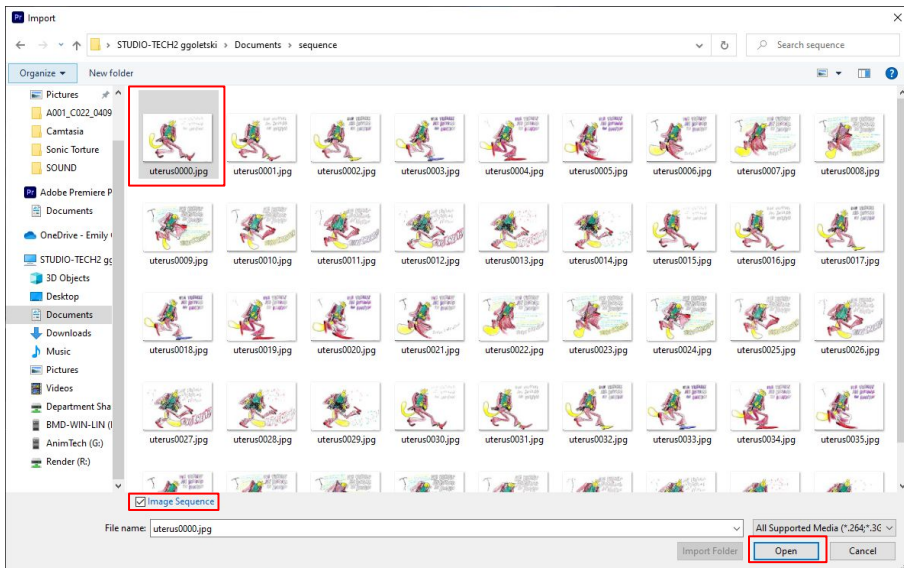
Things to remember!

- Premiere does not like GIF files, avoid importing .gifs! Use image sequences instead.
- Never edit using .mp4s or other compressed video files, you will lose fidelity and sacrifice the beautiful details in your animation. Use ProRes or Animation codec .movs, or image sequences!
- Always make sure your sequence frame rate matches that of your video clips and image sequences. Go to Sequence > Sequence Settings... to bring up a new menu and change Timebase to your preferred frame rate (24 fps recommended).



Exporting Video to Image Sequence

- With the video you want to convert to an image sequence selected in the timeline, navigate to File > Export... to bring up the Export interface
- Name your file. Keep in mind, this is an image sequence, so it is best to add some number padding at the end of the file's name (eg. Image_001), as well as create a new folder to save your sequence in.
- In Format settings, select "PNG", and in the Basic Video Settings, make sure "Export As Sequence" is checked off.
- Resize to 1920 x 1080, or keep your image sequence uncompressed if space isn't an issue.
- Make sure your frame rate matches your video.
- When you're ready, click "Export" in the bottom right corner.



Tip: to ensure all future image sequences are imported at the same frame rate (instead of changing it manually every time), go to Edit > Preferences... to bring up the Preferences menu. Navigate to the Media tab and change the value next to “Indeterminate Media Timebase” to the desired frame rate (24 fps recommended)

DON'T FORGET TO MAKE SURE YOUR SEQUENCE IS SET TO THE SAME FRAME RATE OR YOUR ANIMATION WILL NOT PLAY BACK CORRECTLY!

Importing Image Sequences

- File > Import to bring up file browser window
- Navigate to the folder with your image sequence and select the first image in the sequence
- Below the file browser window, check off the box beside “Image Sequence”
- Click “Open”, your image sequence should appear in your Media Library panel
- Right click on your sequence, navigate to Modify > Interpret Footage... to bring up a new window
- Click “Assume this framerate” and type in the desired frame rate for your sequence (Usually 24 fps, 12 fps if animated entirely on 2s, etc.)



Image above: Luma key off

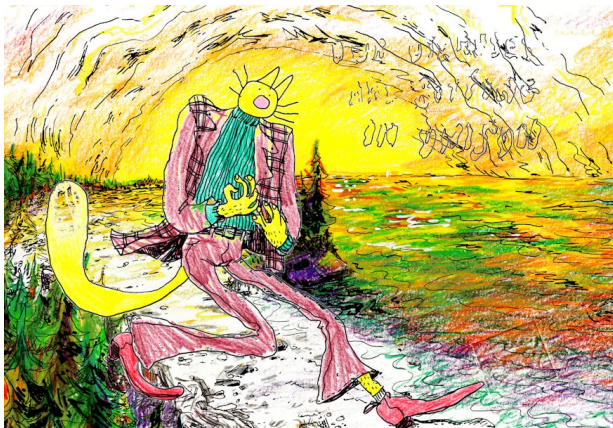


Image above: Luma key on with background image to show the effect of transparency

Luma & Color Keying

- Luma keying is used for removing white from an image, while Color (AKA Chroma) keying is for removing a specific sampled colour.
- To use, navigate to the Effects panel and type in either Luma or Color key to locate the effect. Drag and drop the effect on the clip you wish to key.
- Threshold determines which values it keys out. When Luma keying, low threshold will only key out whitest white, a high threshold will start to key out brighter colours, as well as white.
- Cutoff adjusts the intensity of the falloff between the keyed out luma value and the rest of your opaque image.
- Each image will have its own sweet spot for Threshold and Cutoff, so experiment with each adjustment.
- Colour key has a colour picking tool as well as adjustments for Color Tolerance, Edge Thinning and Edge Feathering, which aids in keeping edges clean where colour has been removed.

