How to apply and adjust video effects

Adobe Premiere Pro CS6 features more than 130 video effects. You apply video effects to clips to give them special visual characteristics such as waves, lens flare, changing colors, soft focus, spotlights, lighting, or texture. There is even an effect, *Warp Stabilizer*, that corrects shaky camera work. Most effects come with an array of properties, all of which you can animate—make them change over time—by using keyframes.

Adding video effects is easy: drag an effect to a clip or select a clip and double-click the effect or drag it to the Effect Controls panel. You can apply multiple effects to a single clip, which can produce surprising results. You can also add effects to an adjustment layer, and then apply the effect to multiple clips at different position along the Timeline.

You can access virtually all the video effect properties within the Effect Controls panel, making it easy to set the behaviors—the intensity, location, and other characteristics—of those effects. You can apply keyframes independently to every property listed in the Effect Controls panel to make those behaviors change over time. And you can use Bezier curves to adjust the velocity and acceleration of those changes. (You will use Bezier curves in a later project.)

To try to fully explain all the video effects in Adobe Premiere Pro would be impractical. Many would require several pages. Instead, this guide presents a representative sample of what is available and explains how to use some of the effect properties. We recommend that you complete the "How to use the Motion effect" guide before tackling these tasks. That guide covers effect properties and keyframes, which are used extensively in this guide.

Applying video effects to clips

In this activity you create a new bin for storing your favorite effects and then apply video effects to a clip.

To create a favorite effects bin:

1. Start Adobe Premiere Pro. Open a project that contains one or more video clips, or start a new project and import one or more video clips.

2. Select Window > Workspace > Effects.

    The Effects panel appears on the left side of the workspace (**Figure 1**).

3. Drag the bottom of the Effects panel frame to make it as tall as possible.

4. In the Effects panel, expand the Video Effects bin.

   **Note:** There are several video effects categories.

5. Click the New Custom Bin button (**Figure 2**).

   A new custom bin appears in the Effects panel.

6. Click twice on the new custom bin's name to highlight it, and then change its name to something like My Favorite Effects.

7. Expand any Video Effects bin and drag an effect to your custom bin.

    Note: The effect remains in its original bin and also appears in your custom bin. You can use custom bins to build effect collections that match your work style.
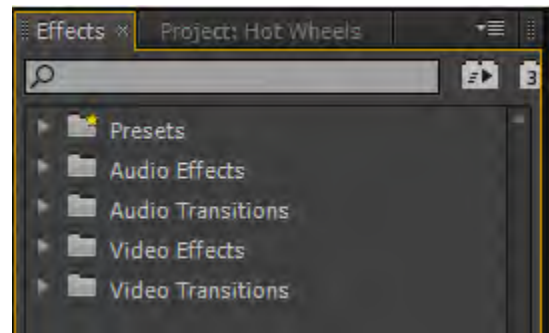
Figure 1 Effects panel
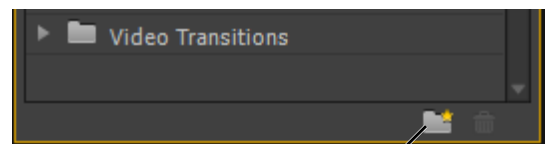
New Custom Bin button

Figure 2 New Custom Bin button

Adding effects to clips

In this task, you apply several video effects to a clip. You also learn how to remove effects.

To add effects to clips:

1. Add a video clip to a sequence in the Timeline.

    Note: There are three ways to add effects to a clip.

    •   You can drag an effect onto a clip in the Timeline.

    •   With a clip in the Timeline selected, you can drag an effect directly to the Effect Controls panel.

    •   With a clip in the Timeline selected, you can double-click an effect.

2. In the Effects panel, expand the Image Control bin and drag the Black & White video effect to the video clip on the sequence in the Timeline panel.

    Your full-color footage immediately converts to black and white—or more accurately, grayscale (**Figure 3**). It also puts the Black & White effect at the bottom of the Effect Controls video effect list, below the three fixed video effects: Motion, Opacity, and Time Remapping (**Figure 4**).

3. In the Effect Controls panel, click the Toggle The Effect On Or Off button next to the Black & White effect.

    This on/off button is the only option available with the Black & White effect. You can use keyframes to have the effect switch on or off at selected times in the clip.

