Adobe® Prelude™ CC Help

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Contents

Chapter 1: What's new

New features summary

This document provides information about the latest updates and the new features in the December 2014, October 2014 and June 2014 releases of Prelude CC.

The speech-to-text feature has been removed from the December 2014 release of Prelude CC.

The October 2014 release of Prelude CC has many small but important feature enhancements such as adding basic transition to Rough Cuts, adding multiple tags to a marker, video rewrap, and HiDPI support.

The June 2014 release includes the new Rough Cut (Edit Anywhere) feature, the new Tag Panel and Tag Templates, mouse-based trimming for Rough Cuts, and other enhancements.

Read on detailed information about the new features and enhancements in each of the Prelude CC 2014 releases.

Prelude CC 2014 | December 2014

The speech-to-text feature has been removed from the December 2014 release of Prelude, Adobe Media Encoder, and Premiere Pro.

In previous releases of Prelude, you could link movie clips in Prelude with Adobe Story scripts and then analyze the clips for greater speech-to-text conversion accuracy using Adobe Media Encoder. This workflow is no longer available.

Temporal markers contain data about a specific portion of the movie clip. The Speech Transcription temporal marker in Prelude was used to edit text generated from speech-to-text conversion from software such as Adobe Media Encoder. This feature and its associated keyboard shorcut has been removed in the latest release of Prelude CC.

For detailed information about the removal of this feature in Premiere Pro and Adobe Media Encoder, see New features summary (Premiere Pro) and New features summary (Adobe Media Encoder)

Prelude CC 2014 | October 2014

Refreshed and updated user interface
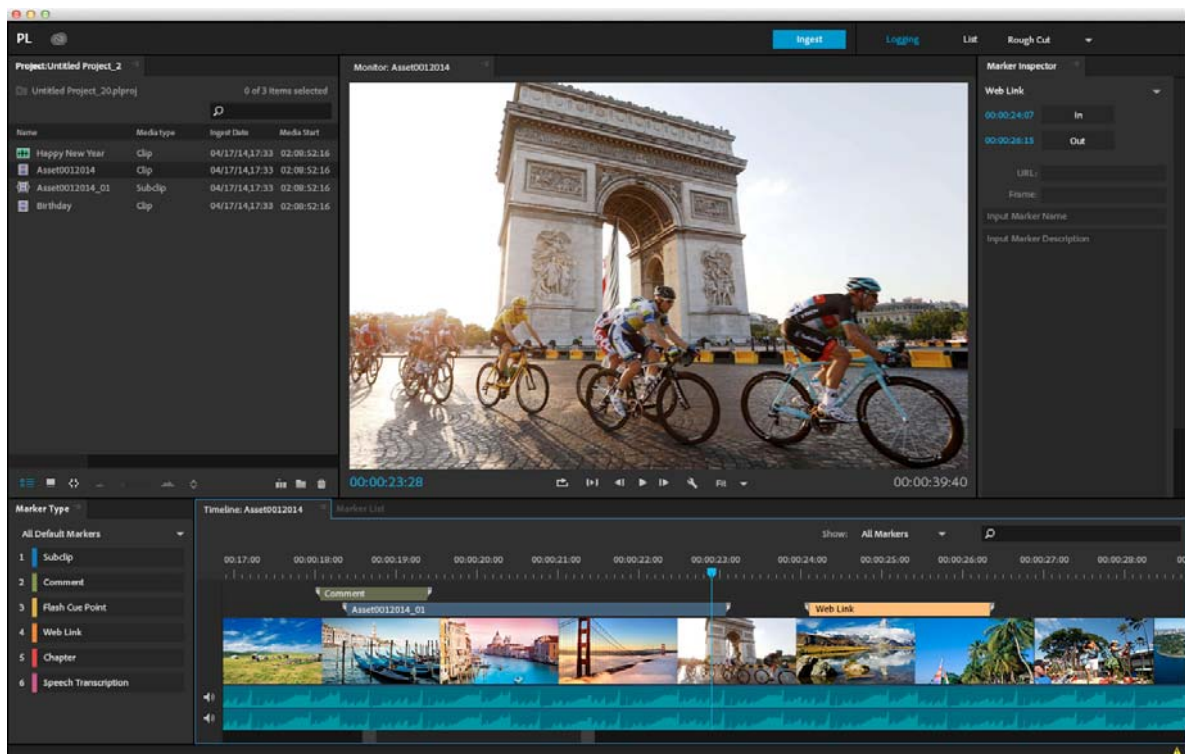
The latest release of Prelude CC has an updated and cleaner user interface with HiDPI support. You can now load Prelude on a high DPI machine. The icons, text, and other visual elements are displayed in high-resolution clarity.

Improvements to rough cuts

Apply transitions to rough cuts

You can apply transitions between subclips in a rough cut and set the default transition type and duration for these transitions for a better editing workflow.

Drag-and-drop the transition icon on the Timeline panel to apply the transition.

• Select a clip then click the transition icon to apply transition.

• Use the Shift key if you want to select multiple clips

The transition can be applied at the start of a subclip, between two adjacent clips, or at the end of a subclip in a single rough cut. The transition is either one-sided or two-sided depending on the media type.

Default transition values

The default duration for video transitions is 30 frames and for audio transitions is 1 second. If the default duration is longer than the applied clip, the duration is adjusted according to the length of the clip. These transition settings are persistent between different launches of Prelude. Drag the transition button and drop it at the beginning of the clips or in-between the clips.

The default Video Transition Type is Cross Dissolve and the default Audio Transition Type is Constant Power.
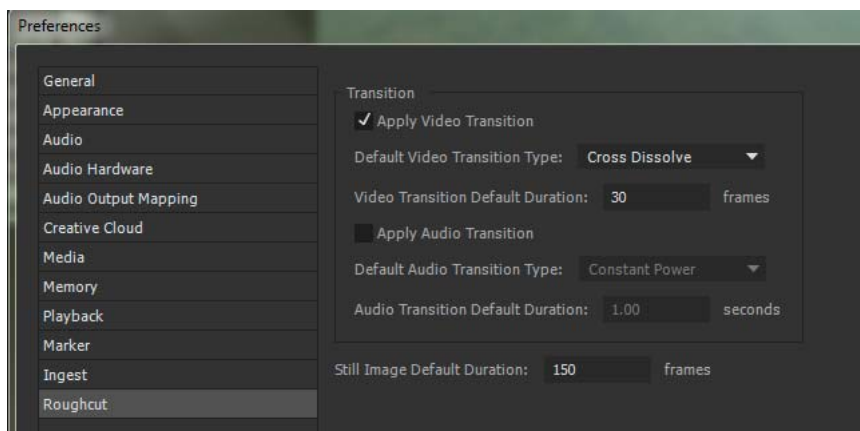
Working with rough cut transitions

All operations on transitions are added to the History panel (Window > History) and Undo and redo operations can be performed on the transitions.

- You can adjust the duration of a transition by trimming the transition effects. A one-sided transition can be changed to a two-sided transition and vice-versa.
- Use the Delete key to delete transitions. You can select and delete multiple transitions at the same time.
- You can send a rough cut with transitions to Premiere Pro and the transitions are retained.
- You can export a rough cut with transitions and the transitions are retained.
- Transitions can be applied in Edit Anywhere (EA) mode.
- You can apply multiple transitions within a single rough cut. At any given point in the clip, only one transition is in effect. If you change the transition settings, the original transition is replaced and the new setting will take effect.

Editing transitions in rough cuts

- The transition is lost or deleted if:
  - the transition is two-sided and one of the subclips is deleted.
  - the transition is one-sided and the clip adjacent to the transition is deleted.
  - the order of sub-clips is changed in a Rough Cut.
- When ripple trimming is applied to subclips, transitions are retained. However, if the new subclip does not have enough material/room to include the transition, the transition will be shortened according to new length of the new subclip.
- The transition is retained only if a new subclip is inserted before the first subclip or after the last subclip. Inserting subclips at any other position will result in loss of the transition.

Customize timecode in rough cuts
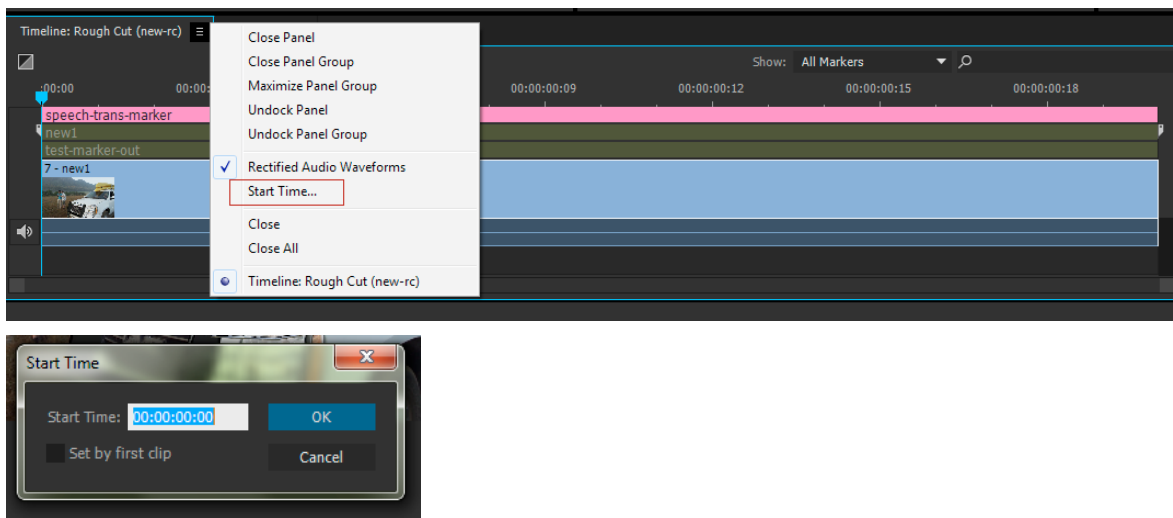
You can now customize the time code for rough cuts in the Timeline panel to start at a different timecode other than the default 00:00:00:00. Click the icon to display the Start Timecode dialog box.

Once the timecode is changed, the timeline displays the sequence beginning at the new timecode. The timecode display in the Monitor also changes accordingly. The timeline duration remains constant.

Timecode changes and its effect on rough cuts

* When the Use first clip source box is checked, the starting timecode in the timeline will show the first clip's timecode. The timecode display in the Monitor also changes accordingly to match the CTI timecode. The timeline duration remains constant.

* When the first clip in the rough cut is a Master clip, the start timecode of the rough cut is the same as the Master clip's start timecode.

* When the first clip in the rough cut is an In/Out range, the start timecode of the rough cut is equivalent to the IN point timecode.

* When the order of the clips is adjusted, the start timecode matches the timecode of the first clip.

* If you add a clip before the first clip, the timeline startcode is changed. Adding a clip in any other position does not alter the timecode, but the duration of the rough cut is changed accordingly.

* Relinking the first clip may change the start timecode. Relinking any other clip does not change the timecode but the duration of the rough cut is changed.

* The Start time dialog shows the default value of the timecode (00:00:00:00) when

  * a new rough cut is created.

  * an existing rough cut is opened.

* The last entered value of the timecode is remembered for

  * the rough cut that is currently open.

  * a newly edited rough cut.

* The timecode in the Monitor panel always shows the sequential timecode and not the clip timecode.

  For detailed information about rough cuts, see the Rough Cuts section.

Add additional audio tracks

You can now add additional audio tracks to rough cuts by dragging and dropping audio-only clips to the Timeline panel. You can also right-click on the context menu, and select Add a track to add the additional audio tracks. The additional audio tracks are added to the bottom of the audio track area.