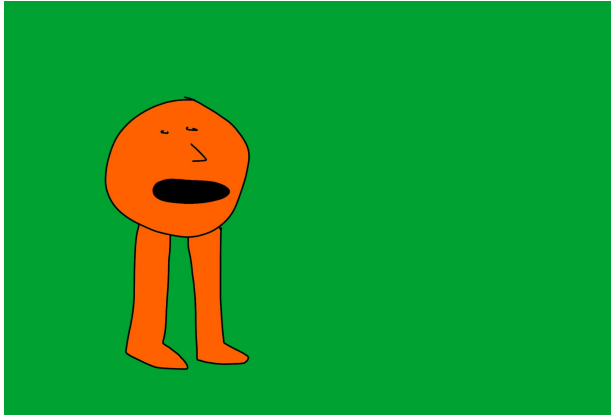


Image above: Color key off

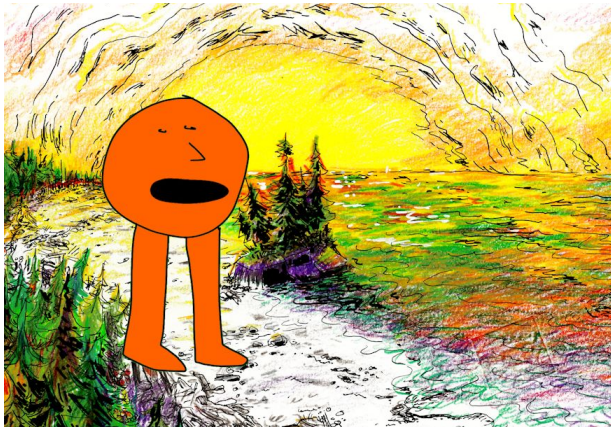


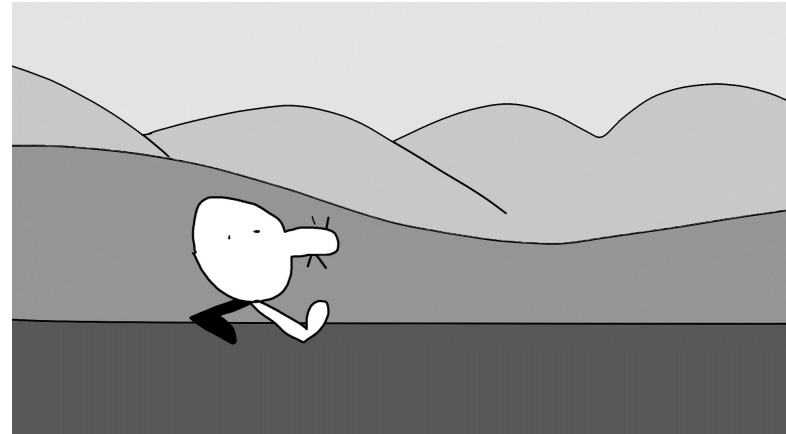
Image above: Color key on with background image to show the effect of transparency

Luma & Color Keying continued

- Color key works best with flat colours, editing out a range of colours will often lead to unwanted colour loss/overall results.
- Colour key has a colour picking tool for sampling the colour you wish to key out.
- Color tolerance works much like threshold does for Luma keying, allowing you to broaden the scope of colours that are keyed out.
- Edge Thinning and Edge Feathering parameters aids in keeping edges clean where colour has been removed.

