

## Adobe Premiere & 3ds Max

This handout gives basic methods to prepare your rendered 3ds Max files for import into Adobe Premiere. Remember it takes some time to render from Max especially if you include multiple lights with shadows, special effects, environmentals, and/or textures. Be sure to reserve extra time (1-6hrs) for rendering and editing (Premiere and 3ds Max).

**Here are some IMPORTANT steps** (but certainly not all the steps!)

### 3ds Max: Render in Quicktime format

Render files from 3ds max and save to a folder named "video". Use appropriate naming (for instance, I name it as follows... 'subject\_cameraname.mov')

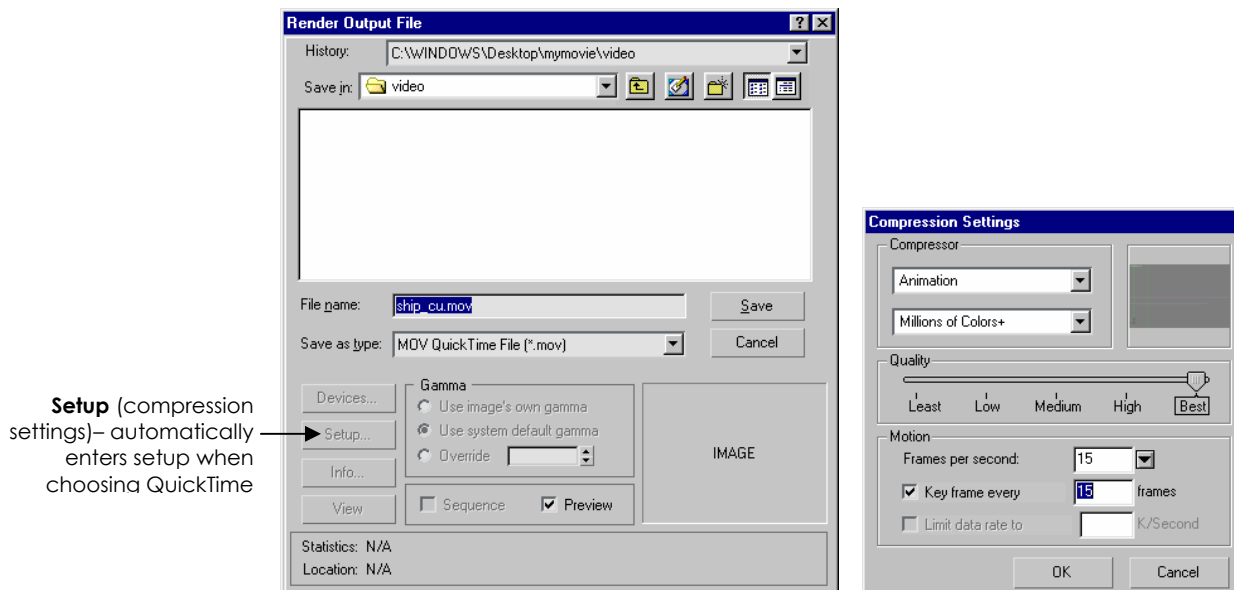
*Rendering: Render*

**Be sure to render only the frames you need for each camera!!!** Be safe: render a few frames before the camera in-point and a few frames after the camera out-point. Render all cameras out to the same folder.

### They should be rendered out as:

- QuickTime (.mov)
- Use Animation compressor (ie. no compression)
- Millions of Colors
- 320 by 240
- 15 or 30 frames per second.
- Keyframe every (however many frames in your fps dialog)