    Note: Sudden changes from color to black-and-white can be jarring to viewers. To resolve that, use a Cross Dissolve video transition between color and black-and-white clips or within a clip that has the Black & White effect applied to it. To put a transition within a clip so it shifts smoothly to black-and-white, do the following:

    •   In the Tools panel, select the Razor tool (**Figure 5**).

    •   Click within the clip to cut the clip into two smaller clips (this cut clip will play smoothly, as if there were no cut line between the two clips).

    •   Drag the Cross Dissolve transition from the Video Transitions to the cut line.

    •   Drag the Black & White video effect to the first or second clip segment.

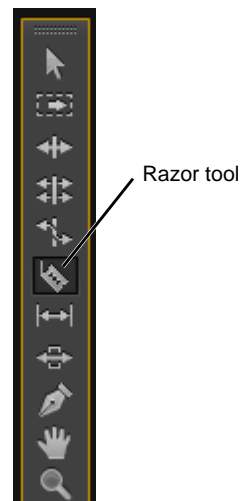   The sequence shifts gradually from color to black-and-white (or vice versa).

4. In the Effect Controls panel, select the Black & White effect and press Delete to remove it. If you added a second Black & White effect, delete that one too.

Figure 3 Black & White video effect

Figure 4 Effect Controls panel, Black & White effect

Figure 5 Tools panel

5. At the top of the Effects panel, type **cam** in the Contains text box (**Figure 6**).

Any video effects with the letters "cam" within their names appear.

Note: With so many video effect bins, locating the effect you want is sometimes tricky. If you know an effect's name (or part of its name), type it in the Contains text box and Adobe Premiere Pro immediately displays all effects and transitions that contain that letter combination. Typing more letters narrows your search. Clicking the X on the right side of the Contains text box clears any text and returns the Effects panel to its previous display state.

6. Make sure the clip in the sequence is selected. In the Effects panel Blur & Sharpen bin, drag Camera Blur to the Effect Controls panel. If your Blur & Sharpen bin does not include Camera Blur, skip to step 12.

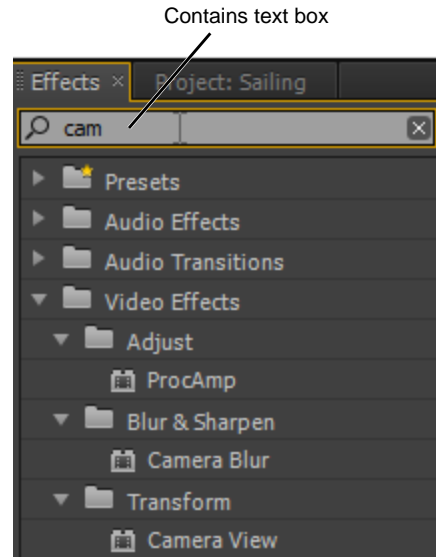**7.** In the Effect Controls panel, display the Camera Blur properties.

Camera Blur has three items the Black & White effect did not have: a Setup button, a Percent Blur slider, and a Toggle Animation button (**Figure 7**).

8. Click the Setup button.

The Camera Blur Settings dialog box appears (**Figure 8**).

9. In the Camera Blur Settings dialog box, drag the slider to the right to increase the blur—you get a real-time display in that dialog box. Click OK.

Note: Most video effects do not have a Setup dialog box. For those that do, you generally can also access the Setup dialog box options in the Effect Controls panel effect list. You use the Setup dialog box to set a single option value for the entire clip. To have the option value change over time, you need to apply keyframes to it within the Effect Controls panel. Setup dialog boxes do not have a keyframe option.

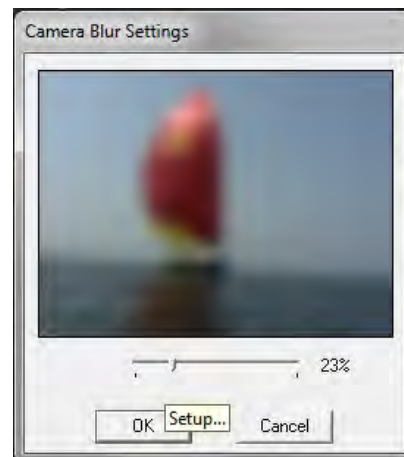**10.** Practice changing the percent of blur in the Effect Controls panel.

The changes show up in real time in the Program Monitor.

