

Bullet Movie – Premiere Output Process

1) Start a New Project in Premiere

- Name the Project - *Yourname* Bulletmovie
- Location should be the folder you are using for this project on your D drive – Hit OK
- Select the preset – DV – NTSC - Standard 48kHz

2) Import the “Bullet Movie Good Quality.mov” (or use the .avi if you have it and it works on your computer) from the “video” folder under the Audition Content

- insert it into the sequence on the Track Video 1 at 00:10:00 (10 seconds)
- lock the video track and delete the audio track that is automatically generated

3) Import your Audition Audio tracks

- if you haven’t exported them yet, go to Audition and export them as an Audio Mixdown – select MASTER source, Windows PCM (*.wav), Stereo, 16bit, 44100 Hz
- Once imported, drag the mixdown file onto the track Audio 1, align it as you did in Audition (start of the video or preceding it based on your audio edit)
- Ensure it lines up with the new video, move it as needed so all the effects line up

4) Insert Title screen

- Select- Title > New Title > default still
- Name it “opening title” and hit OK
- Create a title screen that includes a title “Bullet Movie” (or something original) and your name
- Once your happy, close the title window and your title will appear in your project asset panel
- Insert the on title on the Video 2 track at 00:05:00 (5 seconds) – its default length will be 5 seconds long
- Add a Video Transition > Dissolve > Dip to Black at the head and tail of the clip

5) Export your Video

- Once you are happy with everything, select Export > Media
- Under Export Settings – select FLV|F4V
- Under Preset – select custom
- Under Output Name – enter *Yourname* Bullet Movie
- Select the Video Tab under the Export Settings box, and set the frame width to 480 (the height should automatically adjust to 351)
- Select the Audio Tab and choose 16kbps Stereo
- Select the Format Tab and ensure FLV is selected
- Hit OK, this will Launch Adobe Media Encoder, once it loads up hit Start Queue and you are done