

# Import Photoshop, Illustrator, and still-image files

You don't need moving images to make compelling videos in Adobe® Premiere® Pro. You can also use image files created in Adobe Photoshop® and Adobe Illustrator®. You can import single layers or multi-image projects, too. Once they're in Adobe Premiere Pro, you can add time sequencing so they play back as often as you like.

When you want to use a file in your project, you import the file as a clip. You can import one clip at a time, several clips at a time, or an entire folder of clips. You can even import another project into the current project.

Clips can be as big as 4,000 pixels tall by 4,000 pixels wide, and Premiere Pro can support a variety of video and audio formats. Over time, Adobe and other manufacturers undoubtedly will offer plug-in software modules to provide additional file-format support.

## To import files as a clips in the project:

- 1 In the Project window, specify where you want to import the clip by doing either of the following:
  - Navigate to the bin into which you want to import, or to the topmost level of the Project window.
  - In list view, select the bin into which you want to import.
- 2 Choose File > Import. The Import dialog box appears.
- 3 Do any of the following:
  - To import a single file, double-click the file.
  - To import multiple files, select the files and click Open.
  - To import a folder of files, select the folder and click Import Folder.

The dialog box closes, and the clips appear in the Project window. If you imported an entire folder, then the folder appears as a bin of clips in the Project window (Figure 1).

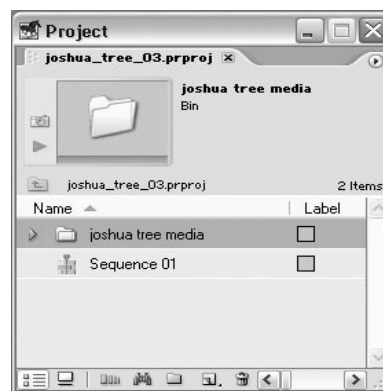


Figure 1: The clips appear in the Project window. A folder of clips appears as items in a bin (shown here).

*Tip:* There are many ways to import files, and chances are that you'll be doing a lot of importing. Now's a good time to learn (or create) shortcuts for the import command. Use a contextual menu or keyboard short-cut. Instead of choosing File > Import, you can simply double-click an empty part of the clip area of the Project window.

## Importing Projects

In addition to importing media files, you can import an entire project, including all its clips and sequences. An imported project appears as a bin in the current project, which in turn contains all its bins, clips, and sequences.

Why would you import a project rather than just re-open it? Maybe you want to join sequences that were created in different projects, or use a “boilerplate” project in several other projects. Many of a project's attributes—such as its timebase and audio sample rate—can't be changed later. However, you can easily work around this restriction by importing the entire

project into another project that uses the correct settings. Finally, you can open projects created in Premiere 6.x. However, not all of your edit decisions will translate seamlessly into Premiere Pro; see the User Guide or Online Help feature for details.

**To import another project into the current project:**

- 1 In the Project window, specify where you want to import the clip by doing any of the following:
  - Navigate to the bin into which you want to import, or to the topmost level of the Project window.
  - In list view, select the bin into which you want to import.
- 2 Choose File > Import. The Import Project dialog box appears.
- 3 In the Import Project dialog box, choose the type of project you want to open in the Files of type drop-down menu (Figure 2):

Adobe Premiere 6 Projects (\*.ppj)

Adobe Premiere Pro Projects (\*.prproj)

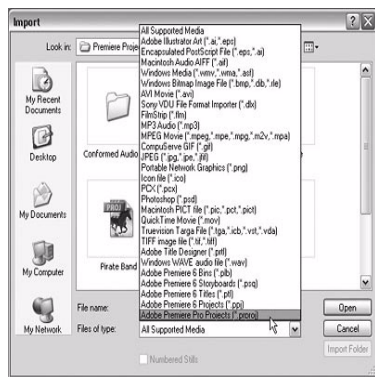


Figure 2: Narrow the list of files by choosing an option in the Files of type pulldown menu.

- 4 In the Import Project dialog box, select a project, and click Open. The imported project appears as a bin in the Project window that uses the name of the project file. The bin contains any clips and sequences used in the project (Figure 3).

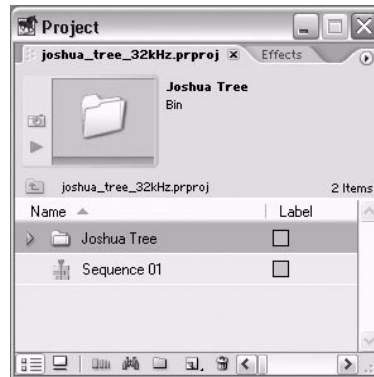


Figure 3: The imported project appears as a bin containing sequences and source clips.

