# Keyframes

Keyframes are just regular frames in a production where an action begins, changes, or ends. Keyframes can be used in conjunction with most of the effects found in Adobe Premiere Pro (PP) CSx and CC.

For instance, if you want a graphic image to go from a small portion of the screen to taking up the whole screen, you would use keyframe animation.

If you were moving a .png image across a screen, you would use keyframes to set when in your production the object begins to move, how long it is seen, and when it disappears. For help with .pngs, click here.

When I am discussing the PP work environment, I will use the following lexicon:
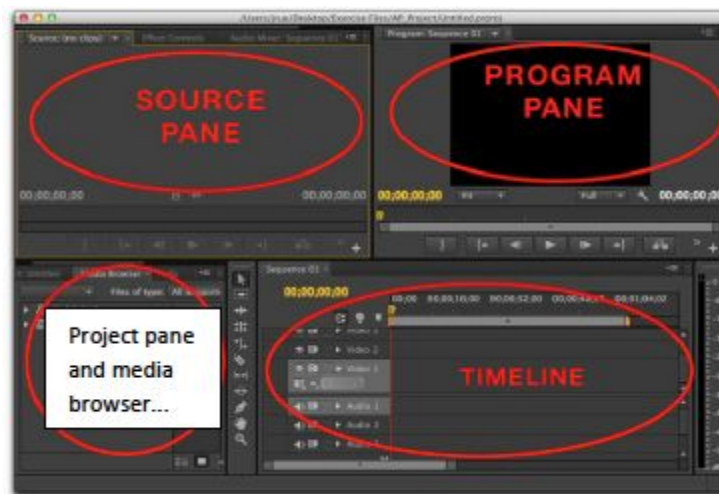
1.You'll need to create a new project. At this point, make sure you save your project to a safe place, such as your folder in "Save Here", or another safe location where it won't be erased. Give it a title, too.
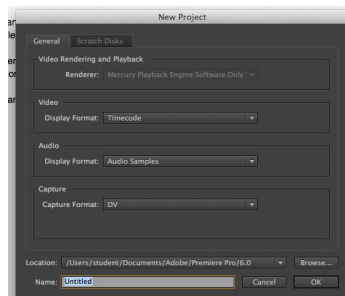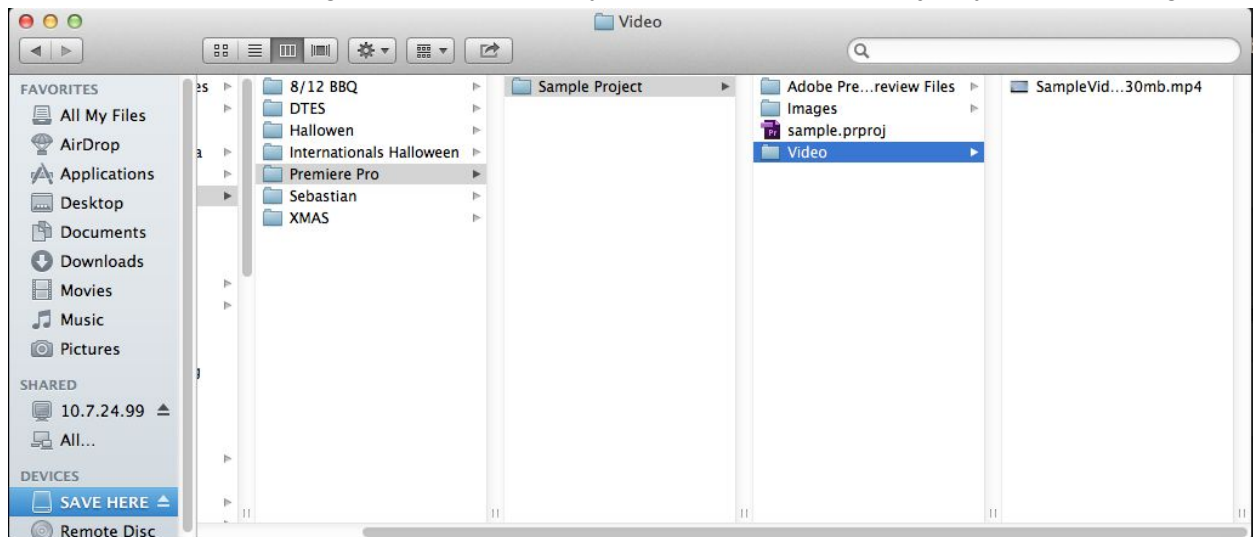

Don't worry about any of the other settings yet.