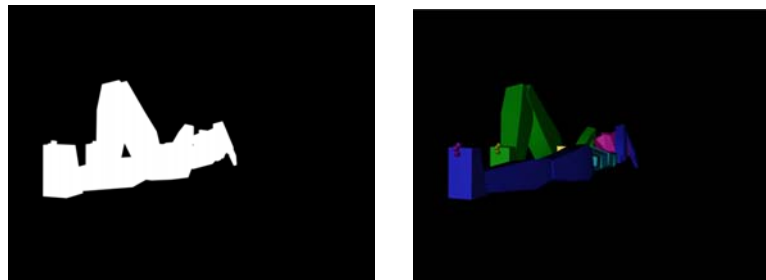
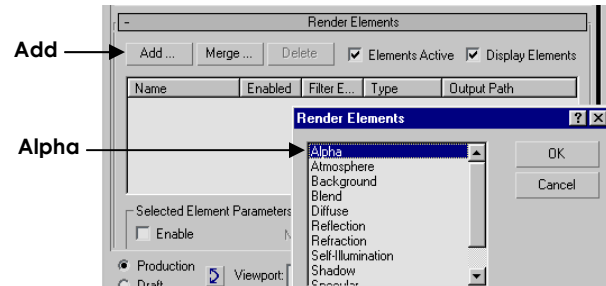
When you first select MOV QuickTime File format it will automatically enter setup so you can choose your compression options. Choose Animation, Millions of Colors+, 15 fps, etc.



### For Compositing Multiple Layers (Render Dialog Box)

If you want to composite your rendered 3ds Max MOV file against a different background using Premiere then select in the Render Dialog Box: **Render Elements: Add: Alpha.**

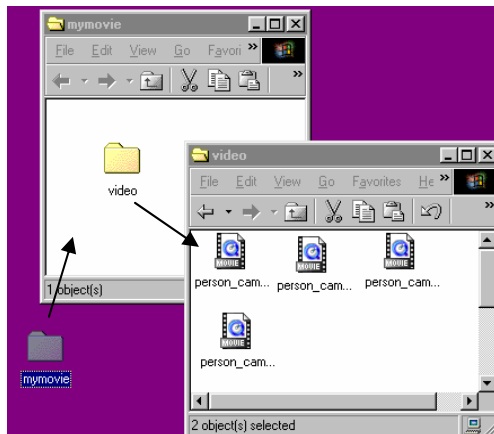
This creates 2 files (one will be the RGB file and one will be the Alpha Channel displayed as black and white). The alpha channel can be used to represent the transparency of your QuickTime movie file (QuickTime doesn't support transparency).



alpha channel movie on left; RGB movie on right (both rendered w/animation compression)

### Add Video Folder (QT movies inside) and all sound, image files to new folder

Create a folder in the workspace with your name on it. Put all your assets (video, sound, image files) in this folder and do not move or throw away!!!! The structure must remain the same throughout your project. All files are linked externally to your premiere movie.

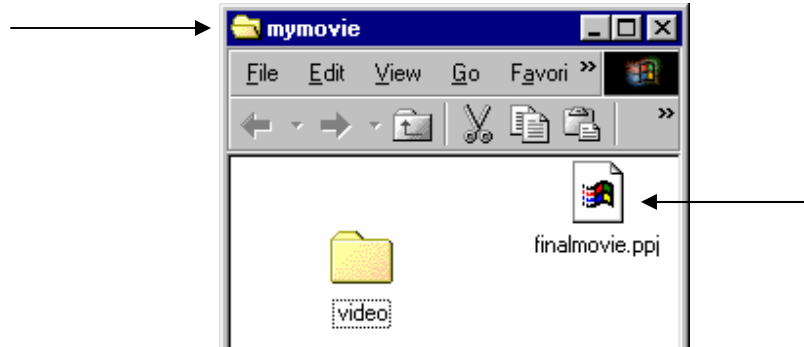


all files go into the folder (including video, sound and premiere project file)

## Setup Premiere

Open Premiere – a new project's setting dialogue box opens; set up your **video** settings now (tab over to **video settings** and set **compression, frame size** and **frame rate**). If you didn't do this on the first execution go to Menu Item **Project: Project Settings: Video** and set.