The audio tracks can be of type stereo, mono, or 5.1.
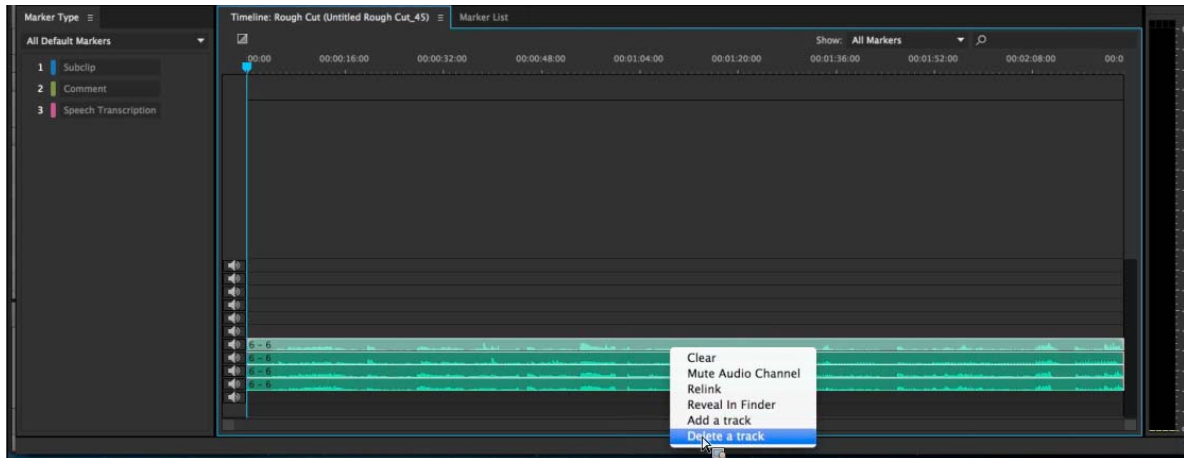
You can add any number of tracks and the first clip in the additional audio track can start from any position. You can add a track that has a gap from the beginning of the track or a track that has gaps between two clips.

You can perform the following actions on the additional audio tracks in the Timeline panel:

1   Delete a track - Right-click the context menu and select Delete a track.

2   Edit a track - You can insert, trim, or change the order of the tracks. The clips in the additional tracks are independent of each other and a clip can be edited without affecting other clips in the track.

3   Apply transitions.

4   Select and move clips together in a track.

5   You can move the tracks by dragging the tracks .

6   Press Alt + Left arrow to move one frame to the left. Press Alt+ Right arrow to move one frame to the right.

Exporting additional audio tracks

• When you export a rough cut with additional audio tracks to Premiere Pro, the clips in additional audio track are also sent to Premiere Pro.

• A rough cut with additional audio tracks and clips can be exported as an FCP project.

 For information about exporting projects to Premiere Pro, see the section.

Export clips without transcoding - Video rewrap

You can export clips without transcoding through video rewrap. The following formats are supported:

Source format	Destination format
GOP MXF Op1a (XDCAM, Canon XF)	XDCAM HD
XDCAM Ex	XDCAM Ex

AVC-Intra	AVC-Intra
XAVC	XAVC
DV, DVCPro	DV
IMX	IMX
DNx HD	DNx HD

Miscellaneous updates

- You can now assign a keyboard shortcut for every Tag. This enables you to tag faster. To use the assigned shortcuts, first select the tag in the Tag panel. Use the Ctrl+Shift+. and Ctrl+Shift+, keyboard shortcuts to select the next panel and the previous panel respectively.

- You can add multiple tags to a single marker. Press and hold the Shift key down when you are adding the tags, and multiple tags are added to the currently selected markers in the timeline.

- There is support for the new CEP versions which provide improvements on HTML 5.

- The 5.1 stereo effect is added to audio tracks in Prelude now. Previously, every channel was added as a mono track.

- Rough Cut files are saved with the extension .arcutx instead of the previous .arcut extension.

There is a new option in the Preferences panel Use Tag Color for Marker Types, that allows you to select the Tag color for the marker color, instead of the default color.
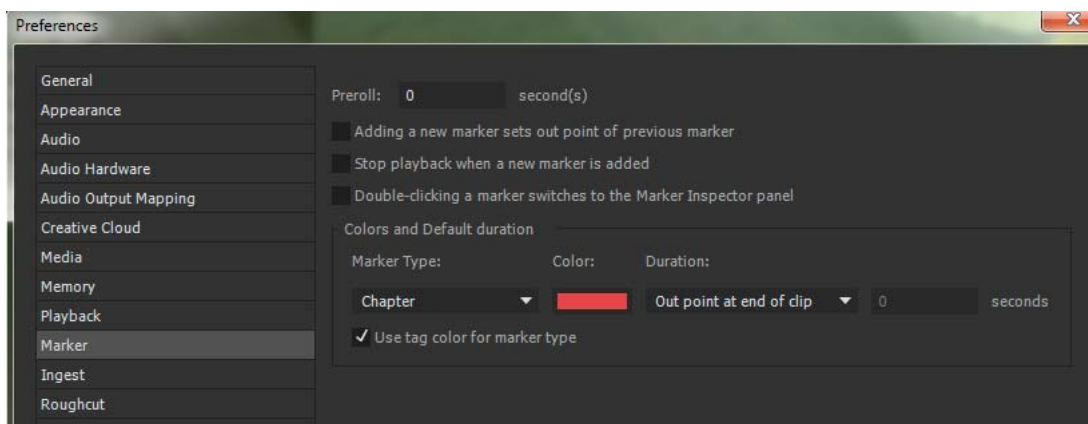
Prelude CC 2014 | June 2014

Tag templates and the Tag panel

The new Tag Panel simplifies and adds flexibility to your logging and tagging workflows. Using the Tag Panel, you can create Comment Markers along with a Tag Name and Description. You can also create customized templates and share the templates via the Adobe Creative Cloud.

For more information, see the Tag Panel and Tag Templates article.

Mouse-based trimming for rough cuts

The latest version of Prelude CC now provides basic trimming of assets in a Rough Cut. Position your cursor over any cut point and you can see the different trimming operation available. As you perform your trim, 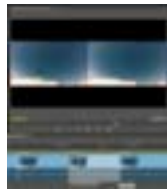the Monitor display shows a 2--up view of the trim operation. In the Timeline, a tool tip shows the amount of adjustment being made to the trimmed edge.

For more information, see the article.

Keyboard shortcuts for trimming

Along with the mouse--based trimming, you can now use the new keyboard shortcuts to take finer control over your trimming. Some keyboard shortcuts operate on the selected clip in the rough cut while others perform on the clip under the current playhead (CTI).

Action	Shortcut	Description
Trim In Point of Selected Clip to CTI	Q	Operates on selected clip in the rough cut. The playhead, Current Time Indicator (CTI), must be placed within the selected clip.
Trim Out Point of Selected Clip to CTI	W	Operates on selected clip in the rough cut. The playhead, Current Time Indicator (CTI), must be placed within the selected clip.
Insert clip at the previous edit point	,(comma)	This operation is based on the CTI point, not the selected clip in the rough cut. The clip that is inserted is selected in the Project Panel
Insert clip at the next edit point	. (period)	This operation is based on the CTI point, not the selected clip in the rough cut. The clip that is inserted is selected in the Project Panel.
Select clip at Playhead	D	
Move selected clips in the rough cut left	[(left angle bracket)	
Move selected clips in rough cut right	](right angle bracket)	

A complete listing of the shortcuts is available in the Keyboard shortcutssection.

View only subclips

Subclip items are added to your Adobe Prelude projects for each subclip marker that is created. If you are working with many projects, you might end up having to work through many clips. The new Subclip Only View in the Project Panel helps to organize your Adobe Prelude projects better. When the Subclip Only View is enabled, only the subclip project items are visible. This feature works for both List and Thumbnail Views.

Combine the View Only Subclips feature with the new ability to drag-and-drop project items to the New Rough Cut or the New BIN buttons in the Project Panel. This will help you to get a more streamlined workflow when working with your subclips.

Rough Cut and Edit Anywhere (EA)

The June 2014 release of Prelude CC allows you to create and edit a rough cut in Edit Anywhere (EA) production and share your rough cuts with other users. Previously, you could only open the clip and add markers and metadata to organize and search subclips.

The EA Rough Cut feature also enables you to share your rough cuts with other Adobe applications such as Premiere Pro and After Effects.

For more information, see the Rough cut and Edit Anywhere (EA)article.

Custom Auto-increment File Rename
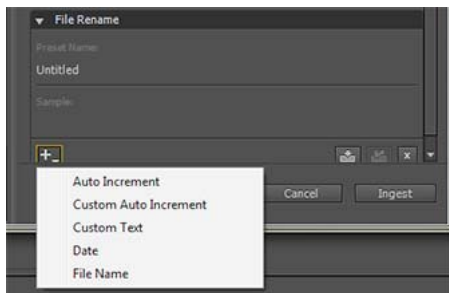
In the latest version of Prelude, you can rename ingested assets and specify the starting number for the renamed file through the new Custom Auto-increment option. Prelude now also remembers the last auto-incremented value and during the next Ingest, filenames are incremented from the last auto-incremented value.

Sort thumbnails
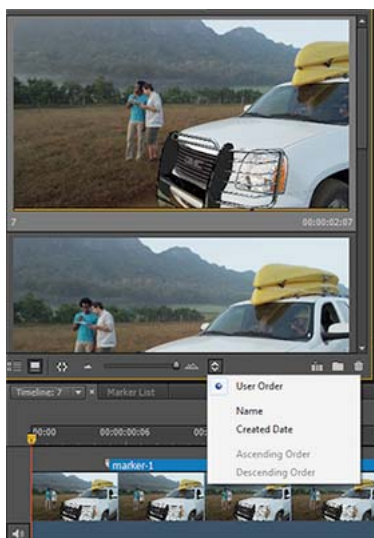
In the Project Panel, you can now sort images based on user order in the Thumbnail View.

Miscellaneous updates

New keyboard shortcuts

There are two new keyboard shortcuts to open the next and previous clip which will enable you to go through all the clips in the Project Panel quickly.

View the previous clip	Alt + O
View the next clip	Alt + P

New drag-and-drop features

- You can now drag-and-drop clips to a new bin. A new bin is created and dragged items are dropped into it automatically.

- You can also drag-and-drop clips to a new rough cut. A new rough cut is created and opened automatically, and it is populated with the selected clips.

Other updates

- The Selected Marker Count and Duration in displayed in the Marker List Panel.

- Duration of each clip is shown in the Ingest Dialog Thumbnail View. You can thus know the total size of the clips before initiating the transfer.

- The total duration, file size, and number of clips (Clip Count) of all selected clips in the Ingest Dialog box is displayed. Thus the size of all selected items before ingesting the items is known.

- The column width of the Create Cloud Dialog when downloading Unassociated Metadata and Tagging Template is remembered.

- Multiple XMPs can now be sent to Unassociated Metadata Panel from the Project Panel. This is useful when logging proxies. After logging proxies, you can send all marker metadata to the Unassociated Metadata Panel and then apply it to the high-resolution clips once ingested.

- Previous versions of Prelude remembered the last state of the Transcode option. This sometimes led to unwanted transcodes on subsequent ingests. (The Transcode option is available when you transfer ingested files to a specific Destination). In the latest version of Prelude CC, there is a new preference under Edit > Preferences > Ingest > Keep Transcode checkbox sticky, that enables you to choose whether the Transcode option is sticky or not between Prelude launches.

- Previous versions of Prelude applied metadata to the primary destination and ignored all additional destinations. Now, the minimum metadata is applied to all destinations during ingestion. This especially helps users who have taken advantage of Prelude's API's around Ingesting to create customized workflows and metadata setting.