2. You'll come to this screen next. Don't worry, just press "OK", as you'll be able to change your settings later.
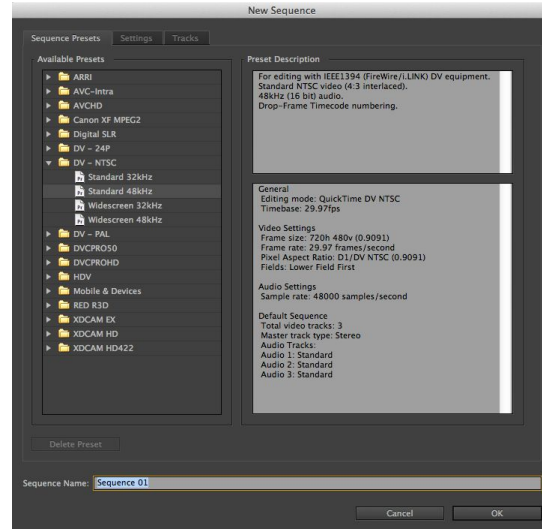
3. **This is very important!** Before importing any video, audio, or anything else into PP, you must have it in a safe, organized place, ideally in a subfolder of the project you are working on.

4. Import the video using your favourite method (File-->Import works well) and it will show up in your Project Pane. Drag it from the Project Pane into the Timeline. You will get a message that looks like this:


Absolutely select "Change sequence settings"

5. Import your .png image from the folder where you placed it before importing it. It too can be dragged into the timeline on the "Video 2" layer.

6. You can create "bins" or folders in your Project Pane to better organize yourself, especially if you have lots of images, sound effects, etc.

7. In the projects pane, you will see an "Effects" tab. For certain effects, you will be selecting the effect here and dragging it over the audio/video clip, or image that you'd like to alter.