Save your Premiere project as 'finalmovie.ppj'; save into 'mymovie' folder.

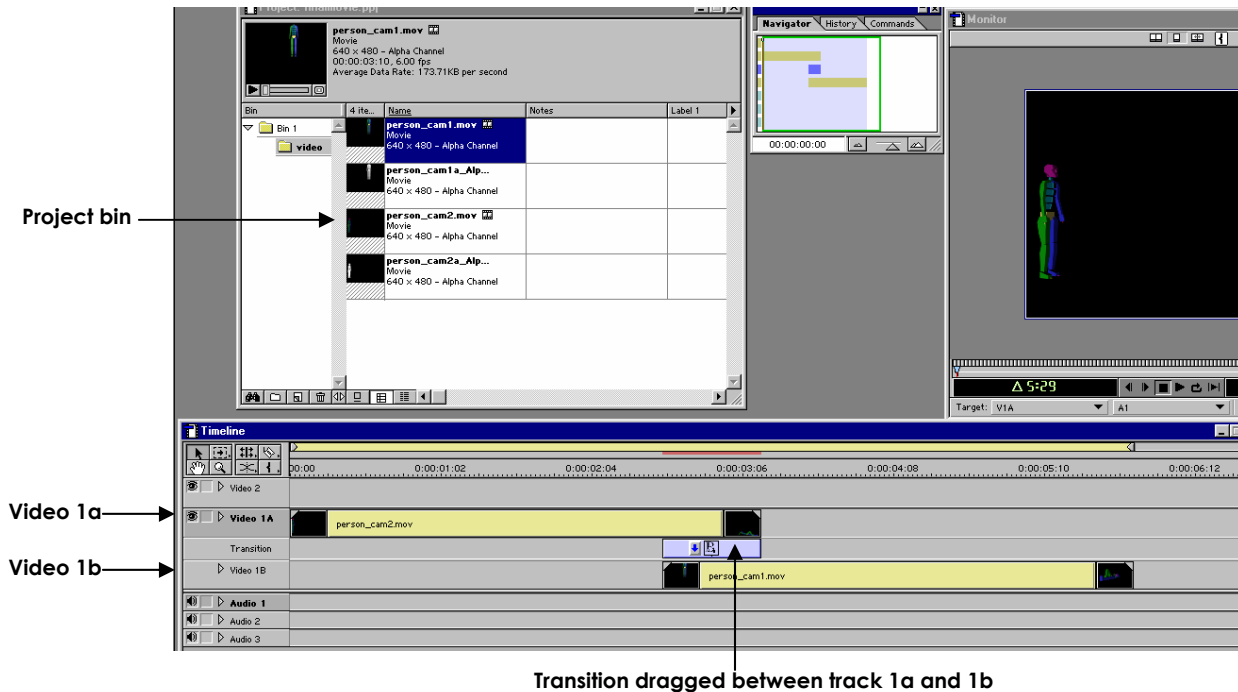


## Import video, sound image files

Import files (video, still images, sound) – **File: Import: File**; your 'clips appear in the Project window.

## Add Clips to timeline and edit

Drag clips to timeline (*still images and video go to Video A track; transitions between clips are added to track B; additional clips composited or layered on top of each other go to Video 2+ (these tracks support transparency); sound goes to the sound track(s)*).



## Transition Effects

Video 1a and Video 1b for transitions only (transitions in Premiere 6 under *Window: Show Transitions*) Transparency is **not** supported in Video 1 tracks

Transitions between 2 tracks are easy to implement and can be very tacky is used indulgently! **Transitions are placed between clips on Track A and Track B only!** Drag and drop between overlapping clips. Stick to simple transitions and stay away from checker wipes, doors, diamonds etc. unless they are appropriate to your telling a story.