Contains text box

Figure 6 Effects panel

Toggle Animation button   Setup button
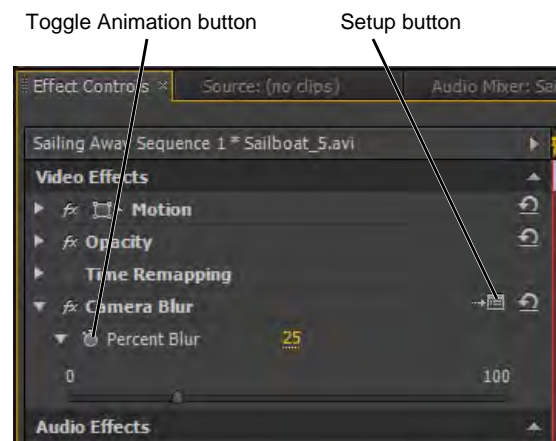
Figure 7 Effect Controls panel, Camera Blur effect

Figure 8 Camera Blur Settings dialog box

11. In the Effect Controls panel, select the Camera Blur effect and press Delete.

Note: You cannot delete the fixed effects: Motion, Opacity, and Time Remapping.

12. In the Contains text box, click the X to return the Effects panel to its default view.

13. In the Effects panel, expand the Video Effects and Distort bins, drag Spherize to the Effect Controls panel, and display its properties.

Spherize is one of several effects that have a transform button (as does the Motion effect). The Transform button indicates you can directly control the effect's location in the Program Monitor (**Figure 9**).

14. Set the Radius value to about 200.

15. Click Spherize (its name in the Effect Controls panel) to switch on its transform control cross hair in the Program Monitor, and then drag the bulbous-looking effect around inside that screen (**Figure 10**).

Note: In the Effect Controls panel, the Spherize effect center of sphere values change as you drag the effect in the Program Monitor.

16. Delete Spherize from the Effect Controls panel.

17. In the Effects panel, expand the Distort bin, drag Wave Warp to the Effect Controls panel, and display its properties (**Figure 11**).

Note: Wave Warp has three menus: Wave Type, Pinning, and Antialiasing. These specific effect conditions do not have numeric values associated with them, but even these are keyframeable. That is, you can use keyframes to switch from one discrete condition to another at any time in the clip's duration. Several other video effects have menus that work in the same way.

18. In the Program Monitor, click the Play button.

Waves ripple through the clip. Wave Warp is an animated effect. Although you can use keyframes to animate virtually all Adobe Premiere Pro video effects, Wave Warp and a few others also have built-in animations.

19. Delete the Wave Warp effect.

Transform buttons

Figure 9 Effect Controls panel

Figure 10 The Spherize effect in the Program Monitor

Figure 11 Wave Warp video effect

Creating smooth shots with the Warp Stabilizer video effect

When shooting video, you may not always have your tripod handy, resulting in unwanted camera movement or shaky video. For example, you might be shooting a sailing event from another moving boat. Or, you may be capturing a bicycle race while perched on the back of a moving vehicle. Warp Stabilizer can help you to steady these shots during post production. You control whether the resulting shot is completely locked down or retains some of the original camera movement. Stabilizing video by using post production software effects may create unwanted gaps or artifacts along the outer edge of the video. You can correct this in one of three ways. You can scale the image so the edge is beyond the viewing area; you can crop the edges to create a consistent black border; or you can let Adobe Premiere Pro fill the gaps by referencing nearby frames. The Adobe Premiere Pro Warp Stabilizer effect applies these corrections automatically, based on the settings you choose. In most cases, you can simply accept the default settings. The effect does the analysis and tracking for you, resulting in a very natural looking shot, but smoother than the original.

To apply and adjust the Warp Stabilizer effect:

1. At the top of the Effects panel, type **warp** in the Contains text box.

    The Warp Stabilizer effect is located in the Video Effects Distort bin.

2. Add the clip you want to stabilize to the Timeline. Make sure the clip is selected.

3. In the Effects panel, double-click the Warp Stabilizer effect to add it to the clip.

    The Warp Stabilizer effect properties appear in the Effect Controls panel and Adobe Premiere Pro begins to analyze and stabilize the clip, using the default effect settings (**Figure 12**). The default Stabilization setting is to create smooth motion.

     A message appears in the Program Monitor (**Figure 13**).

