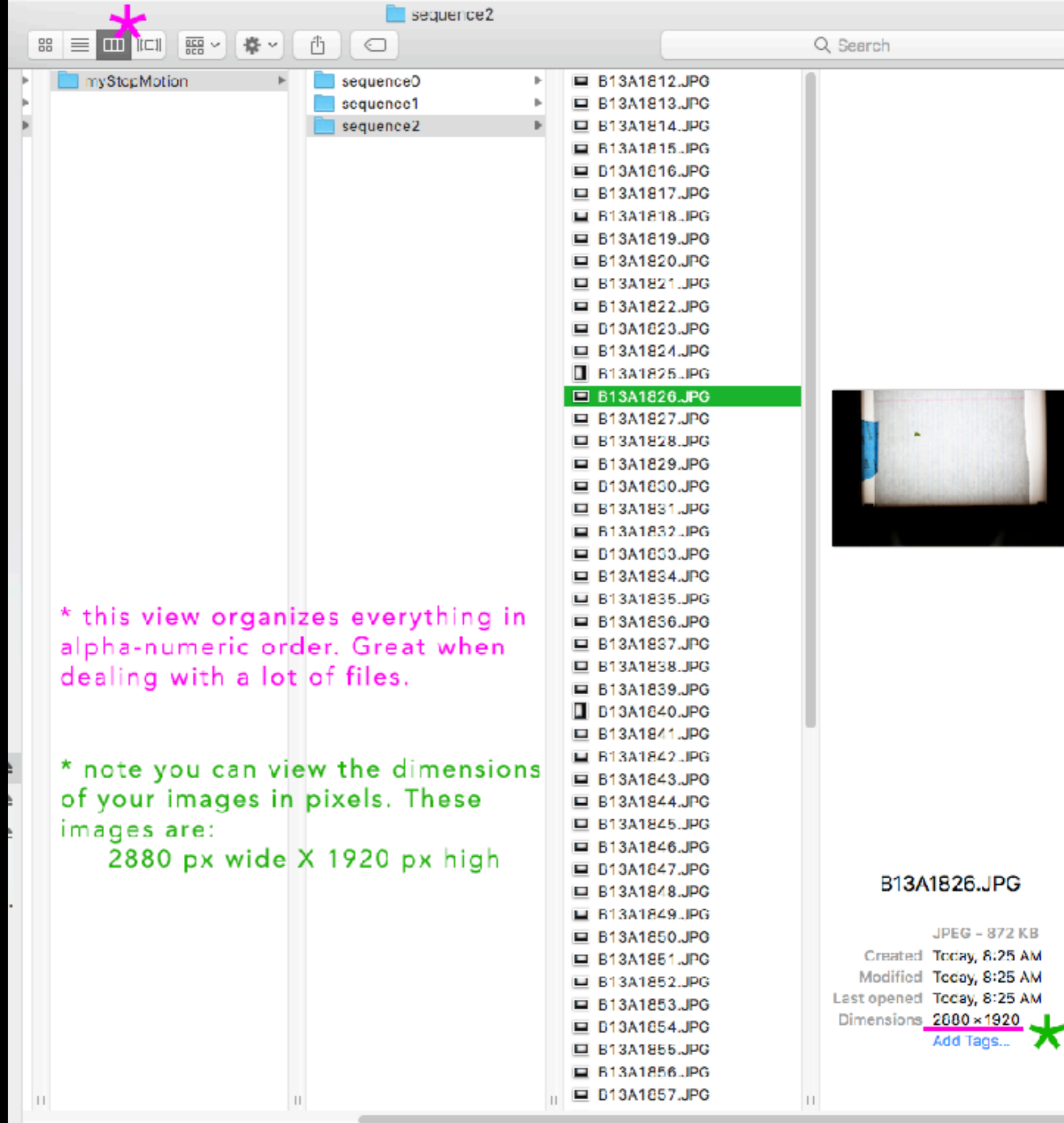


making a stop motion in premiere pro

- 1) Make a folder to put your project in.
- 2) Make sub folders for each sequence
- 3) Note the dimensions of your images.



1920 x 1080 px

Name: myStopMotion

Location: /Volumes/makingAreWe/QC/2018/myStopMotion

Browse...