## Editing clips

Slice clips with the razor tool (for layering, filtering etc.); select clips with the selection tool found in the toolbox on the timeline (top left corner)



## Time Formats

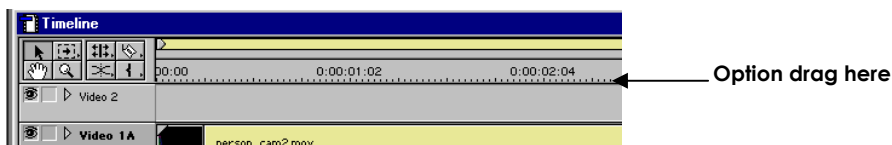
Do not create movies longer than 1 minute – time formatting is as follows – 0:00:00:00 (hours:minutes:seconds:frames) Yours will look like this (0:01:00:00 for 1 minute or 0:00:30:00 for 30 seconds!)

## Preview Movies with transitions and effects (correct timing)

The **monitor window** is a preview window for your movie playback. After you save your file (name.ppj) to the folder with your name on it. *Hit the return key* to play back the action.

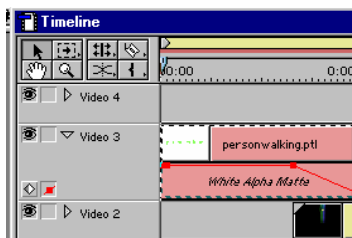
## Preview movies by scrubbing timeline

option-drag in the numbered timeline above the track view



## Fade Effects

possible on video 2+; click on arrow to left of video name to maximize opacity view. (may have different name than below) red line connotes opacity. 100% = top –click on red line to add handles and drag line to bottom to make 0% opaque (invisible)



## Filter Effects

Most of the effects that you will apply are found under Menu Item:

**Clip: Video: Motion** (to animate, scale, distort and rotate still or video clips)

**Clip: Filters(Premiere 5); Window: Filters (Premiere 6)**

**Clip: Video: Maintain Aspect Ratio** (to get rid of distortion on still images)

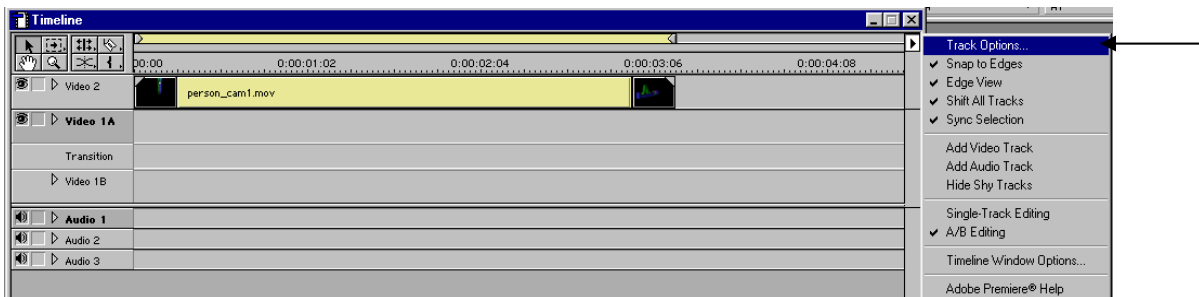
**Clip: Filters; Clip: Duration** (shortens or lengthens selected clip)