    When the Analysis step is complete, the Stabilization begins, and the message in the Program Monitor changes (**Figure 14**). When the message in the Program Monitor disappears, the stabilization process is complete.
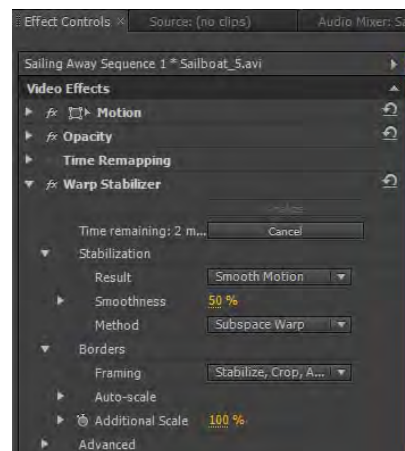
Figure 12 Warp Stabilizer effect properties
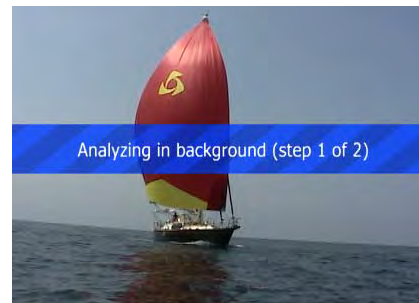
Figure 13 Analysis message

Figure 14 Stabilizing message

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4. When the analysis is complete, play the clip in the Timeline and notice the change in the Program Monitor.

   The shot maintains its original motion, but the camera work is steady and smooth. By default the Smoothness property is set to 50%. You can change this by entering a new value or by using the Smoothness slider.

5. In the Effect Controls panel, expand the Smoothness property and use the slider to increase the setting to 100% (**Figure 15**).

   Note: Smoothness can be set to a value between 0% and 1000%. The more you smooth a clip, the more the image may need to be scaled, cropped, or synthesized to compensate for the correction. These corrections are made automatically.

   When you change a Warp Stabilizer property, the Stabilizing message appears in the Program Monitor. When the change is complete, the message in the Program Monitor disappears.

6. Play the clip to see your changes.

   Increasing smoothness reduces camera movement even further. For example, if the camera pans left or right, adding smoothness reduces the speed and distance of the pan.

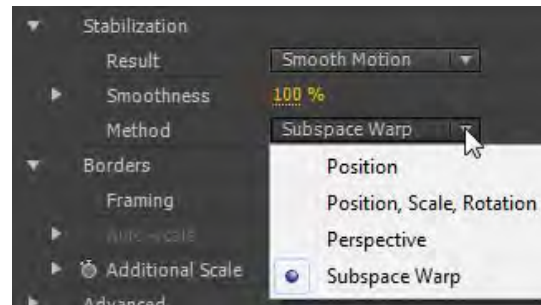7. Open the Stabilization Method menu (**Figure 16**).

   There are four ways to stabilize a shot.

   • *Perspective* and *Subspace Warp* both apply perspective change to the shot. Perspective applies stabilization equally to the image, and Subspace Warp (the default) attempts to analyze the foreground pixels and the background pixels separately.

   • *Position* and *Position, Scale, Rotation*, apply transform parameters only, and do not apply any perspective change to the shot.

   Note: If the default effect settings cause the subject in your shot to appear warped or distorted, try changing the method to Position.

Figure 15 Smoothness slider in the Effect Controls panel

Figure 16 Stabilization Method menu

8. In the Stabilization Method menu, select Position.

   Position is the most effective setting for removing all camera movement.

9. Open the Stabilization Result menu and select No Motion (**Figure 17**).

10. When the change is complete, play the clip in the Program Monitor.

    The subject in the shot retains its movement, but the shot appears locked down—any pans, tilts, or other perceived camera moves are eliminated.

    Note: Depending on the amount of correction needed, you may be directed to change other settings, such as choosing a different Smoothing method or Framing property.

11. Open the Borders Framing menu (**Figure 18**).

    When you remove motion, you remove part of the image, exposing part of the background. By default, the Warp Stabilizer effect crops and auto-scales the image to hide the exposed background along the edges of the image.

    • *Stabilize Only* leaves the exposed edges visible.

    • *Stabilize, Crop* stabilizes the image, but instead of scaling the image larger to hide the exposed background, it simply crops the entire shot, much like creating a mask.