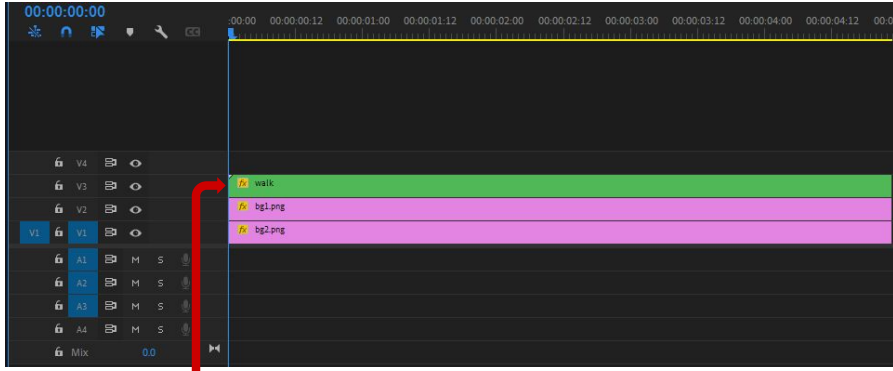
Basic Key Framing

- Basic compositing can be done in Premiere. This can look like a variety of things but usually when working with 2D animation with an alpha channel (transparency) it means layering assets. Premiere is not as robust of a program when it comes to compositing as a program like After Effects or Nuke. It is best used when creating simple compositions, or rough drafts of animation, like an animatic.
- Key framing can be used to move your animated assets around independently of each other.
- For example, 3 layers moving in parallax can create the illusion of depth/multiplane animation setup
- This can be achieved via simple key framing. Using the right animation as an example: The animation is split into 3 layers: The character walking, the background immediately behind the character (we will call this BG1), and the hills furthest in the back (BG2). BG2 is keyframed to move in a smaller increment than BG1 to give the illusion of depth, while BG1 moves faster, panning over more area, giving the viewer the sense that it is closer to them than BG2.

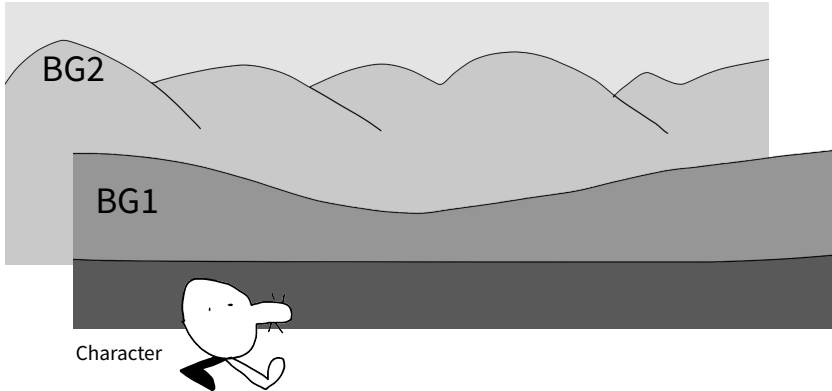


Above: very crude example of a parallax composition

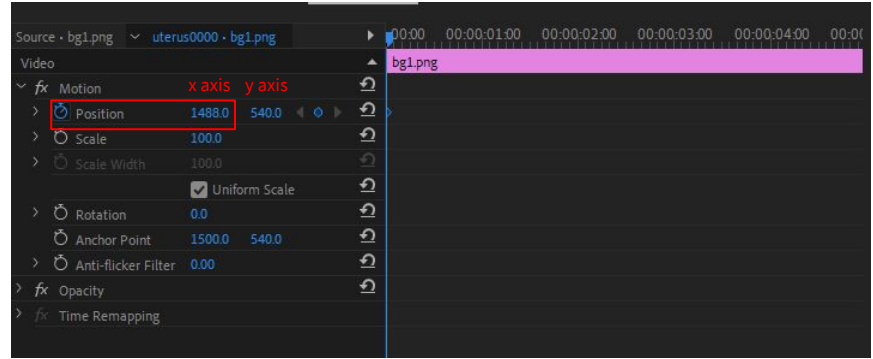
Basic Key Framing - continued



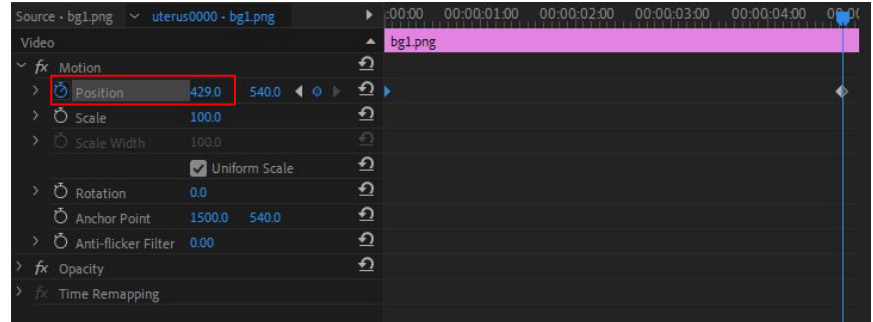
Layer on top = Layer in front



BASIC KEY FRAME MOVE:



1. Move playhead to the beginning of the composition or the start of where you would like your object to move and click the stopwatch icon next to “Position”. It will create a diamond shaped keyframe wherever your playhead is positioned.



2. Now move your playhead to where you would like your movement to end. Then click on the number indicating the x-axis and drag until your layer is in the desired end position. A new keyframe will automatically appear, and your move will now be animated!

Should I use Premiere Pro or After Effects?

Premiere Pro:

- Editing together a film or animatic
- Basic compositing
- [Colour correction/grading](#) for stop-motion
- Adding a soundtrack/sound effects to your animation
- Precision edits

After Effects:

- Motion graphics
- Complex compositing
- Particle effects
- Prototyping UI
- Layering looping animation
- Animating digital puppets