## Simulating Camera Moves in Premiere

Simulating camera moves in Premiere is pretty straight forward once you know a few things about the interface. The following instructions are for a very basic move but will introduce you to some very powerful tools. Good luck!

1. Always use oversized panels that have enough "field space" (or pixels) to encompass camera moves without breaking down in resolution. In other words; the smallest image space that is seen through the lens should never dip much below the allotted 1280 x 720. There is some room to fudge this but too much will look blurry and unprofessional.
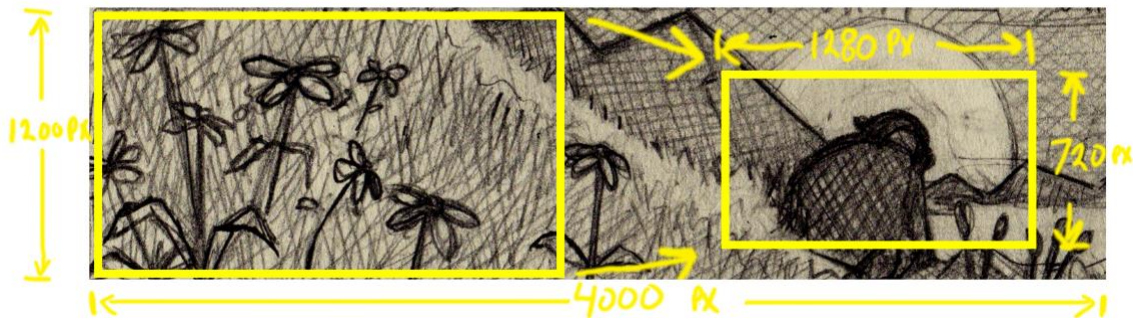
2. Import the panel into Premiere Project window. And then drag it into the Timeline and expand it an estimated length of your camera move (in this case 12 seconds or 6 beats).
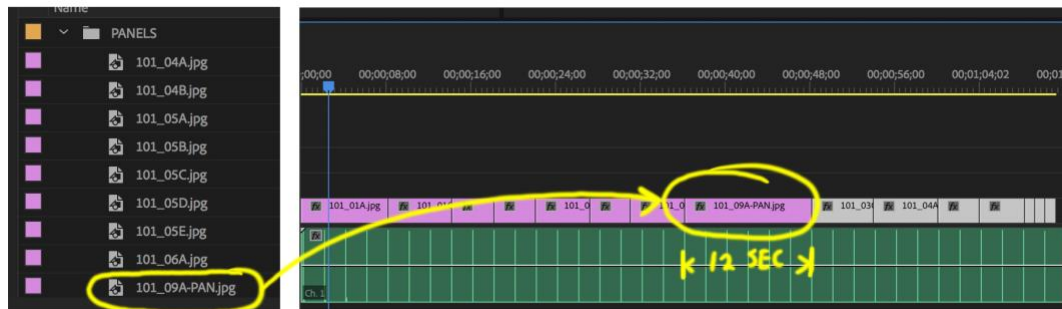

3. In the lower left of the video display (or Program Window) set the view percentage to 10%. This allows us to see the entire panel beyond the frame of the camera.
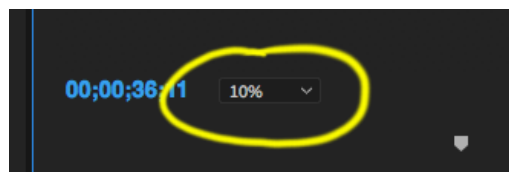

4. Dbl-click on the image and notice the bounding box that indicates your panel outside the frame. **Note:** this only works if your panel is the top-most panel in this section of the Timeline.