General

Scratch Disks

Ingest Settings

Video Rendering and Playback

Renderer: Mercury Playback Engine GPU Acceleration (OpenCL)

Video

Display Format: Timecode

Audio

Display Format: Audio Samples

Capture

Capture Format: HDV

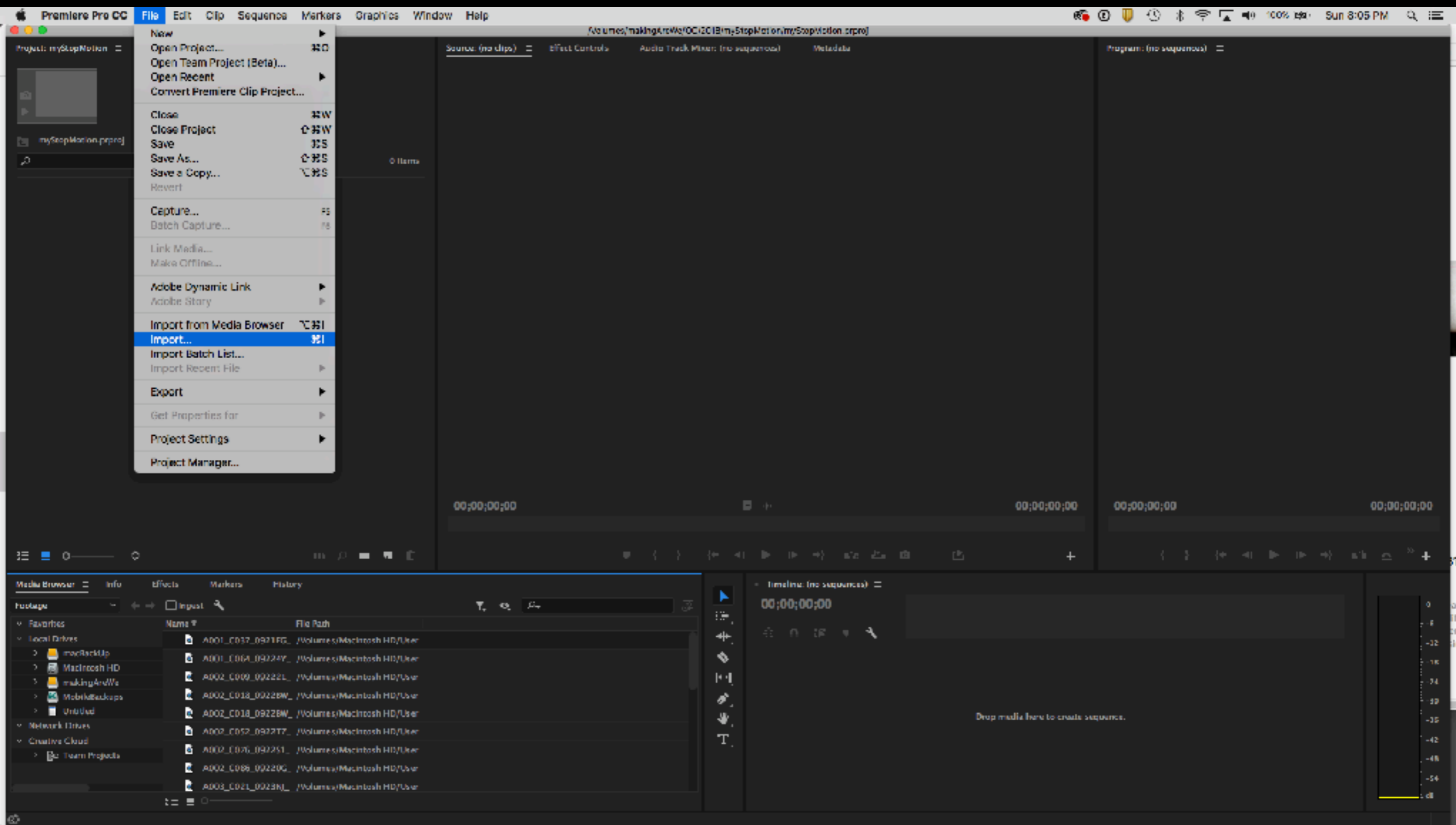
 Display the project item name and label color for all instances

You should set the FILE PATH. And that all of your assets are in your project folder.