**Clip: Speed** (Similar to Duration using percentages)

**Clip: Video: Transparency** (for clips found on Video 2+)

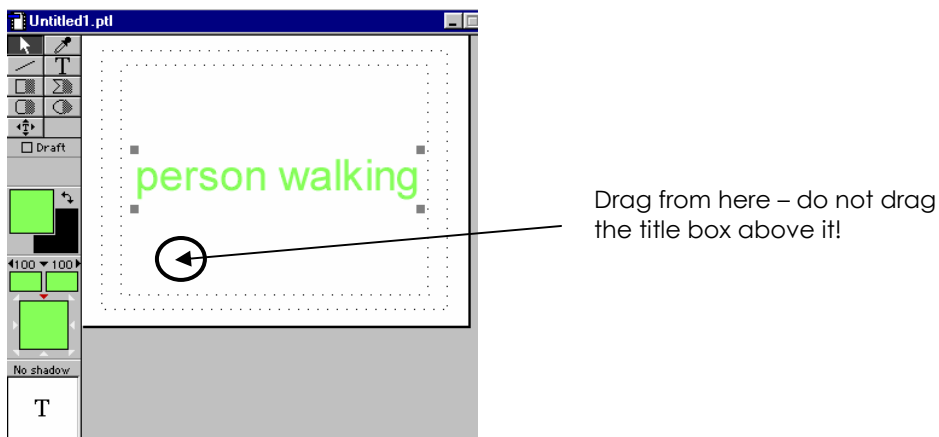
## Add more video tracks

Increase the amount of video tracks – on the top right-hand corner of the timeline find a black arrow; click on it to open a menu (track options); increase the number of tracks in the timeline. *Clips on Tracks above Video A and B allow for opacity changes and transparency.*



## Titles in Premiere

Add your title track under Menu Item **File: New: Title**. A titling box opens up and you will note now a new menu item called Title (where you can change the font, size etc.) Saving this file creates an external document to the same folder with your premiere project file (make sure of this, please). You may need to import it. Drag title canvas to clip bin

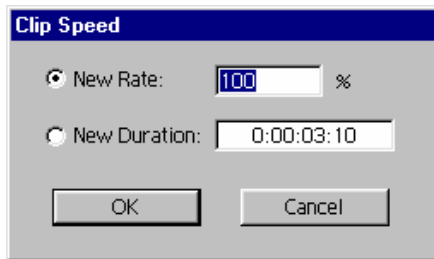


## If you want your title background to be transparent

add to track 2 or above; make sure transparency for this track is set to White Alpha Matte.

## Changing Speed of clip

Clip: Speed



### Audio (aif, wav, mp3)

Add audio to **audio tracks** only. Select audio clip in timeline then add filter effect.

Filter effects for audio are found under *Menu Item Clip: Filters (Premiere 5); Window: Filters (Premiere 6)*.

### Compositing an alpha traveling matte .mov file with color matte .mov file

Assuming you exported from 3ds Max a qt movie rendered color file (default) and a rendered qt movie alpha matte (*Render: Elements: Add Alpha*)

Alpha qt movie – sits in video track above color track

Color track – track matte

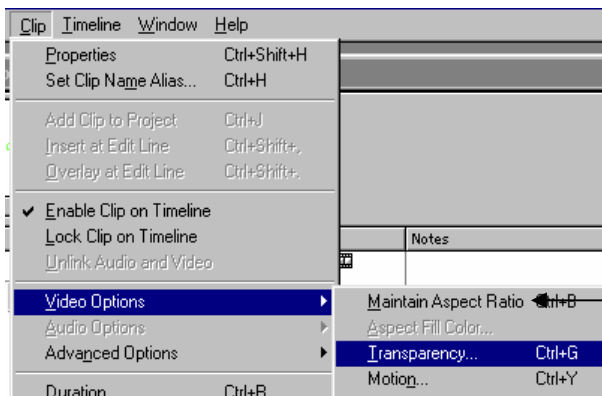
Background image to be composited against