You can scale the panel by dragging the corners of the bounding box or click inside the box and drag to pan up and down or from side to side. To set keys on these changes we will need to open the Effects Control Window.
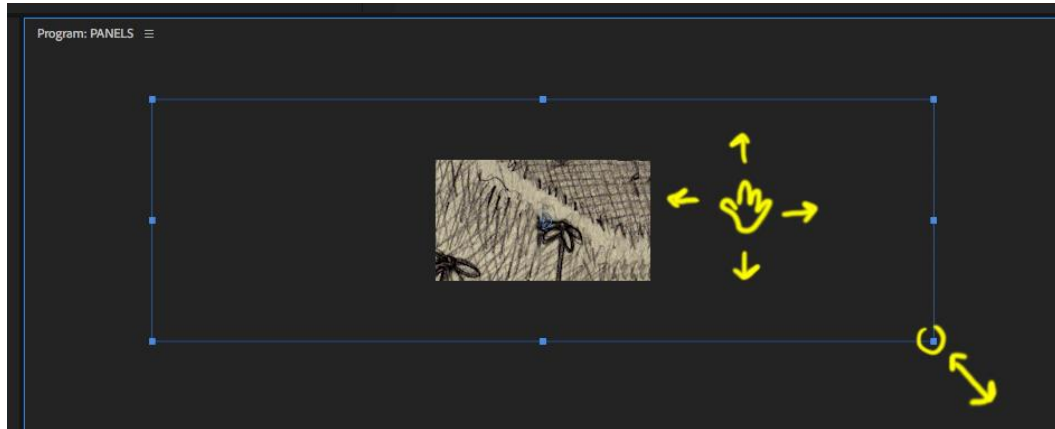

5. Go to File/Windows/Effects Control to open the Effects Control Window. The coordinates you see in the Effects Control Window reflect the current selection.
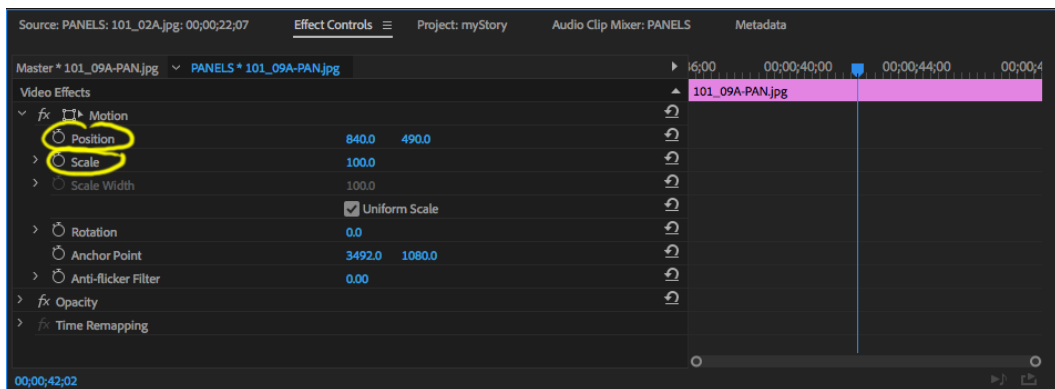

For purposes of moving the camera we are concerned with the "Position" and "Scale" coordinates. Position to pan your camera up, down, or a combination of the two. Scale in order to zoom in and out. You can control these coordinates by either moving the panel in the Program window (as we did in the previous step) or by clicking on and changing the numbers directly in the Effects Control window.

6. To set the first Key on a coordinate make sure the cursor is in the preferred position on the Timeline and then click on the stopwatch icon to the left of coordinate.
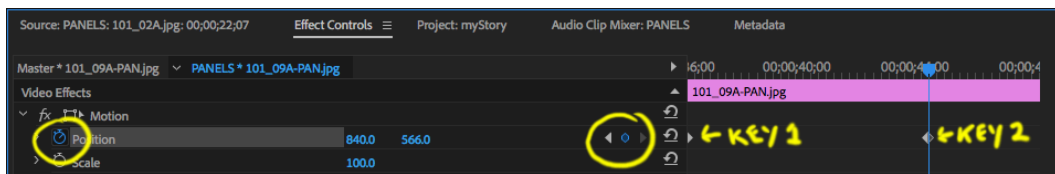
To set addition keys simply move the cursor to a new position on the Timeline then change the coordinate value. A new key will automatically be assigned. To erase all keys on the coordinate click on the stopwatch icon a second time.

For smoother starts and stops to your camera moves right click on the key you want to effect and choose Temporal Interpolation/Ease In or Ease Out.
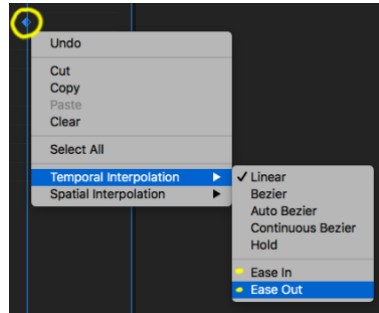
Ease In for the beginning and *Ease Out* for the end of your move.

7. Playback your movie in the Timeline (Spacebar) to see if you like the speed and placement of your camera move. Make adjustments and watch again.