Cancel

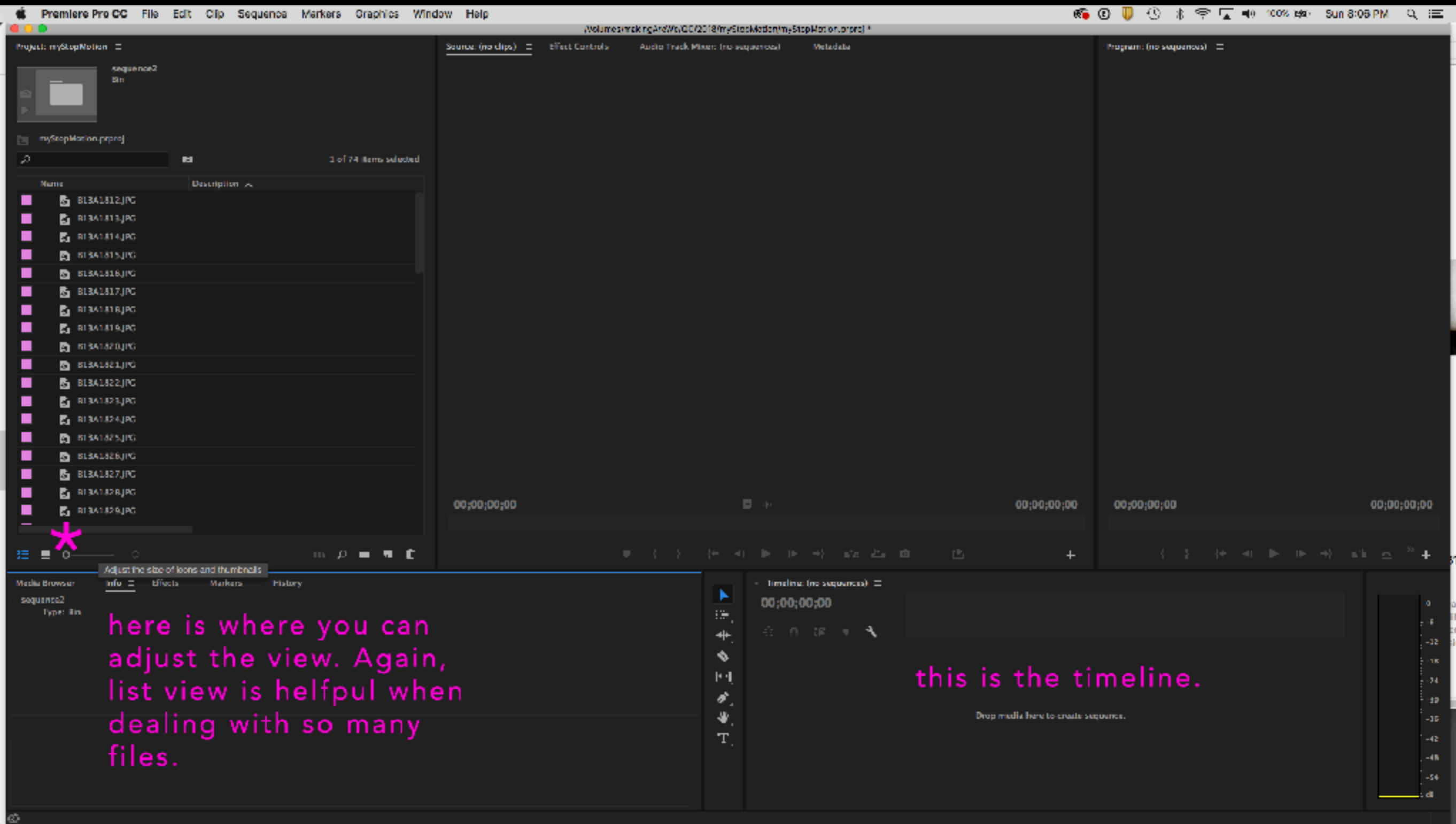
OK

4) Open a new project.



File > Import...

