Premiere Pro Interface Overview

The Start Screen

When you launch Premiere Pro, the Start screen loads. From here, you can create a new project or open a previous one. The Start screen is as follows:

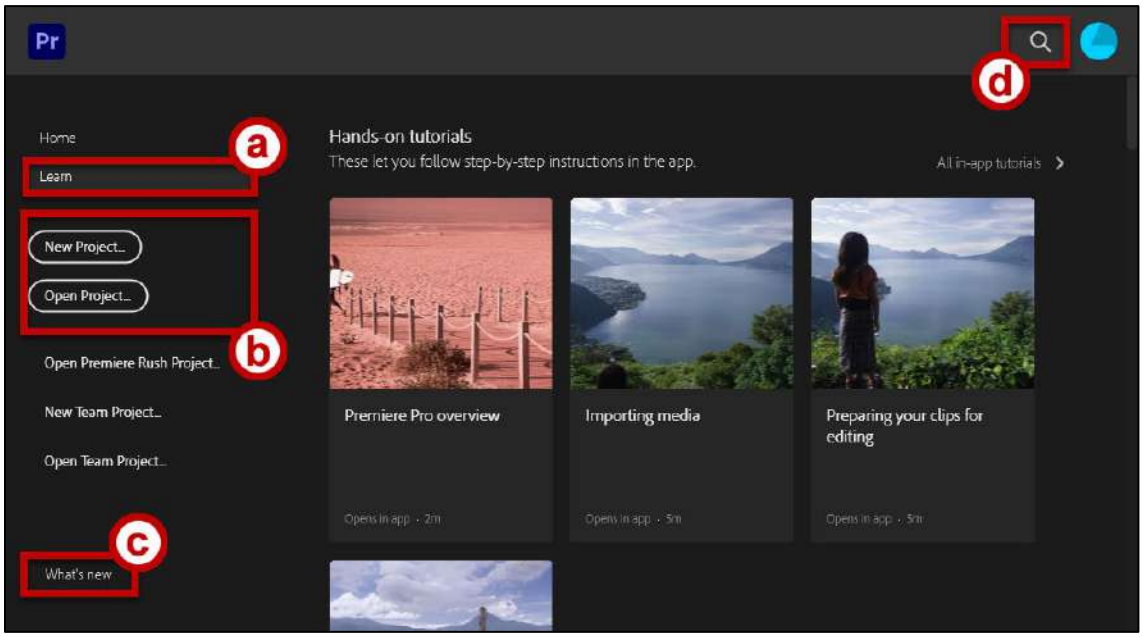

Figure 1 - The Start Screen

a. **Learn** – Access Premiere Pro tutorials and guides (See Figure 1).
b. **Projects** – Create a new project or open an existing one (See Figure 1).
c. **What's New** – Discover the latest features and updates (See Figure 1).
d. **Search** – Search for previously opened projects (See Figure 1).

Create a New Project

Projects contain all assets used to create and edit your videos, such as video clips, audio files, and graphics. The following steps describe how to create a new project:

1. From the Premiere Pro *Start* screen, click **New Project** (See Figure 2).

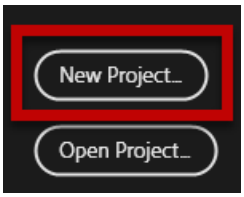

Figure 2 - New Project

2. The *New Project* dialogue box launches (See Figure 3).
    a. **Name** – Set the name of your project file (See Figure 3).
    b. **Location** – Determine where the project file will be stored (See Figure 3).
3. If needed, determine **advanced settings**, such as timecode, scratch disks, and ingesting. For this guide, we will leave these settings set to default (See Figure 3).
4. Click **OK** to create your project (See Figure 3).