Chapter 2: Workspace and workflow

Linking Adobe Story scripts with movie clips in Prelude

You can link movie clips in Prelude with Adobe Story scripts and then analyze the clips for greater speech-to-text conversion accuracy. Guided by the embedded script, Prelude performs the analysis using Adobe Media Encoder.

During the analysis, when enough matches with the embedded script are found, the analyzed speech text is replaced with the embedded script text. Correct spelling, proper names, and punctuation are carried over from the reference script during the replacement — benefits that standard speech analysis cannot provide.

After analysis, speech transcription markers appear on the clip. You can search for individual words in the Project panel to filter clips containing that metadata. You can also search an open clip using the search box in the Timeline or Marker List panels.

After you export to Adobe Premiere Pro, the speech to text markers are displayed in the Analysis text section of the Metadata panel in Premiere Pro.

Note: This workflow is available only for TV and film scripts in Story. Other types of scripts are not visible in Prelude.

1 Select Window > Adobe Story.

2 Log in to Adobe Story using your Adobe ID credentials.

3 Open the script containing scenes to be associated with the movie clips in Prelude.

4 Select a scene from the script and drag it to the movie clip in Prelude. After the script is linked, the badge for attached script appears on the clip.
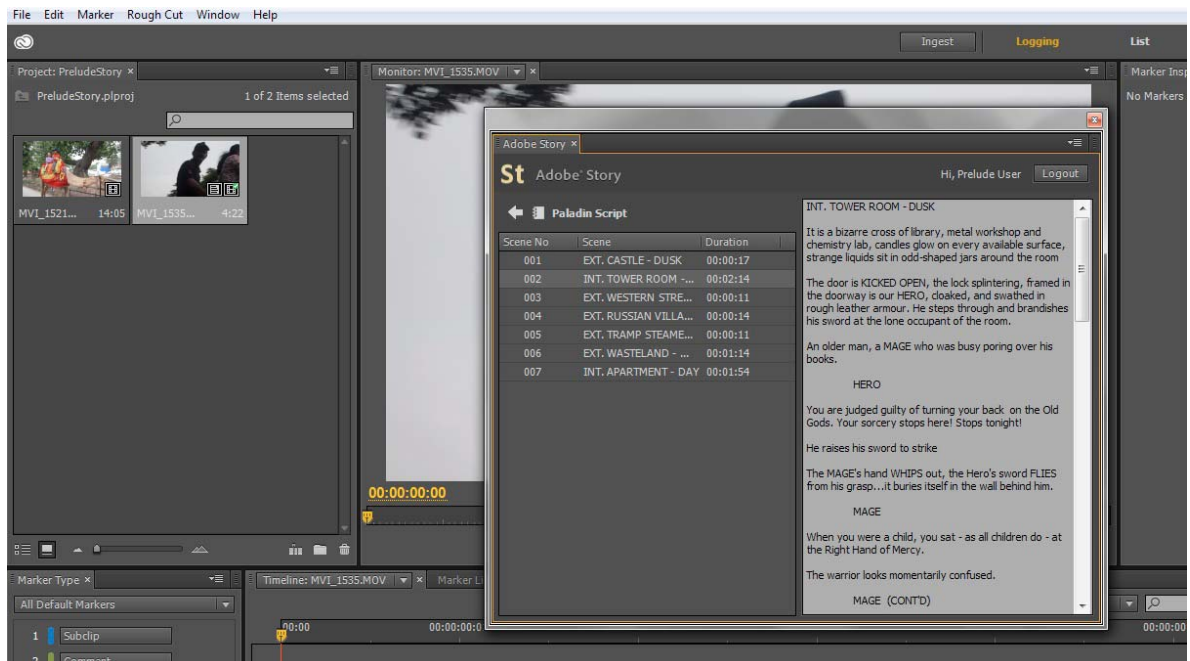
5 Right-click the movie clip and select Analyze Content. The movie clip is sent to Adobe Media Encoder for analysis. Wait until the analysis is complete.

6 After analysis, speech to text markers appear on the timeline.

Open the Metadata panel using Window > Metadata. The metadata from the imported scene is displayed in the Script section of the panel.

If necessary, you can associate multiple clips in Prelude with a scene in an Adobe Story script.

Clear script metadata from clips

• Right click the movie clip and select Clear Script Data.

The Prelude workspace

Video tutorial

To view the video in full screen mode, click ▪.

Welcome screen

The Welcome Screen appears when you open Prelude. Use the Welcome Screen to create a project, open an existing project, or access Help for Prelude.

To disable the Welcome Screen at launch, disable the option Show Welcome Screen at Startup on the Welcome Screen.

If you disable the Welcome Screen, the last opened project launches when you relaunch Prelude. To re-enable the Welcome Screen, open the Preferences dialog, and select Show Welcome Screen in the At Startup menu.

Ingest, Logging, List, and Rough Cut workspaces

The default workspaces available in Prelude are designed to show panel arrangements optimized for tasks like logging or working with rough cuts.

The Ingest dialog
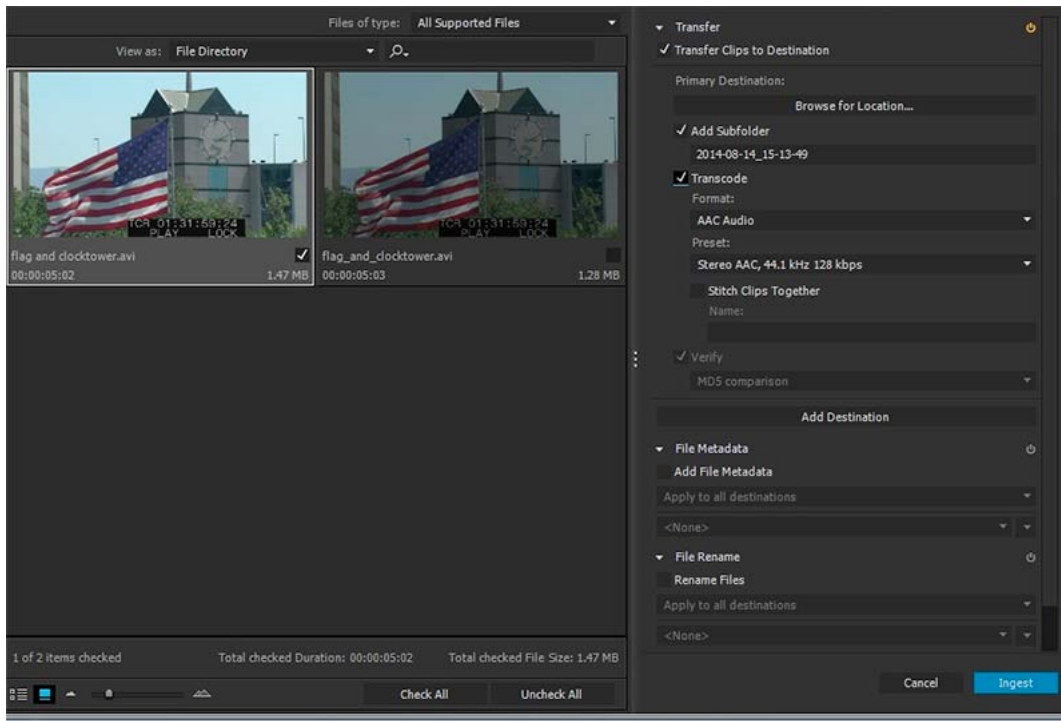
Use the Ingest dialog box to select and ingest movie clips. You can also select folders and rough cuts. When you choose a folder, all the associated movie clips in it are ingested.

You can ingest clips from your computer, other software, or attached devices such as an external hard disk, video camera, or camera card. You can ingest a portion of a clip (partial ingest) by setting In and Out points on the clip thumbnail and enabling transcoding in the Transfer Clips To Destination section.. You can also choose a transcode option that best suits your editing requirements.

Prelude allows you to add metadata and rename files before ingesting them.

To view the location of the clips on your computer, right-click the clip in the list or thumbnail view. Select Reveal in Explorer (Windows), or Reveal in Finder (Mac OS).

The Logging workspace
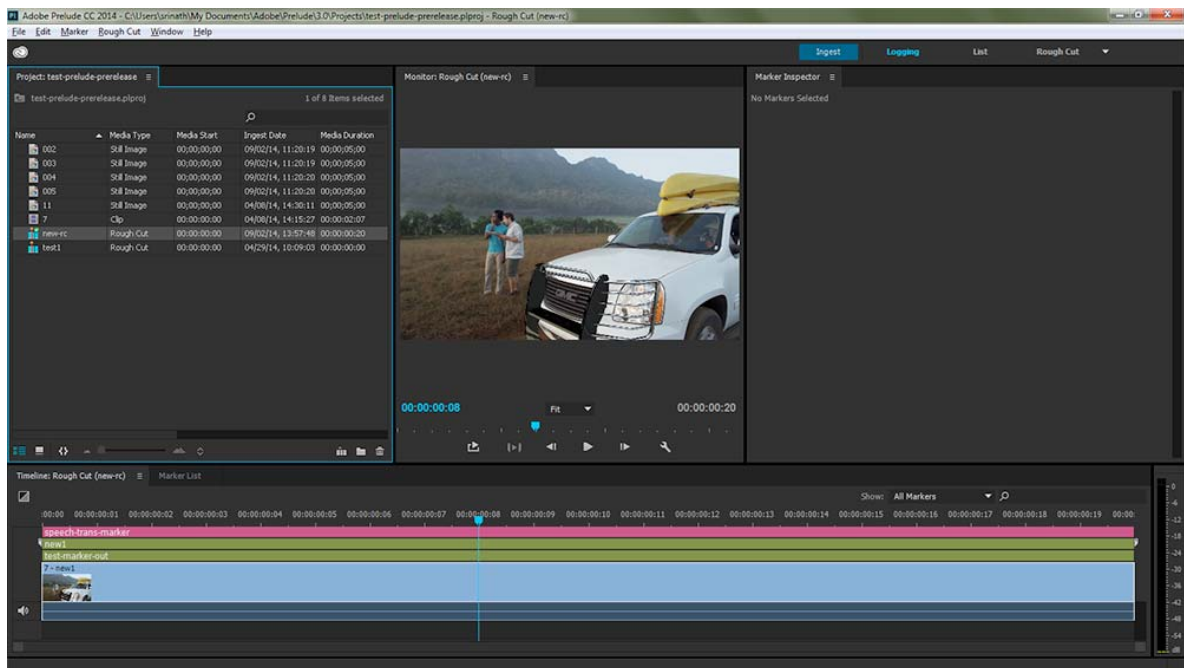
The Logging workspace is optimized for quickly adding metadata and creating subclips. Add markers and other metadata to quickly organize and search clips. You can leverage the metadata when you export to Adobe Premiere Pro or other applications.