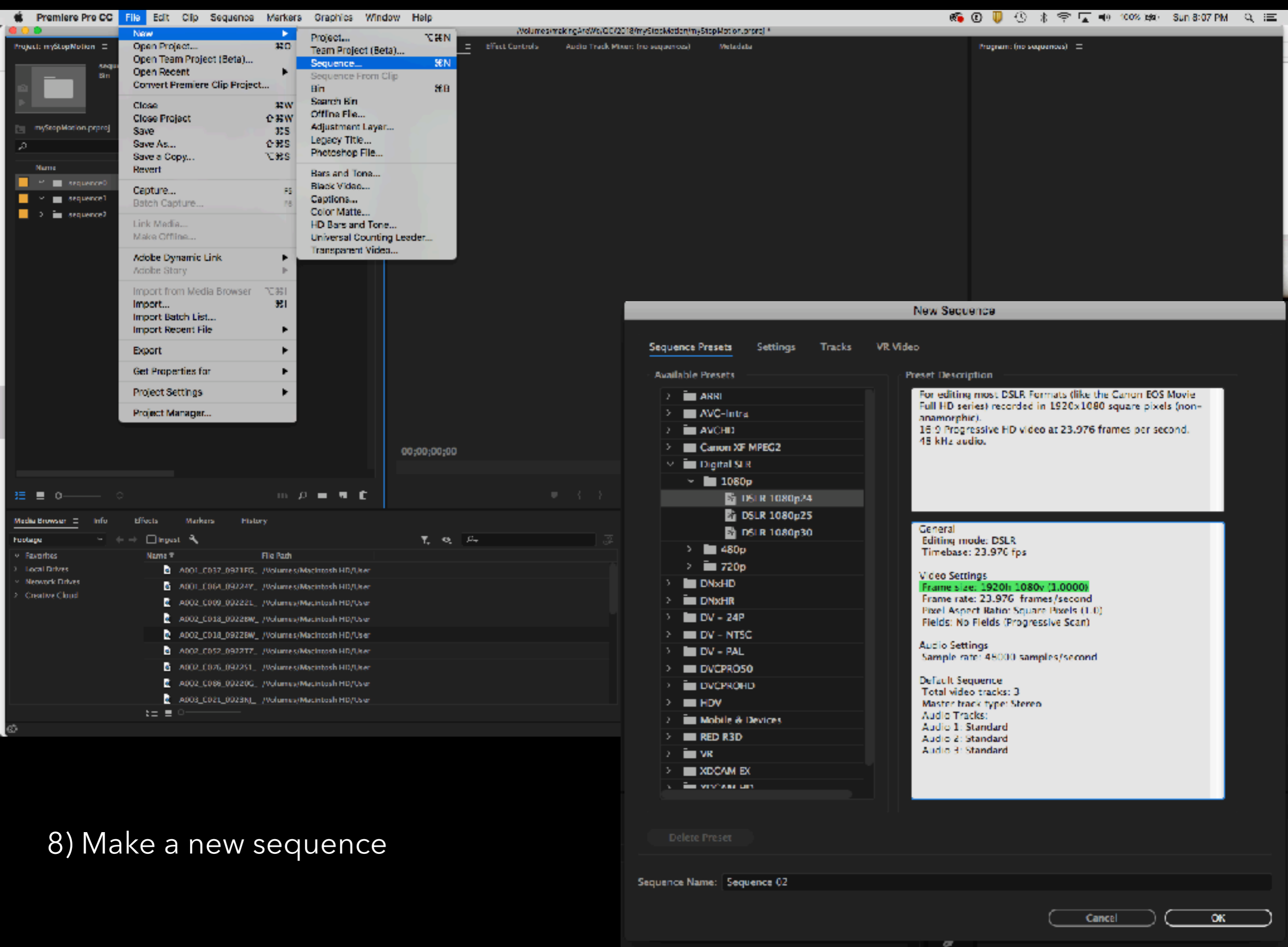
5) Import the sequences



