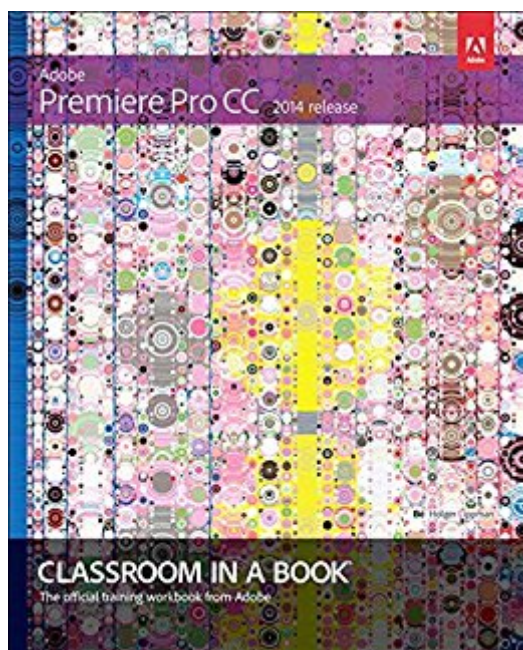


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Adobe Premiere Pro CC Classroom In A Book (2014 Release)



Synopsis

The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2014 release) Classroom in a Book® , the best-selling series of hands-on software training workbooks, offers what no other book or training program does – an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro® CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Adobe Premiere Pro interface, this completely revised CC (2014 release) edition covers new features, including scratch track recording, Master Clip effects, and masking and tracking visual effects. Access to all of the project files used in the book’s lessons are included with purchase of the book. Print editions come bundled with a DVD containing the lesson files, and students who purchase an eBook edition receive a code that lets them download the lesson files from their account page on peachpit.com. Both print and eBook users also get access to downloadable updates that cover new features that Adobe releases for Creative Cloud members. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” • Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

Book Information

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Customer Reviews

Premiere Pro is not new to us. We go back to the 1991 version 1.0 before Adobe added â œProâ • to the end of the name. At the time, many video professionals, whose opinions we generally respected, told us that Premiere was something of a toy. They said it wasnâ™t possible to make a non-linear editing (NLE) software program. To them, Premiere 1.0 was something of a video version of the then freshly baked Photoshop 2.0. That was then and this isâ | wellâ | we think Photoshop has found a pretty secure niche and so has Premiere Pro (Pr). Having taken all of that in stride, we watched Premiere continue to blossom into what has become the leading editing tool among broadcasters and filmmakers. However, there was a point where the bloom fell off the rose. Though Premiere 1.0 was a Mac-only software program, Premiere Pro 1.0 was re-introduced as a Windows-only app. It was something of an Adobe concession to Appleâ™s Final Cut Pro (FCP), which was leading the pack, at the time. Those reigning kingdom days of FCP are over. Premiere Pro is the leading NLE app, out-pacing that Apple offering, which has become something of a consumer-oriented product. Avid, a long-term favorite of broadcasters, is no longer on the top of the sales charts, either. Some of Prâ™s rise to fame is due to the Adobe Creative Cloud subscription model. This is due to those big media conglomerates who no longer need to factor big software investments into the budget. A complete package of all things graphic are now part of their accepted monthly operating expenses. From Creative Suite 3 (CS3) forward, Premiere Pro went back to both Mac and Windows and was included in a big package of Adobe apps called â œThe Master Collectionâ • which cost around \$2,600.

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