- 5 Open the imported bin and double-click the sequences you want to view.

**Importing Stills**

Although individual images are only single frames, you can set them to play back in the program for any duration.

**To set the default duration for still images before you import them:**

- 1 Choose Edit > Preferences > Still Images. The Still Images panel of the Preferences dialog box opens.
- 2 For Default Duration, type the initial duration of still images, in frames. Hereafter, all still images imported into the project use the default duration. Still images that are already in the project or program remain unaffected. You can change the duration of a still-image clip at any time.

Tips:

- Photoshop displays images using square pixels, or a pixel aspect ratio of 1. DV and D-1 video use a .9 pixel aspect ratio. Therefore, you can create artwork for D-1 (720 x 486) projects at 720 x 540; create artwork for DV (720 x 480) projects at 720 x 534. Premiere Pro automatically adjusts for the differences in pixel aspect ratios, and displays the image without cropping or distortion. Creating a still with matching dimensions, 720 x 480 will result in a distorted image in Premiere Pro.

- If you can't remember the proper image sizes for Photoshop files, don't worry; when you create a new file in Photoshop, they're listed in the Preset Sizes drop-down menu.

## Importing Illustrator Files

Premiere Pro can rasterize Illustrator files—a process that converts the path-based (vector) art to Premiere Pro's pixel-based (bitmapped) format. The program anti-aliases the art, so that edges appear smooth; it also interprets blank areas as an alpha channel premultiplied with white.

Set crop marks in the Illustrator file to define the dimensions of the art that will be rasterized by Premiere Pro (Figures 4 and 5).

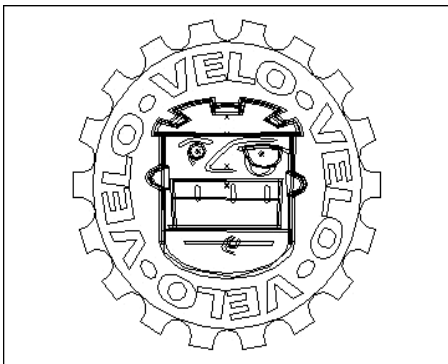


Figure 4: An image viewed in Illustrator as artwork only...

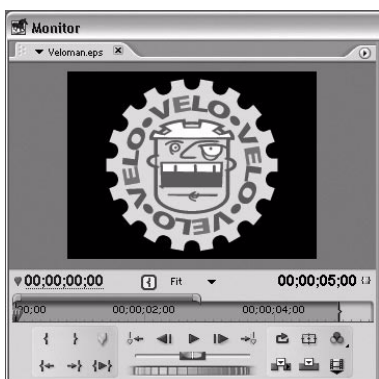


Figure 5: ...appears rasterized and antialiased in Premiere Pro..

*Tip: The term aliasing refers to the hard, jagged edges many objects show in digital, pixel-based images. Anti-aliasing subtly adds transparency to edges, making them appear smoother.*

## Importing Photoshop Files

Premiere Pro can import files created in Photoshop 3.0 or later. It can even import a single layer from a multiple-layer Photoshop file. Premiere Pro also recognizes an alpha channel in a Photoshop file, so you can use it to define transparent areas.

### To import a layered Photoshop file:

- 1 In the Project window, specify where you want to import the clip by doing any of the following:
  - Navigate to the bin into which you want to import, or to the topmost level of the Project window.
  - In list view, select the bin into which you want to import.
- 2 Choose File > Import or double-click an empty area of the main clip area of the Project window. The Import dialog box appears.
- 3 Locate a layered Photoshop file to import, and click Open. The Import Layered File dialog box opens.
- 4 In the Import As pull-down menu, choose Footage (Figure 6).

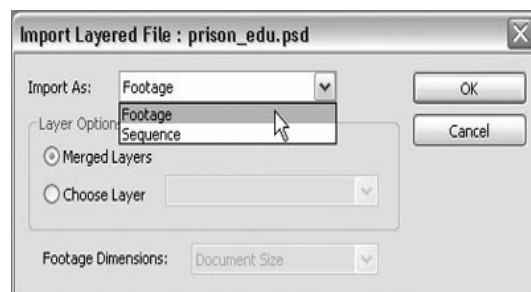


Figure 6: In the Import As pull-down menu, choose footage.