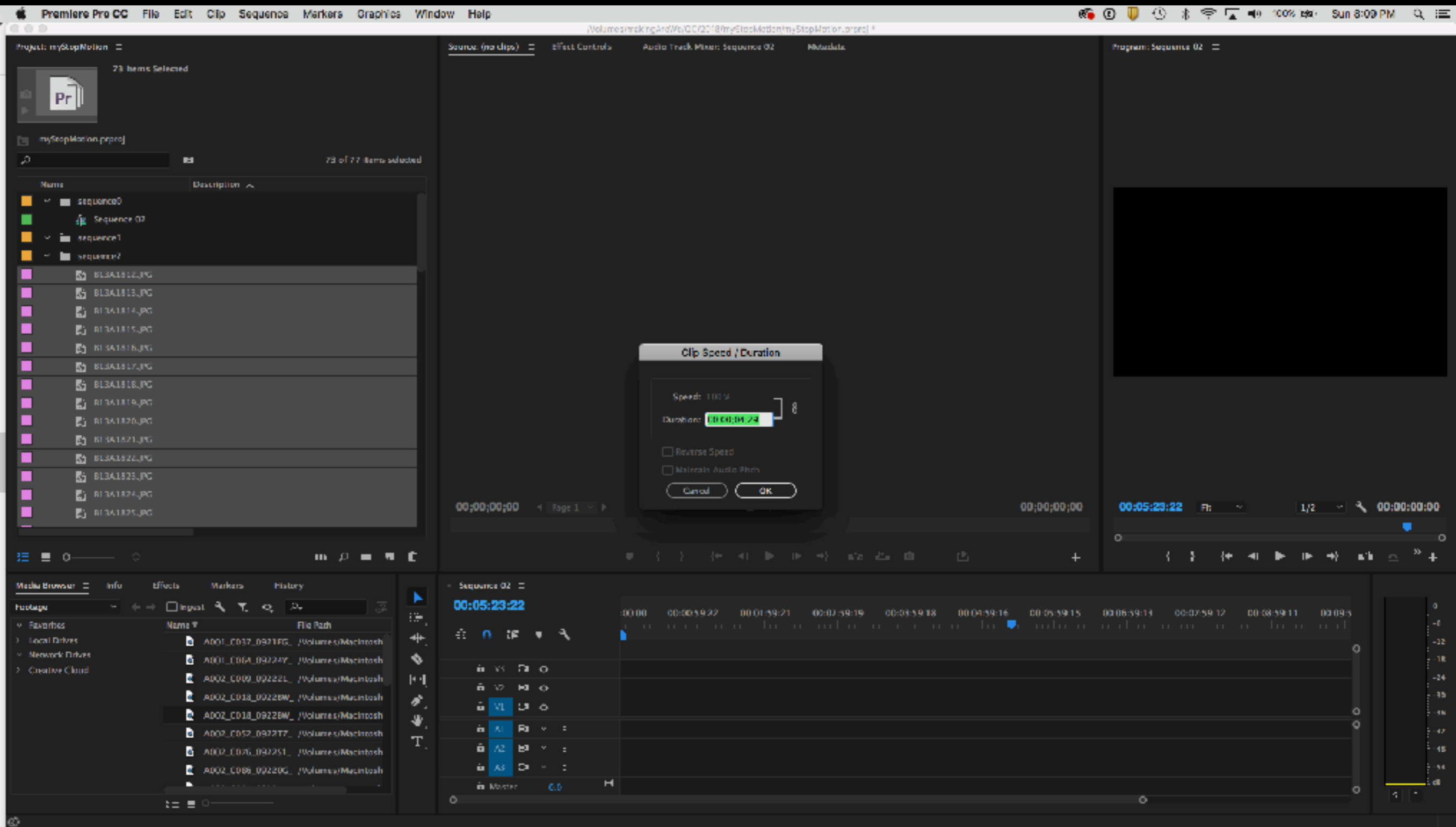
6) Organize your files.