Track matte effect: the alpha qt movie drops out the background of above movie

**TRACK 1:** Put background image on video track 1 (under color track).

**TRACK 2:** Add color qt movie to video track 2+ or above. Select and choose transparency; choose:

**key type: track matte**

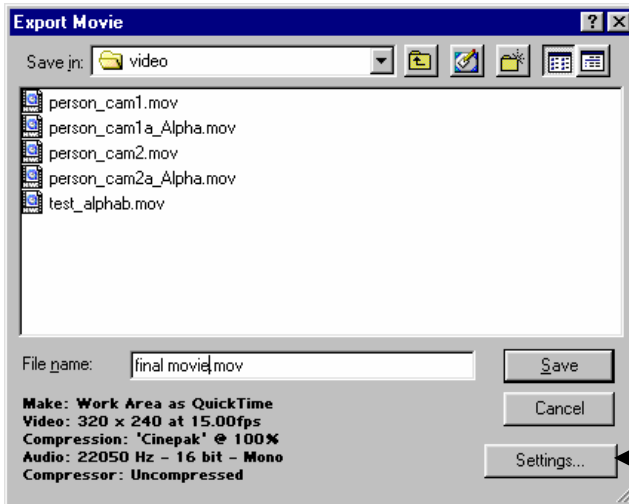


**TRACK 3:** Add alpha qt movie to video track right above color track.

### Export movie as Quicktime

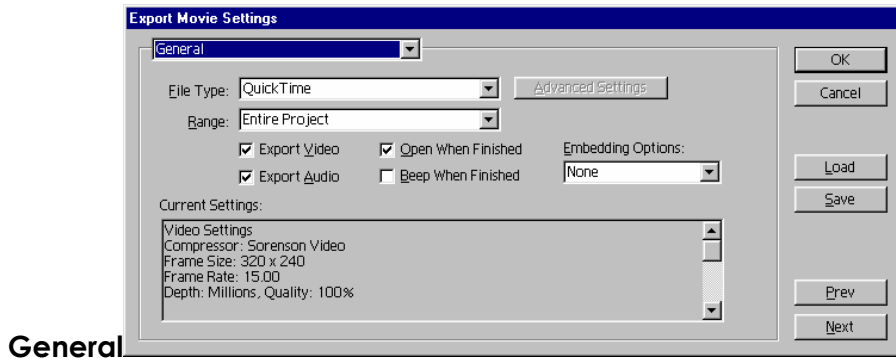
Export your movie in the quick time format (.mov); Go to Menu Item

**File: Export: Movie**

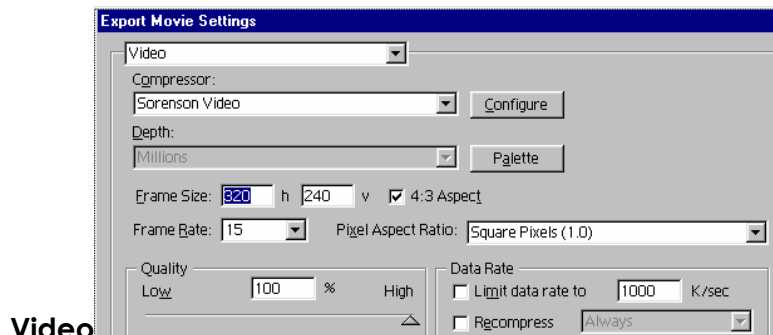


Click settings to create correct type of qt movie.

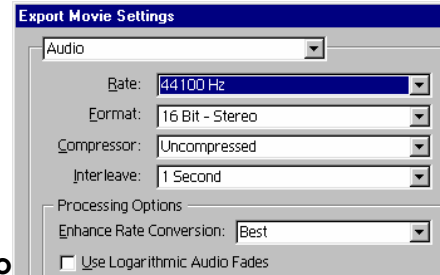
Click the **settings** button before you save and make sure in the **General** Tab that audio, video export options are checked. Under the **Video** settings Tab make sure the above compression, size, and frame rate is set properly. **Audio** settings should be set to 22kHz and 16bit stereo.



General



Video



**Audio**

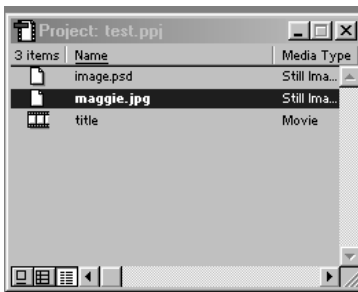
Save QT movie – it will not rely on previous audio tracks or video clips!!!