    • *Stabilize, Crop, Auto-scale* starts by stabilizing, then cropping, then scales the image just enough to fill the black crop marks along the border of the shot.

    • *Stabilize, Synthesize Edges* looks for material in frames before or after the current frame to fill in the exposed edges.

12. Select the Warp Stabilizer effect in the Effect Controls panel and press Delete.
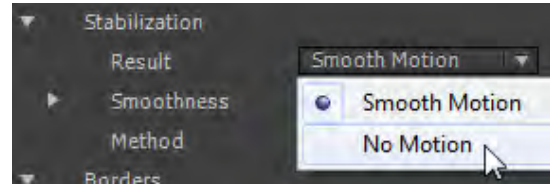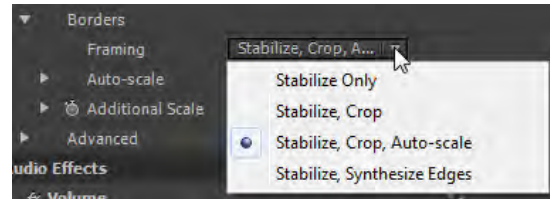

Figure 17 Stabilization Result menu

Figure 18 Borders Framing menu

Using adjustment layers to apply and control effects across multiple clips

When you apply an effect to a video clip, the effect applies only to that clip and no others. However, an effect can exist independently if you create an *adjustment layer* for it. When you create an adjustment layer, you create a transparent clip that you can place above the other video tracks in the Timeline. Any effects applied to an adjustment layer affect all clips below it in the video stacking order.

Because effects on an adjustment layer apply to all tracks beneath it, adjustment layers are useful for applying effects to many clips at once. An adjustment layer behaves just like other video clips in the Timeline. For example, you can use keyframes to apply and manipulate effects over time.

To add an adjustment layer:

1. Open the Project panel.

2. Click the New Item button at the bottom of the Project panel (**Figure 19**) and select Adjustment layer.

   The Adjustment Layer dialog box appears.

3. Click OK to accept the default settings.

   A new adjustment layer clip is added in the Project panel (**Figure 20**). This is a transparent clip that you can add to the Timeline. Any effects you add to the adjustment layer apply to all video clips in the tracks below the adjustment layer clip.

4. In the Timeline, make sure there is an empty video track above the track that contains your video.

   Note: To add a new video track, select Sequence > Add Tracks. In the Add Tracks dialog box, enter **1** as the number of video tracks to add. Select Before First Track in the Placement menu. Set 0 as the number of Audio or Audio Submix Tracks, and click OK.

5. Drag the new adjustment layer from the Project panel to the video track above your video clip (**Figure 21**).

6. Size the adjustment layer clip to match the size of the video clip below it.

7. Open the Effects panel and apply a video effect, such as Black & White, to the adjustment layer.

   The effect applies to all video clips below the adjustment layer. You can apply multiple effects to the adjustment layer clip. You can extend the length of the adjustment layer clip to span multiple clips or only parts of the clips below it. You can also add more than one adjustment clip, and then change the effects that appear over time.

   Note: Another advantage of using an adjustment layer is that when you remove or modify an effect in an adjustment layer, the changes automatically apply to all underlying clips.
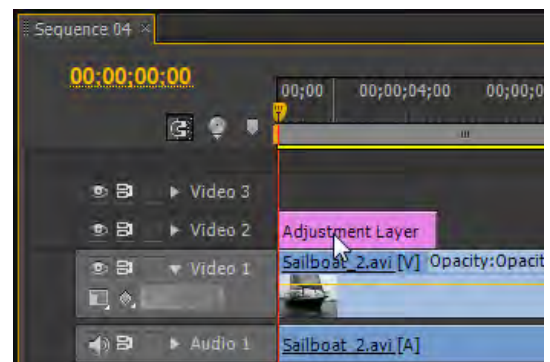
8. Select the adjustment layer in the Timeline and press Delete to remove all effects added to that layer.