7) Make bins - folders for each sequence

CTRL + click > New Bin

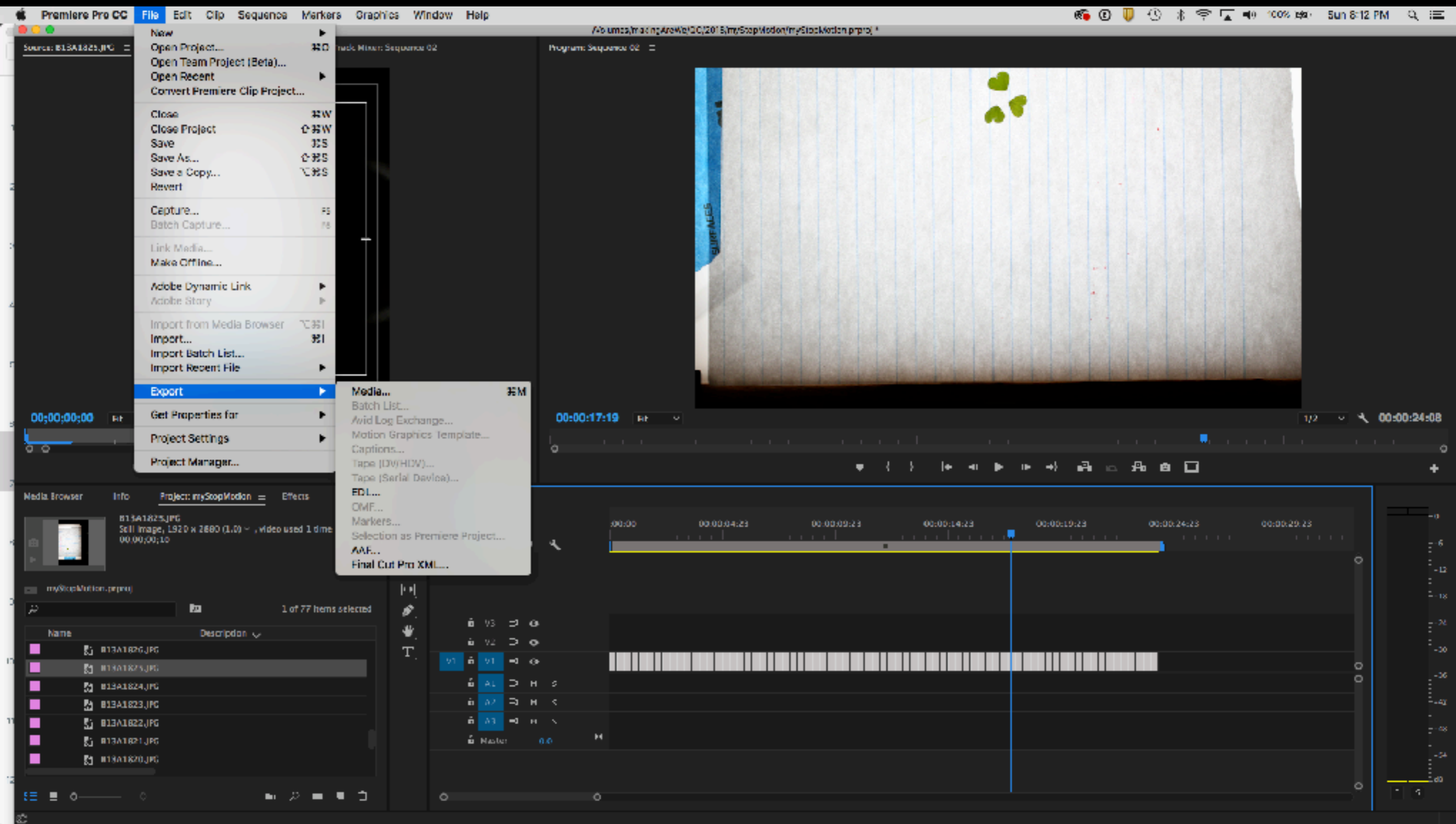


8) Make a new sequence



9) Change the duration of each image.

Hold down CONTROL + click on the flies.
Select Clip Speed / Duration



10) Export the images in the sequence as a video file

Export Settings

Source: B13A1823 Source Output Source Scaling: Scale to Fit



00:00:00:00

Media Browser



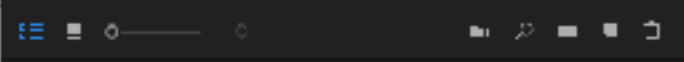
myStopMotion

Name

- B13A1822.JPG
- B13A1821.JPG
- B13A1820.JPG

00:00:13:03 00:00:24:08

Source Range: Work Area



Export Settings

- Match Sequence Settings
- Format: H.264
- Preset: HD 1080i 29.97 (1.33 PAR)
- Comments:
- Output Name: Sequence02.mp4
- Export Video Export Audio
- Summary
 - Output: /Volumes.../2018/myStopMotion/sequence2/Sequence02.mp4
 - 1440x1080 (1.3333), 29.97 fps, Upper, 00:00:24:10
 - VBK, 2 pass, Target: 24.00 Mbps, Max: 50.00 Mbps
 - AAC, 192 kbps, 48 kHz, Stereo
 - Source: Sequence, Sequence 02
 - 1920x1080 (1.0), 23.976 fps, Progressive, 00:00:24:08
 - No Audio

Effects Video Audio Multiplexer Captions Publish

Basic Video Settings

Match Source

- Width: 1520
- Height: 1080
- Frame Rate: 29.97
- Field Order: Upper First
- Aspect: HD Anamorphic 1080 (1.333)
- TV Standard: NTSC
- Profile: Main
- Level: 4.1
- Render at Maximum Depth