The List workspace
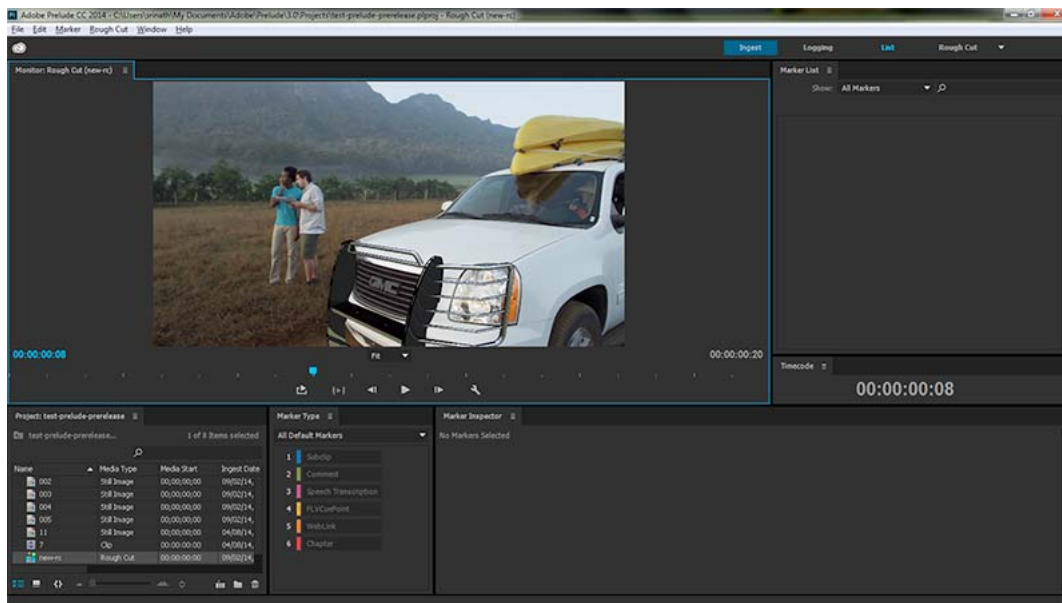
In the Project panel, you organize project contents much as you use folders to organize files. Bins can contain clips, subclips, and rough cuts. Use the Project panel to create a rough cut, and then add subclips to the rough cut.

Reorder content in the Project panel by dragging it to a new location.

The Rough Cut workspace
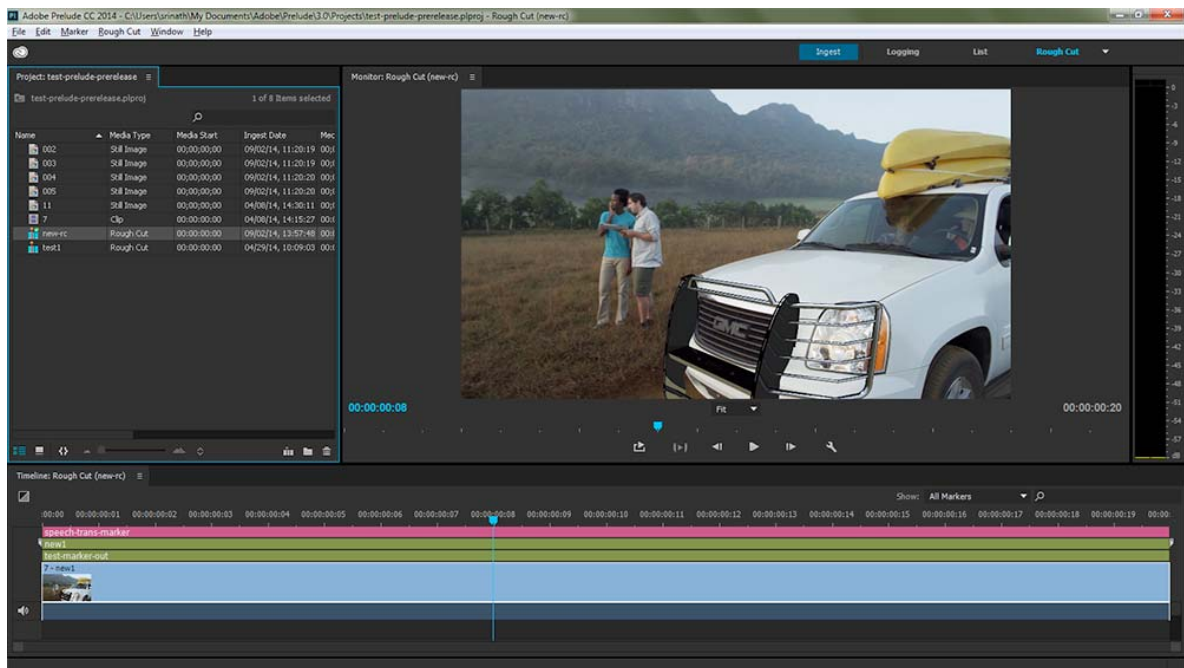
 Open the rough cut that you created and add clips and subclips to the timeline. When you export the rough cuts to Adobe Premiere Pro or other applications, all the organizational and metadata information of the clips is retained.

Use the options in the Show menu to selectively display markers in the timeline.

Creating custom workspaces

Use the Window menu to access panels in Prelude. As in other Adobe applications, you can float and dock panels and frames. You can also create custom workspaces. To access custom Workspaces, select Window > Workspace, and choose from the options.

If you have a customized workspace that you use frequently, you can create a custom workspace using Window > Workspace > New Workspace. The custom workspace is added to the Window > Workspace menu. To go back to the default workspace, select Window > Workspace > Reset Current Workspace.

Note: A frame is a set of grouped panels.

Reorder contents in a panel and across panels by dragging them to their new location.

Panels in Prelude

Here is a partial list of panels in Prelude:

Panel	Description
Extensions	Contains extensions or plug-ins for extending the functionality of Prelude. If no Extensions or plug-ins are available, this option is disabled.
	Displays the audio level for the movie being played in the timeline.

Events	Lists warnings, error messages, and other information for identifying and troubleshooting problems.
History	Use the History panel to jump to any state of the project created during the current working session. Every time you apply a change to some part of the project, the new state of that project is added to the panel. You can modify the project from the state you select. Right-click a state in the History panel to view the available options. The History panel is cleared when you switch between an open clip and a rough cut. It is also cleared when you save the open clip or rough cut.
Marker List	Displays all the markers in the movie that is currently open. This panel also allows you to change the timecode of the In and Out points, or edit the marker description.

The Monitor panel
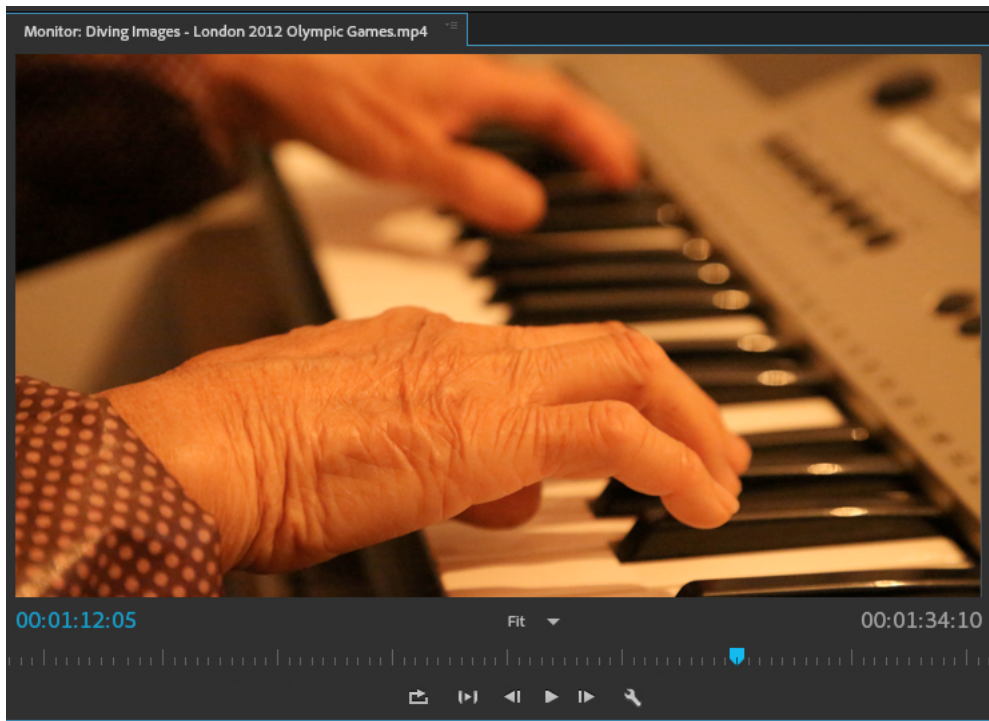
 Double-click a movie clip in the Project panel to open it for playback in the Monitor panel. The monitor gives you access to the standard play and navigation options. You can use the timecode, playback buttons, or the playhead to navigate the movie.

The Play In-Out option allows play back of a movie for the duration of a selected marker.

Use the keyboard shortcuts J, K, and L to preview the movie clip. For greater control, use a combination of J and K keys to move backward slowly, and K and L keys to move forward slowly.

Set display quality

Some formats are difficult to display in full-motion playback because of their high compression or high data rate. A lower resolution permits faster motion playback but at the expense of image quality. This tradeoff is most noticeable when you view AVCHD and other H.264 -codec based media. Below full resolution these formats have error correction turned off, and artifacts are common during playback. These artifacts, however, do not show up in exported media.

Use separate playback and pause resolutions to gain more control over the monitoring experience. With high-resolution footage, set playback resolution to a lower value (for example, 1/4) for smooth playback, and set the Pause resolution to Full. These settings allow you to check the quality of focus or edge details when you pause playback. Scrubbing puts the monitor in playback resolution, not pause resolution.

1 Click the Output button.

2 Select an option for Playback Resolution and Paused Resolution.

Tag Panel and Tag Templates

About Tag templates

A tag template is a shareable collection of buttons and associated metadata. When reviewing media, the tag template is loaded and supplies the tags that are used to log the assets. The buttons are created and arranged using the tag template editor in Prelude.

Creating and using a Tag template

Follow the steps below to create, save, and apply a Tag template.

1 Choose Window > Tag from the main menu.
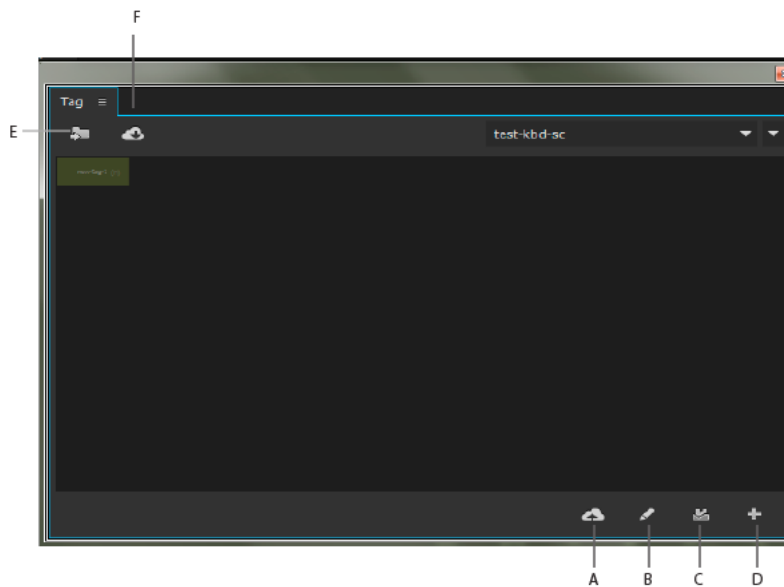
A Upload to CC B Edit template C Save template D Create template E Import template F Download from CC

2 Click to create a new tag template.

3 Save ![icon] the template as a JSON file. Tag templates are stored as JSON files for easy interchange and compatibility with other applications and web services.

Templates are stored by default in the Adobe\Prelude\<version-number>\TagTemplates folder. You can change the location of your saved templates to a different folder.

4 You can create your tags in the Tag Template window. The default size of the grid is six rows and five columns. You can customize your tag with the following settings:

- Tag Dimension - Select a cell in the grid. Then select the size and shape of the button to represent your tag from the four available options. The button options are dynamic, and if you select a cell in the grid where the one of the button sizes do not fit, that button size is shown as disabled.