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## A Quick Overview of the Premiere Interface

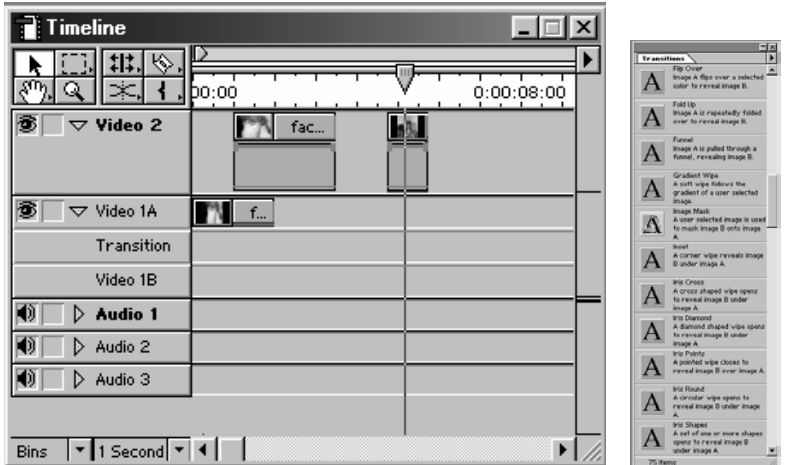


**Monitor Window**



### **Project Bin**

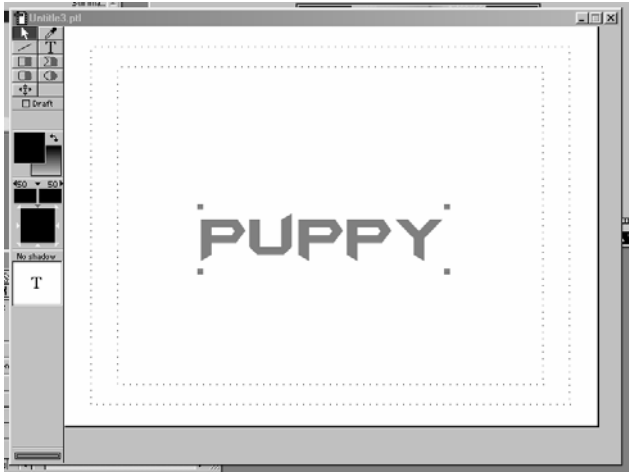
where clips are imported;  
drag from clip window to track's timeline



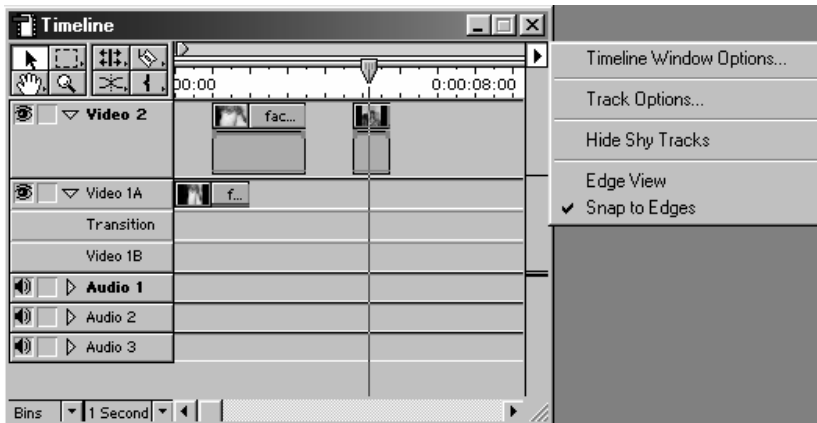
**Timeline window** timeline - where clips are dragged – playback head draws vertical line through clips – top overlapping clips obscure bottom clips unless transparency settings or opacity settings are set

**Transitions window**

add to track located between Video 1A and 1B – named Transition



**Title window** (found under File: New: Title)



**Track Options** (menu on far right – access to add more tracks to the timeline)