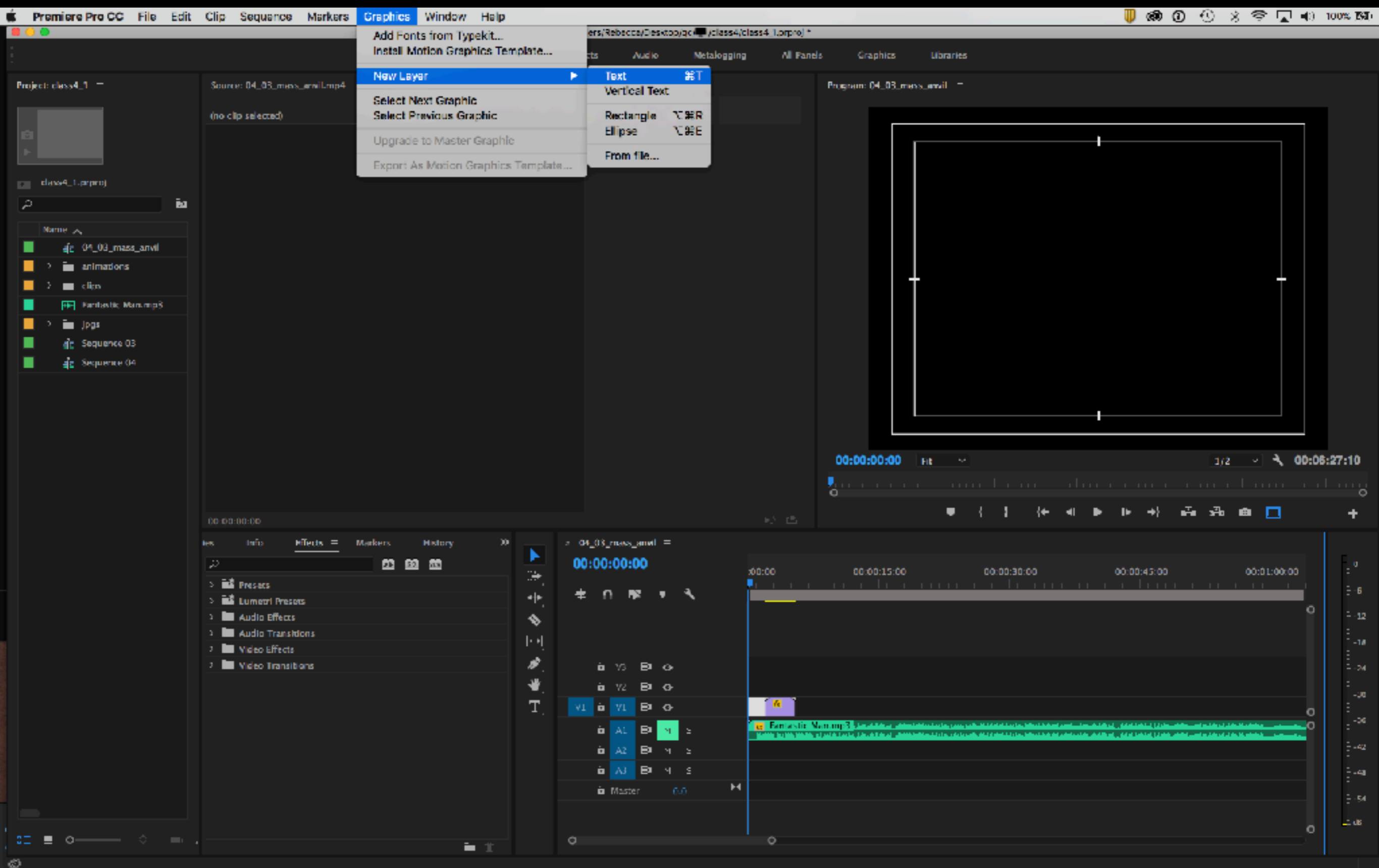
- Use Maximum Render Quality Use Previews
- Import into project
- Set Start Timecode: 00:00:00:00 Render Alpha Channel Only
- Time Interpolation: Frame Sampling
- Estimated File Size: 70 MB

Render Queue Export Cancel



1/2 00:00:24:08

Timeline and program monitor area showing a blue bar representing the work area and a small preview window.



Making Titles

Project: class4_1

Source: 04_03_mass_arvil.mp4 Effect Controls Audio Clip Mixer: 04_03_mass_ar

Program: 04_03_mass_arvil

class4_1.prproj

Name

- 04_03_mass...
- animations
- clips
- Fantastic Ma...
- Jpgs
- Sequence 03
- Sequence 04

Master * Graphic - 04_03_mass_arvil * Graphic

Video Effects

- Motion
- Opacity
 - Opacity: 100.0%
 - Blend Mode: Normal
- Time Remapping
- Text
 - Source Text: Minion Pro
 - Regular
 - 100
 - 400
- Appearance
 - Fill:
 - Stroke: 1.0
 - Shadow:
- Transform

Graphic

00:00 00:00

New Text Layer

00:00:00:00 Fit 1/2 00:06:27:10

Effects

- Presets
- Lumetri Presets
- Audio Effects
- Audio Transitions
- Video Effects
- Video Transitions