New Item button
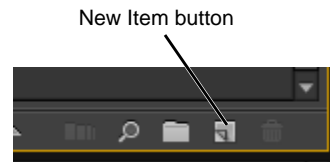
Figure 19 Project panel
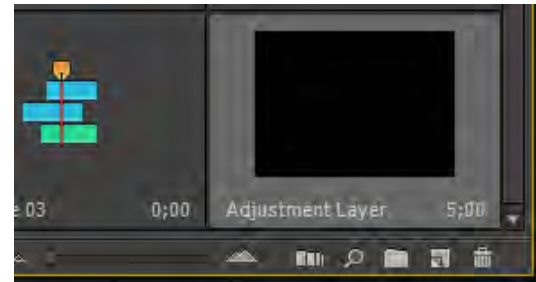
Figure 20 Adjustment Layer clip in the Project panel

Figure 21 Adjustment layer in the Timeline

Adjusting video effect properties and keyframes

Virtually all video effect properties enable you to change the effect's behavior over time by using keyframes. For example, you can have an effect gradually rack out of focus (as if you were turning the focal ring on a lens), change color, warp into a funhouse mirror, or lengthen its shadow.

To adjust video effect properties and keyframes:

1. In the Effects panel, expand the Presets bin, expand the Twirls bin, and then drag the Twirl In preset to the clip in the Timeline. Expand the Twirl properties in the Effect Controls panel (**Figure 22**).

   This preset has keyframes at the beginning of the clip and at the one-second point for the Angle and Twirl Radius options.

   Note: Adobe Premiere Pro has several dozen video effect presets. Most are picture-in-picture effects (PiPs) that are explained in a later guide. The others are primarily intended to be used at the beginning or end of a clip and behave something like transitions. You work with several in the upcoming steps.

2. Play the clip to see how this preset works.

   The clip starts in a tight spiral (**Figure 23**). By the time it reaches the one-second point, it has fully unwound.

   Note: If you plan to reuse an effect to which you've applied keyframes, save it as a preset. To do that, follow these steps:

   Apply an effect to a clip.

   • Set keyframes and property values.

   • Click the effect name in the Effect Controls panel.

   • In the Effect Controls panel menu, select Save Preset.

   • In the Save Preset dialog box, give the preset a name and, if needed, a description (**Figure 24**).

   • Select whether to scale the effect to the clip length or anchor it to the clip In point or Out point.
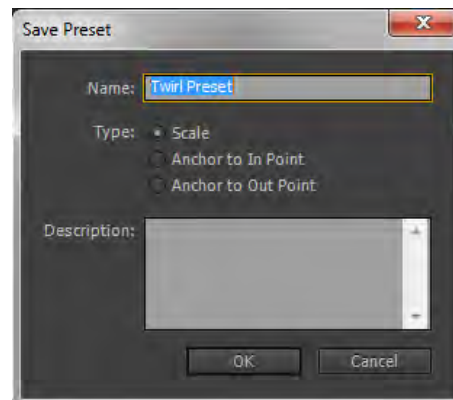
   • Click OK.

   The customized preset appears in the Presets bin (**Figure 25**).

Figure 22 Twirl In preset video effect in the Effect Controls panel

Figure 23 Twirl effect in the Program Monitor

Figure 24 Save Preset dialog box

3. In the Effect Controls panel, drag the Angle and Twirl Radius keyframes from the one-second point to about the two-second point and play the clip.

The spiral unwinds more slowly.

Note: Keyframes (even those in presets) are not permanently affixed. You can drag them in the Effect Controls time ruler to change their positions within clips or to change their values in the effect options list.

4. Delete the Twirl effect.

5. In the Effects panel, expand the Video Effects and Stylize bins. With the clip selected in the Timeline, double-click the Replicate effect. View its single property in the Effect Controls panel (**Figure 26**).

6. In the Effect Controls time ruler, drag the CTI to the beginning of the clip.

7. Click the Toggle Animation button (to the left of Count).

That does three things:

- Switches on keyframes.

- Adds a keyframe at the beginning of the clip (at the CTI location).

- Gives that keyframe the default Replicate value of 2 (a 2 x 2 grid of replicated clips).

The result is shown in the Program Monitor (**Figure 27**).

8. Add three more keyframes as follows:

- At about the 1-second point, add a keyframe and change the count value to 9 (midway between this effect's minimum and maximum values).

- At about the 3-second point, add another keyframe with a count value of 9.

- At the end of the clip (press Shift+End and then press the Left Arrow key), change the count value to 16 (**Figure 28**).