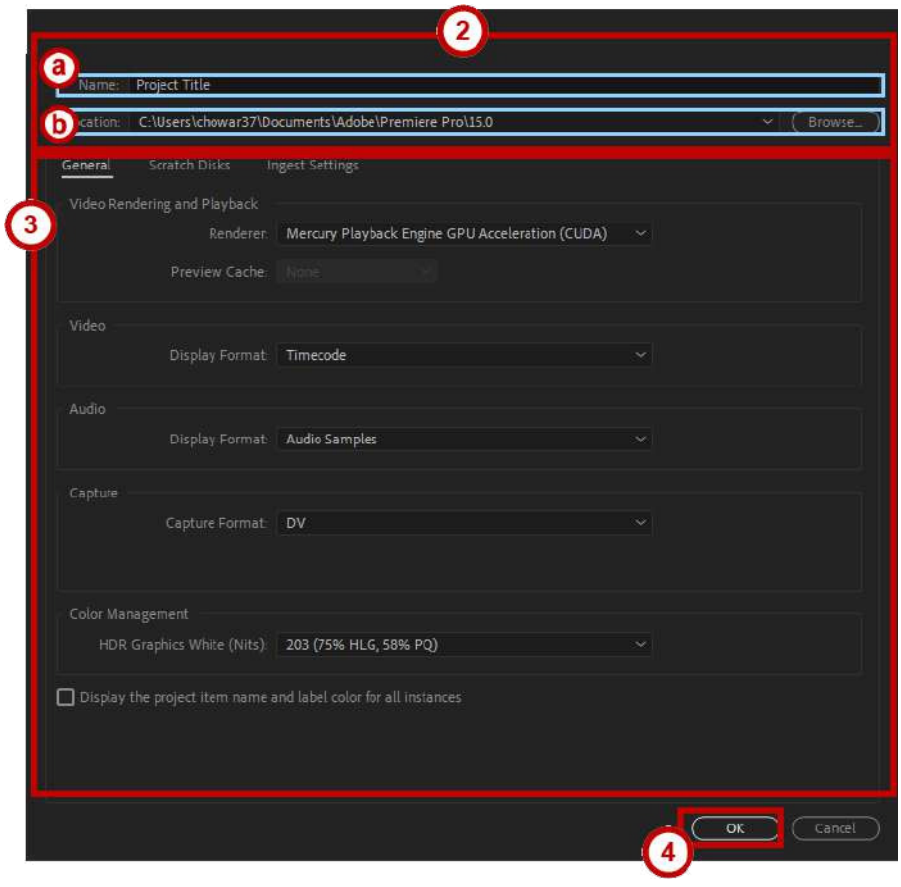

Figure 3 - New Project Window

The Workspace

There are eight default workspaces: Assembly, Editing, Color, Effects, Audio, Graphics, Captions and Libraries. The workspaces are accessed from the *Workspace Control Bar*, located at the top of the Premiere Pro application window.

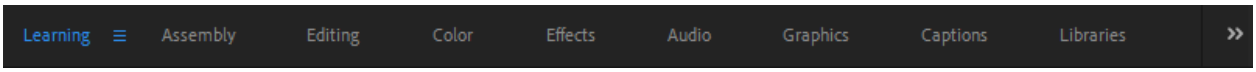

Figure 4 - Workspace Control Bar

Panels

The Premiere Pro interface is made up of *panels*. Panels can be:

- Resized
- Undocked and rearranged
- Grouped together within the same area

The Assembly Workspace

The *Assembly* workspace is optimized for importing, previewing, marking and subclipping media, as well as assembling rough cuts of sequences. The *Assembly* workspace is as follows:

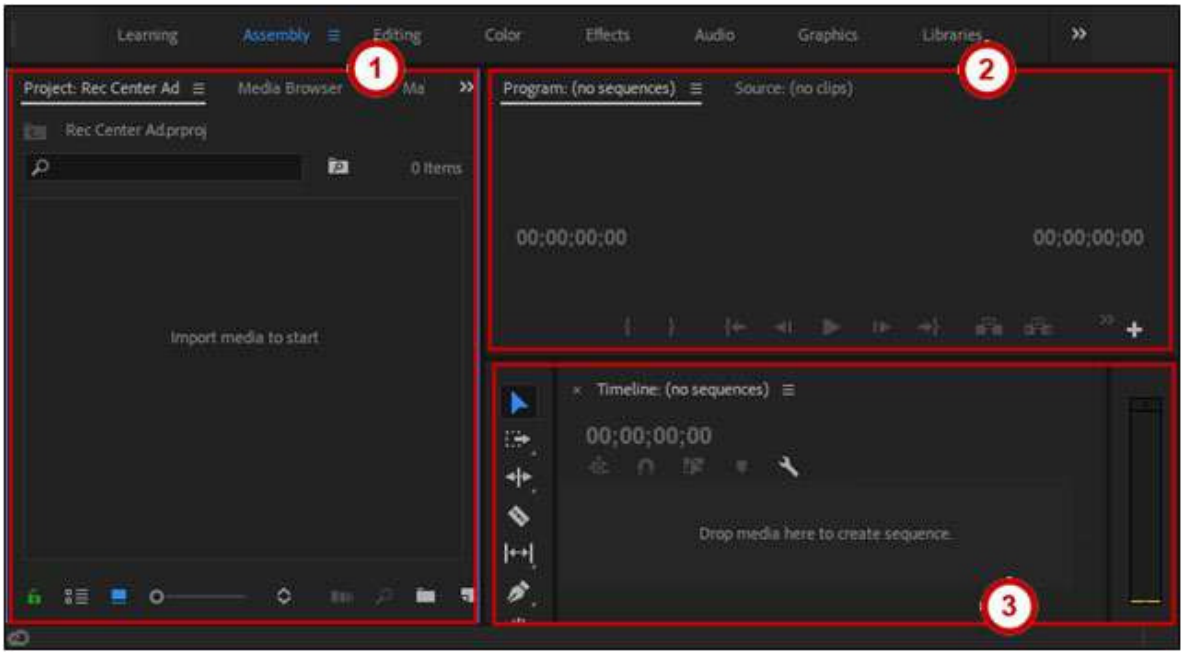

Figure 5 - Assembly Workspace

1. **Project Panel** – Import and organize your project assets (See Figure 5).
2. **Source Monitor Panel** – Preview the clips you've imported before editing (See Figure 5).
3. **Timeline Panel** – Arrange your clips in a sequence (See Figure 5).