8. We'll be using a very generic effect, so all you'll need to do is double click the .png file in the timeline, and in the source pane, select "Effect Controls". At this point your production might look something like this:
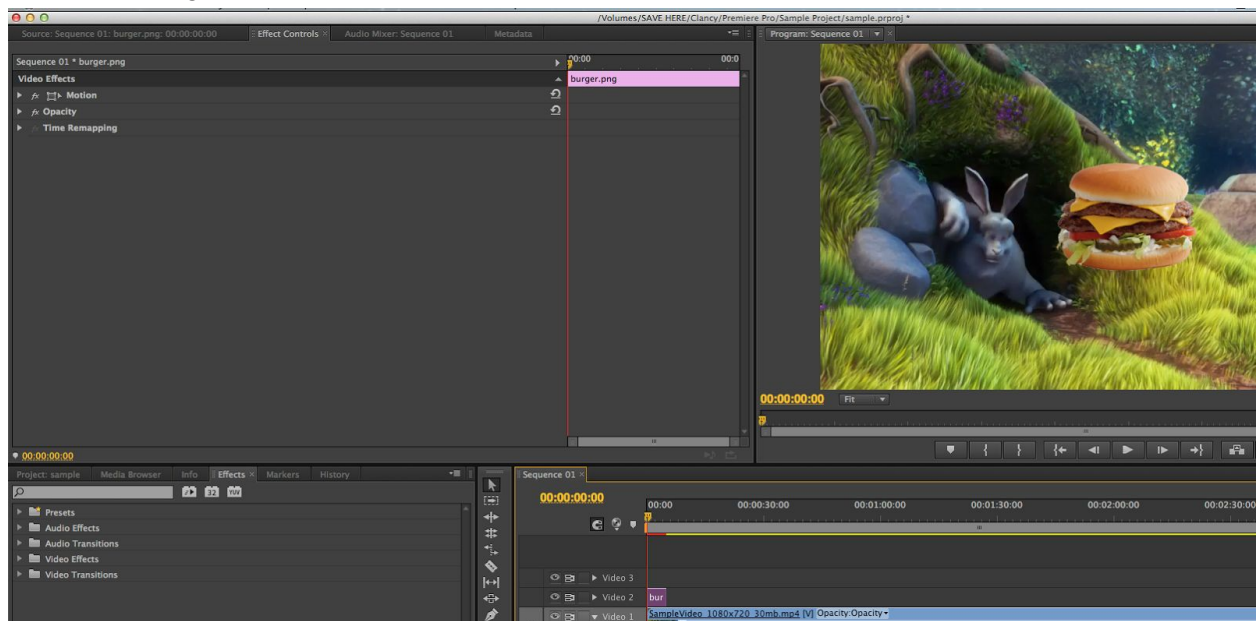
9. I always find it easier to see the borders around an image, this is also known as a "wire frame" you can select it by choosing this icon:
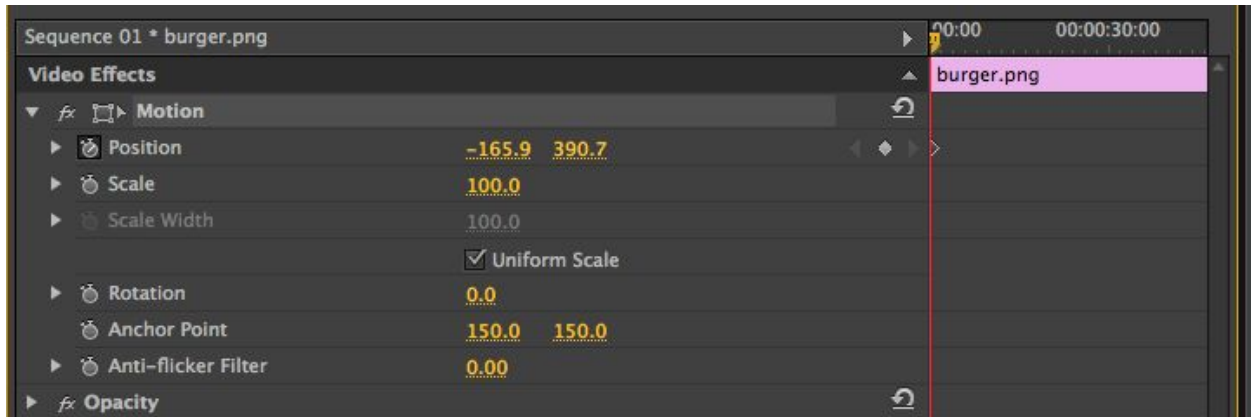

Your selected object or video clip will now look like this in the program panel:

10. You can now move the object to where you want it and begin animation. You can also change the size of the object using the wire frame.

11. When the object is where you want it, click the down arrow by "Motion", click the "toggle animation on/off" stopwatch icon,

and then click and drag the playhead in the Source Pane to where you would like the animation to stop.
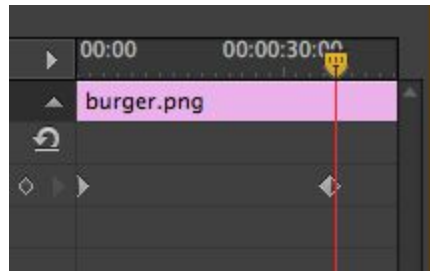
12. Now click and drag the object to where you would like the object to end up. Viola! You've just animated an object using keyframes! Now you can experiment using keyframes with a multitude of different effects!

The project itself!

I would like you to create a short (app. 20-30 seconds) film . In it, you will have an object move across the screen, or change size, or any other technique that will show your basic understanding of keyframes. This will be handed in as a .mov. It will be graded on the following:

	1	2	3	4
Keyframe Animation Weight: 2	Does not meet expectations	Approaches expectations	Meets expectations	Surpasses expectations
Creativity Weight: 2	Does not meet expectations	Approaches expectations	Meets expectations	Surpasses expectations
Titles	Does not meet	Approaches	Meets	Surpasses

Weight: 1.5	expectations	expectations	expectations	expectations

Resources:

This video will help you convert an image to a .png, or get rid of the background surrounding a .png.