- Tag Button Information - Customize each Tag Button with the following settings:

  - Tag Name: Unique Name (label) of each Tag Button

  - Description: Specifies metadata payload description

  - Duration: Duration of a new marker created in the Timeline with the tag included

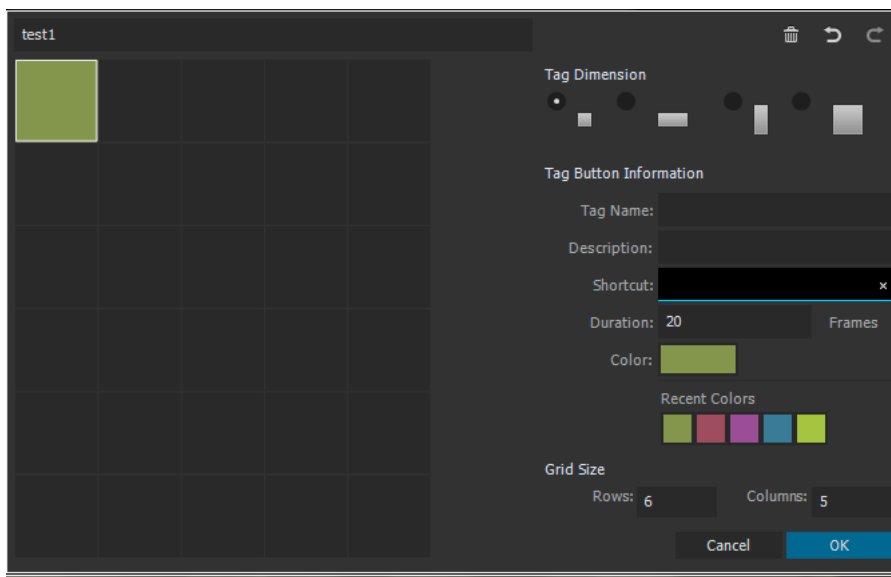 - Color: Prelude keeps track of the last seven recent colors used for the Tag Buttons.

- Grid Size - Adjust the template dimensions using the GRID SIZE controls at the bottom of the dialog.

5 Click OK to save your tag template settings. The Tag panel gets populated with the templates that were created.

6 You can now use the tag template to tag your media.

- If no markers are selected in the Timeline and you create a new tag, a new marker is created in the Timeline with the tag. The duration of the marker is specified in the Duration field of the Tag Template editor.

- If a marker is selected in the Timeline and you create a new tag, the tag is added into the selected markers. No new marker will be created. The selected marker will retain its original duration.

a Ingest your media into Prelude.

b Open a clip.

c Play your clip. As the clip is played, click the Tag Button you want to add to your clip. Tags appear as COMMENT MARKERS in both the Timeline and in the Marker List Panel. The Tag Name appears as the Marker Name in the Marker List Panel.

Other actions with tag templates

Switch to a different template

You can load multiple tag templates at once. All tag templates that are loaded are displayed in the drop--down menu at the top of the panel. You can switch between the different tag templates at any time.

Import templates

Click the Import button 🔲 on the upper left corner of the Tag panel. Navigate to the location where the tag template is stored. Select the desired template and click OK to load it into Prelude.

Download and upload templates

Click Download ☁ to download your tag templates from the Creative Cloud. Sign in to your account, navigate to the location where you have stored your templates, and select to download them. The templates will load automatically in the Tag panel.

To upload the templates to your Creative Cloud account, click Upload/Share ☁ , sign in to your account, and save the templates.

Edit templates

You can edit your tag templates at any time to add, remove, or modify your Tag Buttons. To edit a tag template, first load and select the tag Template as the current template. Click Edit ✏ to open the Tag Template editor dialog box. Make your changes and click OK to save the changes.

Assign shortcuts

You can assign a keyboard shortcut for each template in the the Tag panel.

1 Import the Tag.

2 Click the Edit icon to open the Tag panel.

3 Assign a shortcut in the Shortcut field.

4 Click OK to save the changes..

Select the Tag before using the assigned keyboard shortcut.

💡 *To switch quickly between different panels, use the keyboard shortcuts Ctrl+Shift+. to select the next panel and Ctrl+Shift+, to select the previous panel.*

Chapter 3: Importing media

Ingesting media clips

The video and audio from a file-based camcorder are contained in digital files. Ingest is the process of transferring data from the recording media and optionally transcoding to other formats.

You create a project before you ingest movie clips into Adobe Prelude. Prelude creates a project (.plproj) file for every project that you create.

A project file stores only references to the source files that you ingest. For this reason, project files remain fairly small.

Supported file formats for ingest

You can ingest video, audio-only (AIFF, MP3, and WAV), and still files (Adobe Illustrator, Adobe Photoshop, Bitmap, GIF, JPEG, PNG, TIFF, and icon files) into Prelude.

Note: Only static metadata is associated with still images in Prelude. For the purpose of inclusion into rough cuts, still images are assigned a default duration of 150 frames. You can adjust this default duration in your preferences (Preferences > General). No markers are associated with still images in Prelude.

The Panasonic P2 format Prelude supports the Panasonic Op-Atom variant of MXF, with video in DV, DVCPRO, DVCPRO 50, DVCPRO HD, or AVC-I formats.

The root of the P2 file structure is a CONTENTS folder. Each essence item (an item of video or audio) is contained in a separate MXF wrapper file. The video MXF files are in the VIDEO subfolder, and the audio MXF files are in the AUDIO subfolder. XML files in the CLIP subfolder contain the associations between essence files and the metadata associated with them.

For your computer to read P2 cards, it needs the appropriate driver, which you can download from the Panasonic website. Panasonic also provides the P2 Viewer application, with which you can browse and play media stored on a P2 card.

Note: To use certain features with P2 files, you first change the file properties from read only to read and write. For example, to change the timecode metadata of a clip using the Timecode dialog box, you first set the file properties to read and write. Use the operating system file explorer to change file properties.

XDCAM and AVCHD formats You can find the video files from XDCAM HD camcorders in the CLIP folder, written in the MXF format. XDCAM EX camcorders write MP4 files into a folder named BPAV.

XMPilot is an optional add-on from Sony for some of their XDCAM HD cameras. Prelude translates Planning metadata in XMPilot to static metadata. Essence markers are converted to comment markers. Metadata collected and added to the XMPilot system during production is now maintained through post-production.

When using AVCHD files, ensure that you maintain the folder structure. Raw MTS files cannot be logged in Prelude.

Create a project / Open an existing project

Use the options on the Welcome screen to create a project, or open an existing project.

If your project is already open in Prelude, choose from the following options:

- To create a project, select File > New Project. Alternatively, press Ctrl+Alt+N (Windows), or Cmd+Opt+N (Mac OS). Specify a name and location for the project file.

- To open an existing project, select File > Open Project. Alternatively, press Ctrl+Shift+O (Windows) or Cmd+Shift+O (Mac OS). Navigate to the location of the project file, and open it.

Ingest movie clips

You can ingest entire movie clips or a selected portion of the movie clips (partial ingest). You can also transcode the selected movie clips using more than one encoding option.

1   Select File > Ingest. Alternatively, press Ctrl+I (Win) or Cmd+I (Mac OS).

To ingest the files to a specified bin, select the bin in the Project panel before you click Ingest.

2   Navigate to the folder containing media, and click the folder. The contents of the folder are displayed in the center panel.

Tip: To access folders from which you previously ingested content, use the menu above the panel.

3   Do the following based on your requirements:

- To view content as Thumbnails, click the Icon View ▭ button.

- To view content as a list, click the List View ▤ button.

- To quickly preview the contents of a movie clip, drag the cursor across the thumbnail. You can also click the thumbnail and use the playhead to scrub the movie. Alternatively, use the JKL keys to control playback of the selected thumbnail.

- To change the thumbnail size of movie clips in the panel, use the Zoom ◤ slide bar.

- To view files of a specific file type, select an option from the Files Of Type menu. Repeat the procedure to choose more than one option. By default, all file types that Prelude supports are displayed.

- To view files from a specific source, select an option from the View As menu. If ingesting from a device, ensure that it is connected to your computer.

- To select clips for ingest, click the corresponding check box. Click Check All to select all clips for ingest.

4   To ingest a specific portion of a clip (partial ingest), click its thumbnail. Use the JKL keyboard shortcuts, or drag the playhead to navigate through the clip. Press I and O at the desired positions to set the In and Out points.

When using this feature, ensure that you enable the Transcode option. Transcoding is required for partial ingest.

5   To specify a location for the ingested files, select Transfer Clips to Destination, and do the following:

a   To change the folder for the transferred files, select Browse For Location in the Primary Destination menu, and select a destination folder.

b   (Optional) To create a subfolder for the transferred files in the selected folder, click Add Subfolder. Specify a name for the subfolder. Creating a subfolder helps accidental overwriting of files with the same name.

To transfer media files without transcoding, leave the Transcode option deselected.

To ensure that the copied files match the original, select Verify. This option is available only for the Primary Destination, and when the Transcode option is disabled.

MD5 Comparison: Performs an MD5 check and ensures that the source file is the same as the ingested file. **File Size Comparison**: Checks whether the file size of the ingested file is the same as the size of the original movie clip.Bit by Bit Comparison: Does a CRC check and verifies whether the checksum of the source file is the same as the ingested file. If the files are different, the checksums don't match, and the test fails.
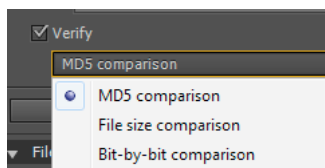
6   To specify transcoding settings for the ingested files, select Transcode. Use the submenus to specify presets for transcoding the files. To specify additional presets, add presets in Adobe Media Encoder. The presets are reflected in Prelude.

If you have Adobe Premiere Pro installed on your computer, select Stitch Clips Together to combine several selected clips into a single movie clip. Specify a name for the movie clip. After ingest, the newly stitched clip is displayed in the Project panel.

7   To transcode the selected files in more than one format or to transfer files to multiple locations, click Add Destination. Repeat the procedure.

Note: Only files transferred to the primary destination appear in the Prelude project panel when ingesting is complete.

8   Click Ingest.

Files are transcoded using Adobe Media Encoder. The transcoded files are displayed in the destination folder after the transcoding process is complete.

To pause or cancel transcoding, use the corresponding buttons in the progress bar.

Renaming files during ingest

Before you rename files, you create a preset based on various parameters provided by Prelude. You then use the preset to rename selected files during ingest.

Renaming of files on disk works as intended with simple files like QuickTime, and when Transfer Clips to Destination is enabled.

Files that are a part of a complex folder struture (like P2) are not renamed. In such cases, the new name appears in the Prelude project because the new name is saved in metadata (Dublin Core > Title) and displayed as the clip name.

1   In the File Rename panel of the Ingest dialog, select Rename Files.

2   Do one of the following:

- To apply the new renaming preset to the movie clips copied to the primary destination and copies in additional destinations, select Apply to All Destinations.

- To apply the new renaming preset to only the clips ingested to the primary destination, select Apply to Primary Destination Only.

3   To create a preset for naming files, do the following:

a   Click the downward arrow icon next to the list of renaming presets, and choose New Preset.

b   Click "+" to add an element to your custom naming preset. Select one of the following:

- Autoincrement increments the number associated with the name as files are named. You can choose to increment names by increments of 1, 01, 001, or 0001.

- In Custom Text, enter text based on your requirement. For example, the text can correspond to a project name or a separator between two elements.

- Date uses the timestamp associated with the files to name the files.

- File Name uses the original file name (without the extension), as an elements in the new name.

  c Click Save to save the preset. Enter a name for the preset. Ensure that the name doesn't contain spaces.

  d To add additional elements, click the "+" button again.