9. Play the clip and note how the effect builds to a 9 x 9 grid, holds for 2 seconds, and changes to a 16 x 16 grid at the end.
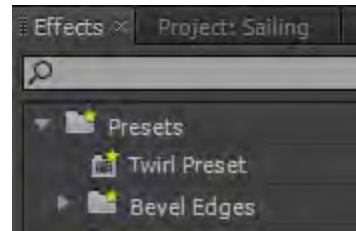
Figure 25 Effects panel, Presets bin
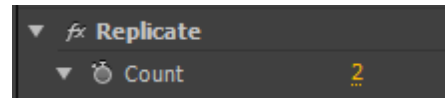
Figure 26 Replicate video effect

Figure 27 Replicate effect in the Program Monitor

Figure 28 Replicate keyframes

Applying effects to text or graphics

You can also apply Adobe Premiere Pro filters and motion effects to text and graphics.

To apply effects to text or graphics:

1. Create some text:

    • Select File > New > Title.

    • Name the title and click OK.

    • In the Titler, create some basic text.

    • Close the Titler.

2. Using the Selection tool, drag your text clip from the Project panel to the sequence after the video clip, position the CTI on the text clip to display it in the Program Monitor, and click the text clip to display its parameters in the Effect Controls panel.

    Note: If you don't move the CTI to the clip you're applying an effect to, you won't see that clip or its effects in the Program Monitor. Clicking a clip does not move the CTI to that clip.

3. Expand the Presets bin in the Effects panel, then expand the Blurs and Mosaics bins.

4. Drag Fast Blur In to the Title clip in the Timeline.

    Note: If your Presets bin does not include the Blurs bin, expand a different bin and drag a different effect.

5. Expand the Mosaics bin, and drag Mosaic In to the Effect Controls panel.

    The Effect Controls panel should look something like the example (**Figure 29**).
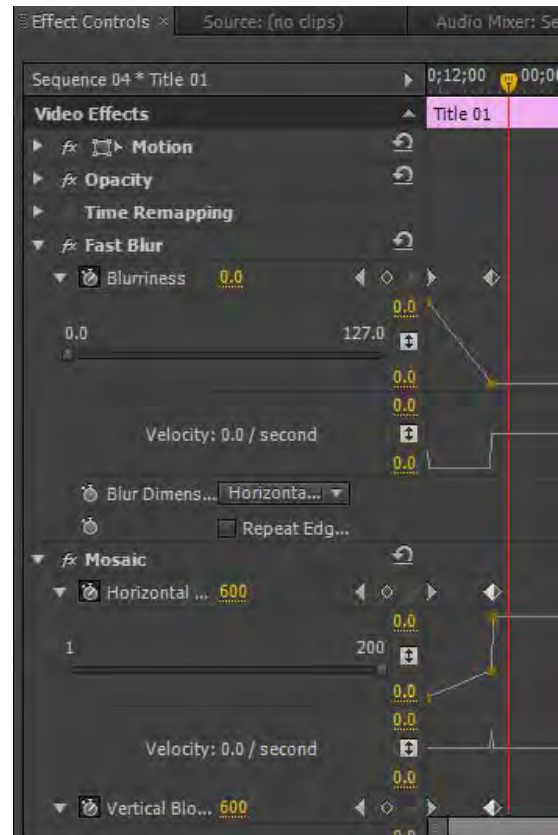
Figure 29 Fast Blur and Mosaic effects

6. Play this clip.

The clip starts as blocky and blurry (**Figure 30**) and then sharpens at the one-second point. This demonstrates two things:

• You can use video effects to animate or gradually reveal text or a graphic in a sequence.

• You can apply more than one effect to a clip.

Effect order counts. Standard (non-fixed) video effects work from bottom to top in the Effect Controls panel, with the most recently applied effect appearing at the bottom of the effect list.

For example, if you apply the Tint effect and then apply Black & White, the clip displays as grayscale. Black & White trumps Tint because Black & White appears below Tint in the Effect Controls effect list. If you apply Black & White first and then apply Tint, the clip has the color you selected in the Tint effect. Tint trumps Black & White.

Most effects do not cancel each other out. You need to test a few combinations to get a feel for this feature.

You can drag effects up and down within the Effect Controls panel to change their order.

Opacity, Motion, and Time Remapping (the fixed effects) are always the final three video effects applied to a clip. If you want to apply motion or opacity to a clip at a different place in the effect order, use a non-fixed motion effect, Basic 3D, or the non-fixed Alpha Adjust opacity effect.

Figure 30 Fast Blur and Mosaic effects in the Program Monitor