04_03_mass_arvil

00:00:00:00

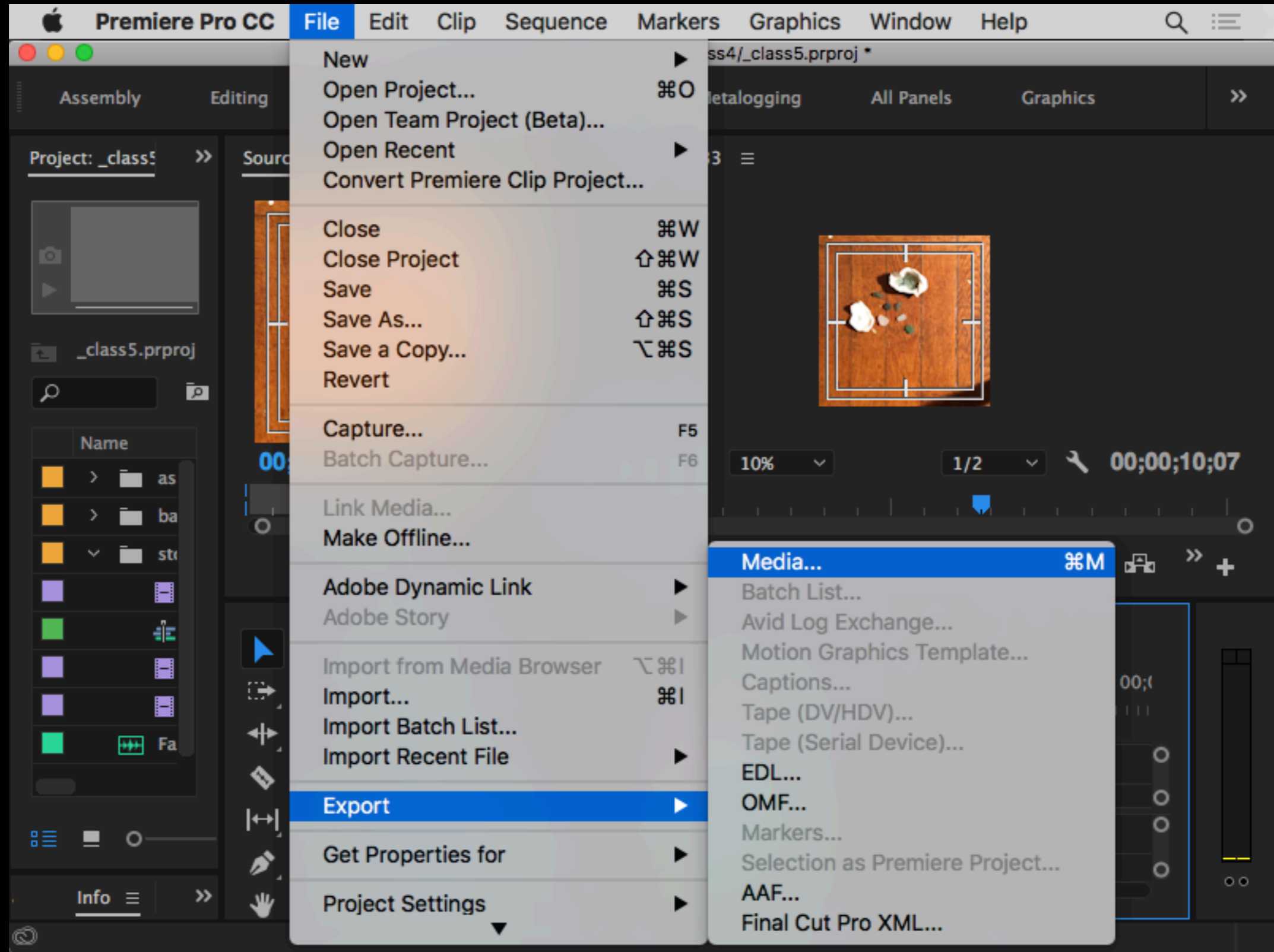
V1 V2 V3

A1 A2 A3

Master 0.0

New

Fantastic Man.mp3



Exporting in Premiere - Make sure your sequence is highlighted.

Source Output

Source Scaling: Scale To Fit



This should be 1920 x 1080 for dslr footage

Quicktime or H.264

Export Settings

Match Sequence Settings

Format: H.264

Preset: Match Source - High bitrate

Comments:

Output Name: IMG_0033.mp4

Export Video Export Audio

click here to assign file path

Summary

Output: /Users/Rebecca/Desktop/qc/.../class4/IMG_0033.mp4
 1080x1080 (1.0), 15 fps, Progressive, 00:00:06:25
 VBR, 1 pass, Target: 10.00 Mbps, Max 12.00 Mbps
 AAC, 320 kbps, 48 kHz, Stereo

Source: Sequence: IMG_0033
 1080x1080 (1.0), 15 fps, Progressive, 00:00:06:25
 No Audio

Effects Video Audio Multiplexer Captions Publish

Basic Video Settings

Match Source

Width: 1,080

Height: 1,080

Frame Rate: 15

Field Order: Progressive

Aspect: Square Pixels (1.0)

TV Standard: NTSC PAL

Profile: Main

Level: 4.1

Render at Maximum Depth

- Use Maximum Render Quality Use Previews
- Import into project
- Set Start Timecode: 00:00:00:00 Render Alpha Channel Only

Time Interpolation: Frame Sampling

Estimated File Size: 8 MB

Metadata... Queue Export Cancel

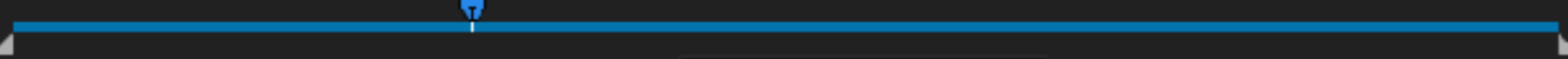
00:00:02:01



Fit



00:00:06:25



Source Range: Work Area