4 To go back to the File Rename panel without saving changes, click "x". To delete a preset, click the Trash icon.

Edit file naming presets

1 Select the preset in the menu.

2 Click the downward icon next to the menu, and select Edit.

3 Edit the values as required, and click Save.

4 To save the preset with a different name, select Save As. Enter a new name for the preset.

💡 *You can store your File Metadata preset in a system-wide location that prevents other users from modifying the preset. The shared location is C:\Users\Public\Documents\Adobe\Prelude\3.0\Presets\Metadata (Windows) and /Users/Shared/Adobe/Prelude/3.0/Presets/Metadata. (Mac OS) .*

Share file naming presets

Consistent naming conventions can be very useful in collaborative workflows. After creating a preset at a specified location, you can share it with multiple users. The people you shared the preset with can import the preset file into Prelude. After import, Prelude copies the preset to an appropriate location on the computer.

To import a preset, click the downward arrow next to the Preset menu, and select Import Preset. Select the presets that you want to import and click Open.

All the presets are stored at a specific location on your computer. To locate the presets on your computer, click the downward icon next to the Preset menu, and select Show in Explorer or Show in Finder.

Add metadata to the files being ingested

You can add metadata to movie clips before ingesting them in Prelude. The metadata is reflected in the Metadata panel.

Similar to renaming files during ingest, you create a custom form (or schema) to be applied to each ingested clip as XMP metadata. The metadata presets can be shared and imported. Sharing metadata helps establish consistent sets of metadata your teams can leverage when organizing assets and content.

1 In the File Metadata panel of the Ingest dialog, select Add File Metadata.

2 Do one of the following:

- To apply the new preset to movie clips copied to the primary destination and copies saved to additional destinations, select Apply to All Destinations.

- To apply the new preset to only the clips ingested to the primary destination, select Apply to Primary Destination Only.

3 To create a preset, do the following:

  a Click the downward arrow icon next to the list of metadata presets, and choose "New Preset".

  b Click "+" to add a metadata field.

   c Enter a name for the metadata field. Ensure that the name doesn't contain spaces.

   d For mandatory fields, click the check box next to the asterisk (*).

   e Optionally, in Input Metadata Value, enter the value for the preset.

   f Click Save to save the preset.

   g To add additional fields, click the "+" button again.

   Note: The metadata name and the metadata value together are called the metadata pair or key-value pair. You can choose to provide a default value to the name or add the value dynamically during ingest.

4 To edit a preset, do the following:

   a Select a preset in the menu.

   b Click the downward icon next to the menu, and select Edit.

   c Edit the values as required, and click Save.

   d To save the preset with a different name, select Save As. Enter a new name for the preset.

5 To import a preset, click the downward arrow next to the Preset menu, and select Import Preset. Select the presets that you want to import and click Open.

   All the presets are stored at a specific location on your computer. To locate the presets on your computer, click the downward icon next to the Preset menu, and select Show in Explorer or Show in Finder.

   When collaborating, you can share presets with other editors.

6 To go back to the Metadata panel without saving changes, click "x". To delete a preset, click the Trash icon.

You can store your File Metadata preset in a system-wide location that prevents other users from modifying the preset. The shared location is C:\Users\Public\Documents\Adobe\Prelude\3.0\Presets\Metadata (Windows) and /Users/Shared/Adobe/Prelude/3.0/Presets/Metadata (Mac OS).

Relinking files moved to another location

The project file contains references to the location of ingested files. If you move these files to a different location on your computer, they are no longer available to your project. To continue using the moved files in your project, relink them using the options in Prelude.

When you open a project containing files that have moved since you last opened the project, a list of such files is displayed. Click Yes to relink the files by specifying their current location. If you choose to not relink the files, you can manually relink the files later.

1 In the Project panel, right-click the file with the offline icon , and select Relink. To select multiple files that exist at the same location, use Ctrl-click/Cmd-click or Shift-click.

2 Navigate to the folder containing the files and select a file. Prelude uses this location to relink all the other files in your selection.

3 Click Open.

Chapter 4: Logging movie clips

Logging movie clips

Use the logging features in Adobe Prelude to create subclips, and add temporal markers. Temporal markers contain data about a specific portion of the movie clip. To add static metadata to the clip, use the Metadata panel.

The logging information and the added metadata are captured in an XMP file. For some formats such as QuickTime (.mov) the XMP information is written into the media file. For formats that don't support writing to the media file, like MXF, the XMP is written into a sidecar file. The sidecar file is stored at the same location as the media file.

Video tutorial

To view the video in fulls screen mode, click on the video.

Marker types

Marker Type	Description
Subclip	For creating In and Out points for subclips. When you save the project, the subclips appear in the Project view.
Comment	A comment or note about the selected part of the movie clip.
Flash Cue Point	Trigger external events such as synchronizing graphics, providing navigation options. and loading other video files.
Web Link	To add a URL that provides more info about the selected part of the movie clip.
Chapter	These markers, when imported to software such as Encore and Adobe Premiere Pro, are used to create chapter points.

Export markers

You can export markers from selected assets as a CSV text file or a well-formatted HTML page (File > Export > Markers).
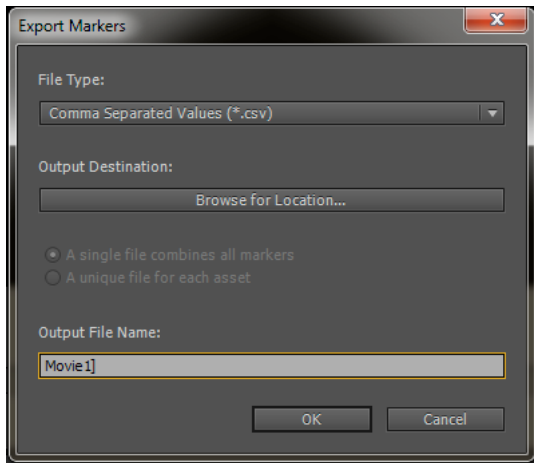
Using the timeline
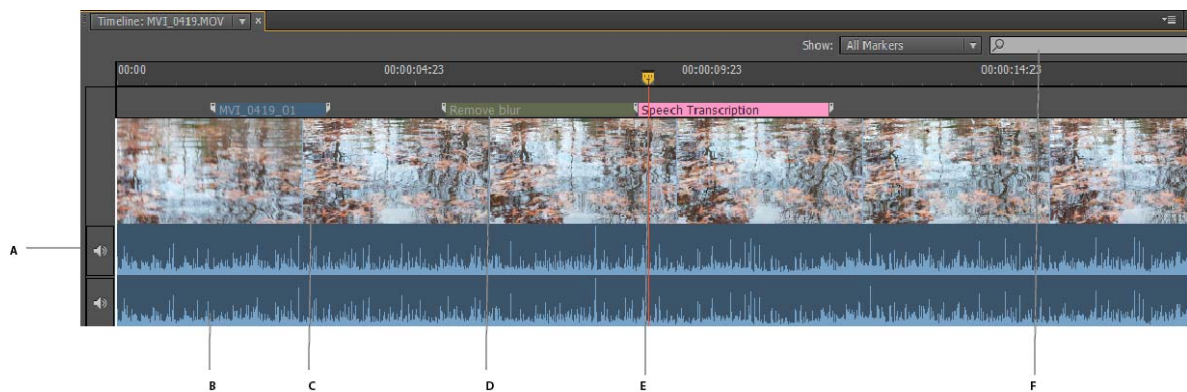
A Option to mute audio B Audio track C Video track D Marker E Current Time Indicator (CTI) F Option to find markers

The markers in a movie clip appear in tracks above the timeline. Move the cursor above a movie clip to display information about the clip.

- Use the Current Time Indicator / Playhead 🎚 to scrub the movie clip, or to move quickly to a specific point in the movie clip.

- Use the options in the Show menu to view specific markers added to the movie clip.

- Enter marker information in the Search field to search for a marker.

- Use the Zoom option 🔺 to zoom in or zoom out of tracks in the timeline view.

- Use the keyboard shortcuts I and O to set In and Out points for markers.

Log movie clips (keyboard driven workflow)

1 To quickly open the default Logging workspace, Press Alt+Shift+2 (Windows) or Opt+Shift+2 (Mac OS).

2 Drag a movie clip from the Project panel to the timeline, or double-click a clip in the Project panel. A check mark appears on the movie clip indicating that it is open.

3 Play the movie. Use the JKL keyboard shortcuts to move among frames.

4 Using the main keyboard, press the following keys to add the corresponding markers:

- To add a subclip marker, press 1.

- To add a comment marker, press 2.

- To add a Flash Cue Point marker, press 3.

- To add a Web Link Marker, press 4.

- To add a Chapter Marker, press 5.

Note: If you have customized the list of markers or marker templates, the Marker Type panel displays the appropriate keyboard number beside each marker button.

5 Enter information in the Marker Inspector panel.

For example, you can change the default names assigned to subclips. Names and Descriptions of markers can also be edited in the text field, also called the Heads Up Display (HUD), that appears above the timeline.

Note: To set marker In and Out points when the Heads Up Display is enabled use Alt+I / Alt+O (Windows) or Opt+I / Opt+O (Mac OS).

💡 *Use the Alt/Opt key in conjunction with the JKL keys to control playback, or with H to move back the number of seconds set in Preferences. Release Alt/Opt to continue typing into the HUD. Press Enter/Return key to close the HUD.*

If you have added markers for subclips, the subclips appear in the Project panel after you save the clip.

To mute an audio channel during playback, right-click/ctrl-click the audio chanel in the timeline and select Mute Audio Channel. Alternatively, click the mute button to the left of the audio channel.

Log movie clips (menu driven workflow)

1 Select Window > Workspace > Logging.

2 Drag a movie clip from the Project panel to the timeline, or double-click a clip in the Project panel. A check mark appears on the movie clip to indicate that it is open.

In the Marker Type panel, click the marker that you want to add. The marker appears on the track above the movie clip. Its position is set based on the preferences set for marker duration.

3 Do one of the following:

- Use the Set In Point and Set Out Point buttons to set the time frame for the added marker.

- Use the Timecode in the Marker Inspector panel to set the In and Out points for the marker. Drag your cursor over the Timecode to change the value, or click to enter a value.

- Move the Current Time Indicator / Playhead to a position where you want to set the In or Out marker. Press I to set the In point, and O to set the Out point.

4 Enter information in the Marker Inspector panel. For example, you can change the default names assigned to subclips. Names and Descriptions of markers can also be edited in the Heads Up Display (HUD) that appears above the timeline.

💡 *Drag to move markers added to the timeline. To select and navigate among markers, use the options in the Marker menu.*

If you have added markers for subclips, the subclips appear in the Project panel after you save the clip.

Create a marker template

A marker template is like a preset for a type of marker, it is not a new custom marker type.

For example, to identify usable portions of a movie clip, you use the comment marker with the label Good Take frequently. When you save such a comment marker as a template, Prelude creates a button in the Marker Type panel. When you click this button, a comment marker labeled Good Take is added to the movie clip.

The keyboard shortcuts for new markers depend on their sequence in the Marker Type panel. For a button that is placed sixth in the sequence, use 6 as the keyboard shortcut.

1   Select a marker in the Timeline panel that you want to save as a template.

2   Select Marker > Save Marker as Template.

3   Enter a name for the marker template. This name is used for the label of the button.

Add metadata to a movie clip

1   Select a clip to which you want to add metadata.

2   Select Window > Metadata.

3   In the Metadata panel, enter the required information for the selected movie clip.

Note: Metadata panel has no Save button. All information that you add is automatically saved.