- 5 For Layer Options, choose either of the following:
  - Select Merged Layers to import the image after merging all layers into a single layer.
  - Select Choose Layer and choose a layer to import the single layer as a clip.

6 If you chose a layer in Step 5, choose an option for Footage Dimensions:

- Document Size—imports the layer at the document's pixel dimensions. The layer appears in its proper position; empty areas are imported as an alpha channel (Figure 7).



Figure 7: Choosing the Document Size option imports the layer using the entire Photoshop document's pixel dimensions. This makes it easy to reassemble the layers as they appeared in the Photoshop document.

- Layer Size—imports the layer at its individual pixel dimensions (Figure 8).

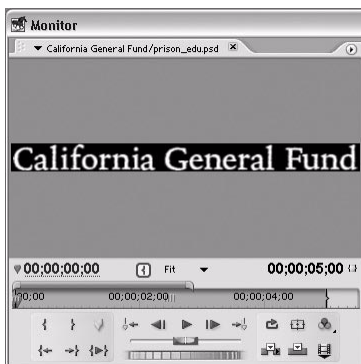


Figure 8: Choosing the Layer Size option uses the layer's individual pixel dimensions.

7 Click OK. Depending on your choice, the single layer or merged layer appears in the selected bin.

### To import a file as a layered sequence:

1 Choose File > Import or double-click an empty area of the main clip area of the Project window. The Import dialog box appears.

2 Locate a layered Photoshop file to import, and click Open. The Import Layered File dialog box opens.

3 In the Import As pull-down menu, choose Sequence (Figure 9).

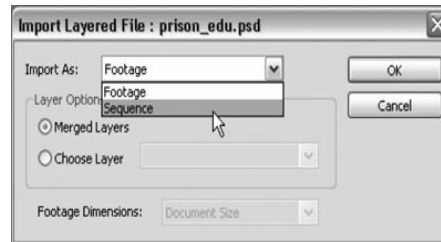


Figure 9: In the Import As pull-down menu, choose Sequence.

4 Click OK. A bin appears in the Project window containing each layer as a clip, and a sequence that uses the same name as the layered file (Figure 10).

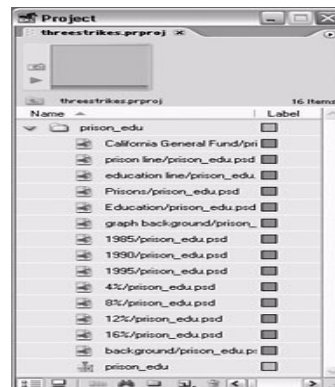


Figure 10: The imported file appears as a bin containing each layer and a sequence.

5 Double-click the sequence to open it in the Timeline window. In the sequence, each layer appears in a different track (Figure 11).



Figure 11: In the sequence, each layer appears in a different track.

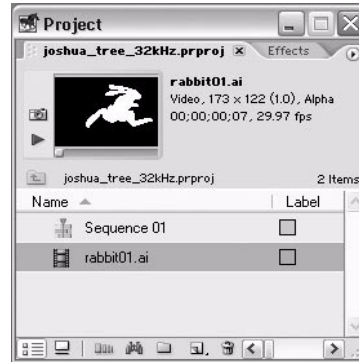


Figure 12: The image sequence appears in the selected bin as a single clip.

## Importing Still-Image Sequences

In addition to (and sometimes instead of) a single movie file, many programs export movies as a sequence of still images. Don't worry—Premiere Pro has no trouble import-ing a numbered sequence as a single clip.

### To import numbered still images as a single clip:

- 1 Confirm that each image in the numbered sequence has the correct extension and that the filenames contain an equal number of digits at the end (seq000.bmp, seq001.bmp, and seq002.bmp, for example).
- 2 In the Project window, specify where you want to import the clip by doing any of the following:
  - Navigate to the bin into which you want to import, or to the topmost level of the Project window.
  - In list view, select the bin into which you want to import.
- 3 Choose File > Import. The Import dialog box appears.
- 4 Select the first file in the numbered sequence.
- 5 Check the Numbered Stills check box.
- 6 Click Open. The image sequence appears in the selected bin as a single clip (Figure 12).

*Tip:* By default, Premiere Pro assumes the imported image sequence uses the same frame rate as your project. To tell Premiere Pro that the footage uses a different frame rate, use the Interpret Footage command, explained in the next chapter.

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