The Project Panel Interface

The first step of any Premiere Pro project is to import your media using the **Project Panel**.

Importing Media

1. Double-click in the center of the **Project Panel** where it says "Import media to start" (See Figure 6).

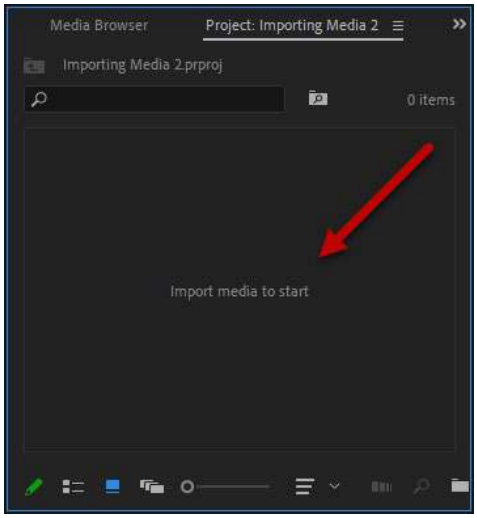

Figure 6 - Project Panel

Note: If you do not see the *Project panel*, click the hamburger menu (three horizontal lines) at the top right corner of the panel to access all panels within the panel group.

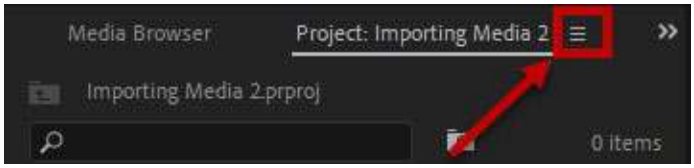

Figure 7 – Hamburger Menu

2. A new window will open. Select the **files or assets** you wish to import into the *Project Panel* (See Figure 8).

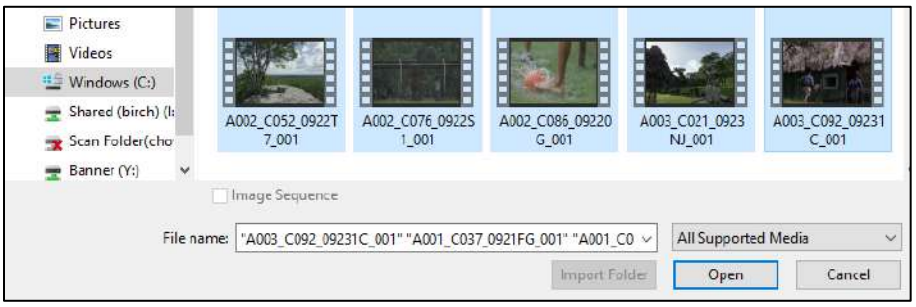

Figure 8 - Import Media

3. Click **Open** to import the files.

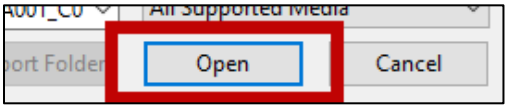

Figure 9 - Project Panel

4. The assets are imported into the project. You may now access these assets in the *Project Panel* (See Figure 10).

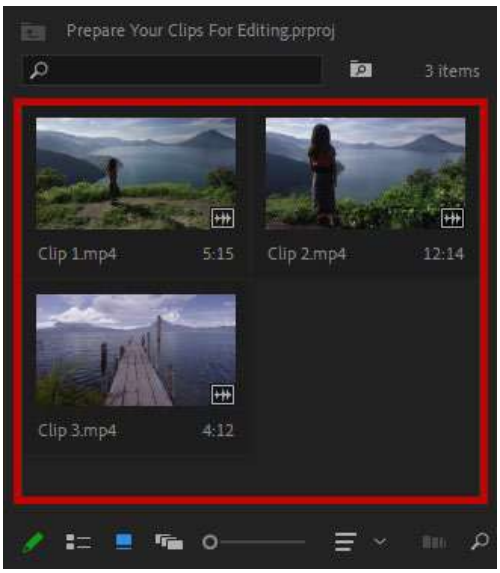

Figure 10 - Imported Clip

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