Import and export metadata

The exported XMP file contains all the metadata in the open movie clip, including logging information. You can import and apply the metadata and timecode in the XMP file to a movie clip open in Prelude.

Import metadata

1   Select Window > Unassociated Metadata.

2   Click Import, and open the XMP file. You can also open more than one XMP file. The markers in the file are displayed.

3   Do one of the following:

   • Select Current Player Position to insert markers imported from the XMP file at the location of the Current Time Indicator.

   • Select Marker Start Time to specify the location of markers based on the start time assigned to them.

Export metadata

To save the metadata information in the file, select File > Save metadata as. The file will be saved as an XMP file.

Use Creative Cloud to upload and download asset metadata

You can upload asset metadata to the Creative Cloud as an XMP file. You can later download the XMP file to a different computer or device and apply that metadata to assets. The metadata is downloaded to the Unassociated Metadata panel.

   • Right-click the file whose metadata you want to upload to the Creative Cloud, and select Upload Metadata to Creative Cloud.

• To download XMP metadata from the cloud, select Window > Unassociated Metadata. Click the Download from Creative Cloud icon.

More Help topics

General settings

Chapter 5: Rough cuts

Working with Adobe Prelude

You can use Adobe Prelude to ingest clips, transcode footage, create subclips markers and rough cuts, and then import that data into Adobe Premiere Pro.

You can use Prelude's clip naming and metadata features to quickly create subclips, build a rough-cut assembly, and send it to Premiere Pro as a sequence for immediate editing. You can then export rough cuts, clips, subclips, and bins from Prelude to an Adobe Premiere Pro project for editing.

For more information on using Adobe Prelude, see **Adobe Prelude Help**.

Exporting files from Adobe Prelude

You can export rough cuts, clips, subclips, and bins from Prelude to an Adobe Premiere Pro project or FCP XML file. Alternatively, you can send the rough cut to Adobe Premiere Pro directly for editing.

The organization and metadata information from Prelude is carried over to Adobe Premiere Pro. This seamless workflow reduces post-production time and effort when you create the final cut of a movie.

Exporting a Premiere Pro project or Final Cut Pro XML file

To export a Premiere Pro project file that contains clips, subclips, markers, and rough cuts from Adobe Prelude, do the following:

1 Choose File > Export.

2 The Export dialog box launches.

3 Choose the destination for the project file.

4 Name the project file and click the enable checkbox.

5 From the Type menu, choose either a Premiere Pro or Final Cut Pro 7 XML file type.

6 Optional: export associated media by clicking the enable checkbox, and creating a folder name.

7 Click OK

The file is exported. You can now import or open the project file in Adobe Premiere Pro.

Resources

- Adobe Prelude Help
- Video tutorial: What is Adobe Prelude?
- Video tutorial: An overview of the interface
- Video tutorial: Improved markers and importing from Prelude
- Video tutorial: Sharing clips and rough cuts directly with Adobe Premiere Pro
- Video tutorial: Adding comments

Rough cuts

A rough cut is a timeline based sequence of video and audio clips that is used as a basic editing process of the various clips before the final sequence is completed. Editing processes include trimming, clips selection, and sorting and ordering the clips.

Create a rough cut

1   Select File > Create Rough Cut.

2   Enter a name for the rough cut (.arcutx) file, and click Save.

3   Double-click the rough cut in the Project panel to open it in the Timeline and Monitor panels.

4   Select the movie clips or subclips to add to the rough cut.

5   Select File > Append To Rough Cut. The movie clips are added to the Timeline in the order in of their selection. Alternatively, drag the movie clips to the Timeline.

6   Use the options in the Rough Cut menu to select or reorder movie clips in the rough cut.

7   Save the project to save changes to the rough cut file.

To create a copy of your rough cut, select File > Save Rough Cut As, and save the rough cut file using a different name.

Note: Prelude CC October 2014.1 and later versions save rough cut files with .arcutx extension. Previous versions of Prelude CC saved rough cut files with .arcut extension.

Add markers to a rough cut

1   Open a clip containing markers in the timeline. Open the rough cut in the background.

2   Select the markers that you want to add to the rough cut.

3   Select Rough Cut > Add Selected Markers.

 The markers are added to the rough cut currently open in the timeline.

When a rough cut, and a clip containing subclip markers are open in the Timeline panel, you can select subclip markers in the clip and add them to the rough cut.

Open rough cut in other applications

If you have Adobe Premiere Pro installed on the same computer as Prelude, you can send the rough cut directly to Premiere Pro.

To create a file for use in applications such as Premiere Pro or Final Cut Pro running on a different computer, use the Export option.

Open rough cut, clip, or subclip in Premiere Pro

1   In the Project panel, select the rough cut and other clips or bins you want to send to Adobe Premiere Pro.

2   Select File > Send To Premiere Pro.

 Adobe Premiere Pro launches and prompts you to save the new project. If Adobe Premiere Pro is already open on your computer, the items from Prelude appear in the open project.

3   The rough cut is displayed in the Project panel. Double-click the rough cut in the Project panel.

All the markers added in Prelude are available in Premiere Pro. You can edit markers added in Prelude in Premiere Pro.

Export to other applications

1 In the Project panel, select the rough cut and other clips or bins you want to export.

2 Select File > Export > Project.

3 In the Destination menu, do one of the following:

   • Select Local Disk to save the exported project on your computer.

   • Select FTP Server to upload the exported files to an FTP server.

4 Enter a name for the exported project.

5 From the Type menu, select either Premiere Pro or Final Cut Pro XML for final editing.

6 Select Media to export the project file along with its associated media. Prelude exports media files to a subfolder at the specified location. You can edit the default name Prelude assigns to the subfolder.

7 Click OK. Do one of the following based on whether you previously chose to save to a local disk or to the FTP server.

   • Select a location on your computer to save the exported file.

   • Enter details for the FTP server for hosting the exported file.

   Navigate to the folder or directory to which you exported the project. Open the Adobe Premiere Pro project or the Final Cut Pro XML file.

More Help topics

Using Rough Cut with EA

Rough cut and Edit Anywhere (EA)

The June 2014 release of Prelude CC allows you to create and edit a rough cut in Edit Anywhere (EA) production and share your rough cuts with other users. Previously, you could only open the clip and add markers and metadata to organize and search subclips.

The EA Rough Cut feature also enables you to share your rough cuts with other Adobe applications such as Premiere Pro and After Effects.
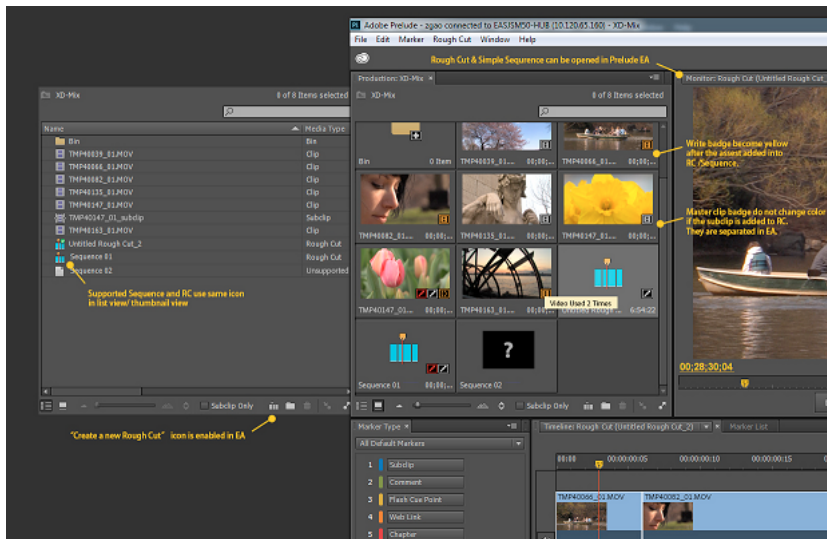
Logging in to the EA server

1 Click File > Adobe Anywhere > Sign In... to log in to the Adobe Anywhere server.

2 Enter the server name, user name, and password.

Note: When you are logged in successfully to the EA server, the title in the Project panel shows Production:project-name, whereas when you are in the local mode, that is when you are no logged in to the EA server, the Project panel shows Project: project-name.

Adding and deleting clips from rough cuts

Keep the following points in mind when adding and deleting clips from rough cuts:

• The frame rate of the rough cut sequence should be the same as that of the first subclip.

• The frame rate of the rough cut sequence does not change if subclips are reordered in the rough cut.

• The frame rate of the rough cut sequence does not change if the first subclip is deleted.

• The frame rate of the rough cut sequence can be changed if all subclips are deleted and a new one is added.

• Audio only clips, images, and hard subclips can be added or deleted from a rough cut.

• An offline clip or subclip cannot be added to a rough cut.

• When a subclip is deleted from a rough cut, the subclip is deleted from both the Project panel and rough cut. The marker is also deleted.

• When a subclip marker is deleted from a subclip or master clip that is already open, both the marker and the subclip are deleted from the rough cut.

• When you double-click a subclip in a rough cut, the corresponding subclip is opened, the Current Time Indicator (CTI) moves to the subclip, and the subclip is highlighted.

• When a selected marker is added to a rough cut, no new subclip is created in production panel.

Using rough cuts with Premiere Pro

- A rough cut that is created in Prelude can be opened in Premiere Pro directly. A sequence created in Premiere Pro can be opened and edited in Prelude only when the sequence meets the rough cut bar.

- If a rough cut created in Prelude contains an audio-only clip, it is placed at the audio track in Premiere Pro.

- If a rough cut created in Prelude is edited in Premiere Pro, it cannot be opened again in Prelude if the rough cut does not meet the rough cut bar.

For additional information, see Exporting files from Prelude section in Premiere Pro.

Previewing rough cuts

You can preview a rough cut in the production panel; thumbnail view is also available.

You can play a rough cut in the monitor panel as a sequence.

More Help topics

Rough cuts

Chapter 6: Setting preferences

Setting Prelude preferences

Use the options in the Preferences dialog (Edit > Preferences) to change the default settings in Prelude.

General settings

Option	Description
Start Mode	The default option is Start Native Mode. The Library Panel gives you the ability to view clips on your media management system. If you have a created a Library panel using Prelude APIs that is displayed on startup, choose Start Library Mode.
At Startup	• Show Welcome Screen: Displays the Welcome screen at startup. • Load Most Recent: Loads the project that you worked on before you closed Prelude.
Timeline Playback Auto-Scrolling	• No Scroll: The focus of the timeline does not change when the Current Time Indicator moves offscreen. • Page Scroll: Displays a new view of the timeline after the Current Time Indicator moves offscreen. • Smooth Scroll: The Current Time Indicator remains in the middle of the screen, while the clips and time ruler move by.
Double-clicking a clip or rough cut opens Timeline (or Marker List) and Monitor panels	Enables or disables the opening of the Timeline/Monitor panels if those panels are closed in the workspace. If you use custom panels, and do not want the Timeline and Monitor panels displayed when you open a clip or rough cut, disable this setting.
Project Loading Cache	Cache files help improve the opening time of Prelude. After you enable project cache, you can set preferences for cache files using the options. You can specify a limit for the cache files and the folder in which the Project cache files are stored using the options.

Appearance settings

The appearance settings allow you to change the overall appearance of the Prelude application.

Option	Description
Brightness	Set the brightness by dragging the slider.

Audio settings

Option	Description
Play Audio While Scrubbing	Deselect this option to disable audio when scrubbing a movie on the timeline.
Automatically Conform Audio On Ingest	Set this preference to automatically conform audio during ingest. With this enhancement, all audio is available when required. Audio during playback is now available from the Project panel's thumbnail view.

Audio Hardware

Use this option to specify the default audio output device. When you click ASIO Settings, the Audio Hardware Settings dialog box is displayed.

Option	Description
Enable Devices (Windows)	Determines the connected audio device that is routed into and out of Prelude. If the device is an ASIO device, select the ASIO drivers for the device.
	If the sound card does not have manufacturer-supplied ASIO drivers, choose SoundMAX Integrated Digital High Definition Audio. To enable a device, be sure to install an up-to-date driver for the device (Windows.)
	To input more than two stereo channels or monitor 5.1 surround audio, the device driver must comply with the ASIO (Audio Stream Input Output) specification. If it does not comply, only stereo inputs and outputs are available regardless of the number of hardware inputs and outputs that are connected.
Default Device (Mac OS)	Select an input and output device from the Default Device menu.
Buffersize	Specifies the size of the buffer, in kilobytes, that Prelude uses for playing audio.
Device 32-bit Playback (Windows Only)	On the Output tab, check Device 32-bit Playback to enable 32-bit playback.

Audio Output Mapping

The audio output devices available in your computer appear in the Map Output For menu. To map to a different device on your computer, select the corresponding option from the menu.

Creative Cloud

The Cloud Cache Files are located under C:\Users\<username>\Documents\Adobe\Prelude\<version-number>\CreativeCloudCache (Windows). Click Browse to save the files in a different location.

Media Cache

When Prelude ingests video and audio in some formats, it processes and caches versions of these items that it can readily access when generating previews.

Option	Description
Save Media Cache Files Next To Originals When Possible	To store cache files with source files rather than in the media cache folder, select Save Media Cache Files Next To Originals When Possible. Click Browse to specify a location for the files.
Media cache database	A database retains links to each of the cached media files. This media cache database is shared with other applications. Each of these applications can read from and write to the same set of cached media files. If you change the location of the database in any of these applications, the location is updated for the other applications too. Each application can use its own cache folder, but the same database tracks them.
Indeterminate Media Timebase	Specifies the frame rate for sources.
Timecode	Select Start at 00:00:00:00 if you want to reset the timecode in the original clip. Select Media Source if you want to retain the original timecode of the clip.
Frame Count	• Start At 0: Numbers every frame sequentially, with the first frame numbered 0. • Start At 1: Numbers every frame sequentially, with the first frame numbered 1. • Timecode Conversion: Generates frame number equivalents of the source timecode numbers.
Write XMP ID To Files On Import	The ID number is a unique value associated with an asset. It enables the application to recognize a file even if the filename has changed. Each application can use this information to manage cached previews and conformed audio files, preventing additional rendering and conforming. When this option is selected, XMP ID values are written to source files when they are imported into Prelude. If a file already has an XMP ID, then Prelude doesn't write a new one, and no change is made. Files from recent versions of Adobe applications will, in general, already have an XMP ID. **Important:** The Write XMP IDs To Files On Import preference only controls whether unique ID values are automatically written to files during import. This preference does not control whether XMP metadata is written to a file under other circumstances, such as when you edit metadata in the Metadata panel.
Growing Files	Growing files, in this context, are files that are edited as they are still being recorded. You can specify the refresh rate for such files using the Refresh Growing Files option.

Set memory preferences

You can specify the amount of RAM reserved for Prelude and other applications under EditPreferencesMemory. For example, as you reduce the amount of RAM reserved for other applications, the amount of RAM available for Prelude increases.

To maximize available memory, change the Optimize Playback For preference from Performance to Memory. Change this preference back to Performance when processes in Prelude no longer require memory optimization.

Set playback preferences

Option	Description
Default player	Prelude uses the player to play media from clips and sequences in the monitor.
Audio device	The default audio device that is used for playback.
Video device	A video monitor other than your computer monitor, such as a broadcast monitor.
Disable video output when in the background	Disables video when Prelude is not the active application on your computer.
Skip back amount	To change the skip back duration when you press the H key, specify a Skip Back Amount in the Playback section of the Preferences dialog.

Set Marker preferences

Option	Description
Preroll	When you add markers during playback, you sometimes miss adding the marker at the exact time. For example, if you want to add the marker at 00:20:41:02 during playback, the delay in pressing the key can result in the marker getting added after the required time.
Adding a New Marker Closes a Selected Marker	By default Prelude sets the Out point of a new marker to be the end of the clip. Enable this option to set the Out point of the previously added marker to the frame before the In point of the new marker. When this option is disabled, the new marker is added to a layer above the current layer in the timeline.
Stop Playback When a New Marker Is Added	Stops the playback of the movie in the Monitor panel when you add a marker.
Double-clicking a Marker Switches to the Marker Panel	Shifts the focus to the Marker panel when you double-click a marker.
Marker Type	In the Marker section, you can change the default colors for the various kinds of markers and specify a time interval for the markers. For example, if you want the comment markers to have a default time of 5 seconds, you specify the time in Duration.

Set Ingest preferences

Previous versions of Prelude remembered the last state of the Transcode option. This sometimes led to unwanted transcodes on subsequent ingests. With the Edit > Preferences > Ingest > Keep Transcode checkbox sticky option, you can choose whether the Transcode state is sticky or not between Prelude launches.

Set Rough Cut preferences

You can apply Video and Audio transitions to rough cuts, specifying both the type and duration of transitions. You can also specify the default duration for still images.

Default Video Transition Type	Default Audio Transition Type
Cross Dissolve	Constant Power
Dip to Black	Constant Gain
Dip to White	

Chapter 7: Keyboard shortcuts

Keyboard shortcuts

Application shortcuts

New Project	Ctrl+Alt+N(Win), Opt+Cmd+N(Mac OS)
Open Project	Ctrl+Shift+O (Win), Shift+Cmd+O (Mac OS)
Close Project	Ctrl+Shift+W (Win), Shift+Cmd+W (Mac OS)
Close	Ctrl+W (Win), Cmd+W (Mac OS)
Save	Ctrl+S (Win), Cmd+S (Mac OS)
Ingest	Ctrl+I (Win), Cmd+I (Mac OS)
Export Project	Ctrl+M (Win), Cmd+M (Mac OS)
Create Rough Cut	Ctrl+N (Win), Cmd+N (Mac OS)
Exit	Ctrl+Q (Win), Cmd+Q (Mac OS)
Undo	Ctrl+Z (Win), Cmd+Z (Mac OS)
Redo	Ctrl+Shift+Z (Win), Shift+Cmd+Z (Mac OS)
Cut	Ctrl+X (Win), Cmd+X (Mac OS)
Copy	Ctrl+C (Win), Cmd+C (Mac OS)
Paste	Ctrl+V (Win), Cmd+V (Mac OS)
Clear	Delete (Win), Forward Delete (Mac OS)
Select All	Ctrl+A (Win), Cmd+A (Mac OS)
Deselect All	Ctrl+Shift+A (Win), Shift+Cmd+A (Mac OS)
Set Marker In Point	I (Use Alt+I or Opt+I when Heads Up Display is enabled during playback.)
Set Marker Out Point	O (Use Alt+O or Opt+O when Heads Up Display is enabled during playback.)
Select Previous Marker	Ctrl+Left Arrow (Win), Cmd+Left Arrow (Mac OS)
Select Next Marker	Ctrl+Right Arrow (Win), Cmd+Right Arrow (Mac OS)
Select Previous Clip	Alt+Left Arrow (Win), Opt+Left Arrow (Mac OS)
Select Next Clip	Alt+Right Arrow (Win), Opt+Right Arrow (Mac OS)
Move Clip Left	, (comma)

Move Clip Right	. (period)
Add Selected Markers	Shift+=
Add Subclip Marker	1 (Main keyboard)
Add Comment Marker	2 (Main keyboard)
Add Flash Cue Point	3 (Main keyboard)
Add Web Link	4 (Main keyboard)
Add Chapter	5 (Main keyboard)
Marker Inspector	Shift+5
Marker List	Shift+6
Marker Type	Shift+4
Metadata	Shift+7
Monitor	Shift+2
Project	Shift+1
Timeline	Shift+3
Adobe Prelude Help	F1
Go To Selected Clip End	Shift+End
Go To Selected Clip Start	Shift+Home
Go To Time View End	End
Go To Time View Start	Home
Maximize or Restore Frame	' (accent under tilde)
Play In-out	Ctrl+Shift+Space
Play Stop Toggle	Space
Select Find Box	Shift+F
Select Next Panel	Ctrl+Shift+. (period)
Select Previous Panel	Ctrl+Shift+, (comma)
Shuttle Left	J
Shuttle Right	L
Shuttle Slow Left	Shift+J
Shuttle Slow Right	Shift+L
Shuttle Stop	K
Skip Back While Playing	H
Step Back	Left Arrow
Step Back Five Frames - Units	Shift+Left Arrow
Step Forward	Right Arrow
Step Forward Five Frames - Units	Shift+Right Arrow

Workspace 1	Alt+Shift+1 (Win), Opt+Shift+1 (Mac OS)
Workspace 2	Alt+Shift+2 (Win), Opt+Shift+2 (Mac OS)
Workspace 3	Alt+Shift+3 (Win), Opt+Shift+3 (Mac OS)
Workspace 4	Alt+Shift+4 (Win), Opt+Shift+4 (Mac OS)
Workspace 5	Alt+Shift+5 (Win), Opt+Shift+5 (Mac OS)
Workspace 6	Alt+Shift+6 (Win), Opt+Shift+6 (Mac OS)
Workspace 7	Alt+Shift+7 (Win), Opt+Shift+7 (Mac OS)
Workspace 8	Alt+Shift+8 (Win), Opt+Shift+8 (Mac OS)
Workspace 9	Alt+Shift+9 (Win), Opt+Shift+9 (Mac OS)
Zoom In	=
Zoom Out	- (hyphen)
Zoom To Clip	\

Panel shortcuts

Project	
New Bin (Prelude CC)	Ctrl+B (Windows), Cmd+B (Mac)
History Panel Menu	
Step Backward	Left Arrow
Step Forward	Right Arrow
Ingest Dialog	
Check All	Shift+V
Uncheck All	Ctrl+Shift+V
Check Selected Item(s)	V
Clear In Out Points	C
Select Directory List	Ctrl+Left Arrow (Win), Cmd+Left Arrow (Mac OS)
Select Media List	Ctrl+Right Arrow (Win), Cmd+Right Arrow (Mac OS)
Set In Point	I
Set Out Point	O
Timeline Panel Menu	
Ripple Delete	Alt+Backspace (Win), Opt+Delete (Mac OS)
Show Next Screen	Down Arrow
Show Previous Screen	Up

New shortcuts in Prelude CC

Trim In Point of Selected Clip to CTI	Q
Trim Out Point of Selected Clip to CTI	W
Insert Clip(s) at the previous edit point	, (Comma)
Insert Clip(s) at the next edit point	. (period)
Select clip at Playhead	D
Move clips left	[(Left angle bracket)
Move clips right	] (Right angle bracket)

Customize keyboard shortcuts

When you open the Keyboard Shortcuts panel for the first time, the only option in the Set menu is Adobe Prelude Factory Defaults.

You can edit keyboard shortcuts and save the new set. After you save the new set, it appears in the Set menu.

1 Select Edit > Keyboard Shortcuts (Windows), or Prelude > Keyboard Shortcuts (Mac OS) to open the Keyboard Shortcuts panel.

2 In the Keyboard Shortcuts panel, select the option for which you want to create or update the keyboard shortcut.

3 Press the keys that you prefer for the keyboard shortcut.

4 Click Save As to save the updated Keyboard Shortcut set.

5 Enter a name for the new set, and click Save.

Chapter 8: System Requirements

System requirements for Prelude

System requirements for Prelude