

RECENT

CC FILES

SYNC SETTINGS

New Project...

Open Project...

Your recent work will appear here.

Click on the "New..." button to create something new, or click the "Open..." button to continue working.



Create something new with your own settings.

Start new

Show All

7

Days Left in Trial

LEARN

What can you make with Premiere Pro?

Watch

2 min

MOBILE

Create and edit amazing videos on Android or iOS

Get Premiere Clip

Open a new file in Premier!

New Project

Name:

Location:

[Browse...](#)

General

Scratch Disks

Ingest Settings

Video Rendering and Playback

Renderer:

Video

Display Format:

Audio

Display Format:

Capture

Capture Format:

Display the project item name and label color for all instances

In this area on the general tab look to the browse feature.

Cancel

OK

New Project

Name: leightennantdigitalvideo

Location: /Users/jelenakocmaruk/Desktop/scratchdisk

Browse...

General

Scratch Disks

Ingest Settings

Video Rendering and Playback

Renderer: Mercury Playback Engine GPU Acceleration (OpenCL)

Video

Display Format: Timecode

Audio

Display Format: Audio Samples

Capture

Capture Format: DV

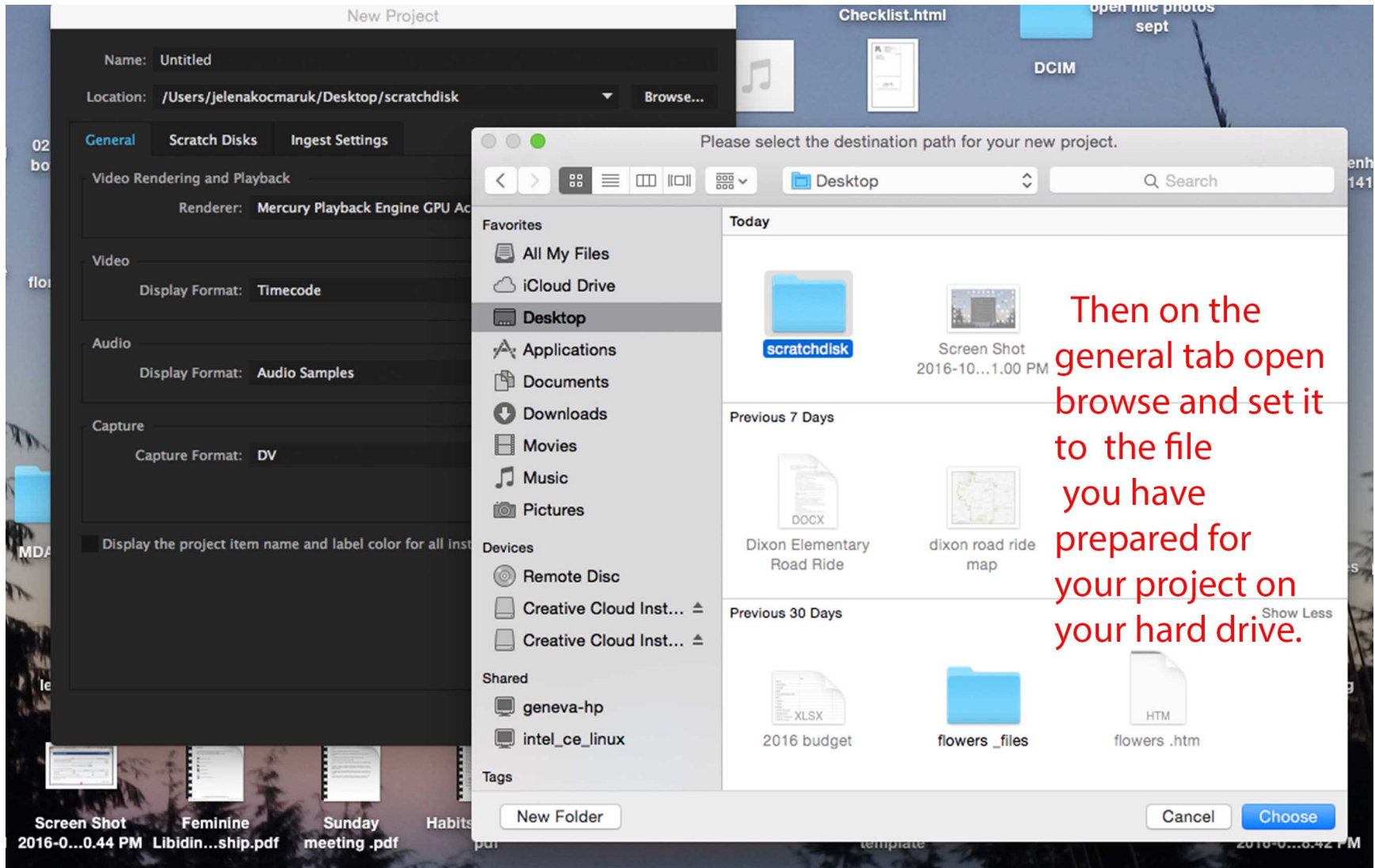
Display the project item name and label color for all instances

Name your project file!

Then go to LOCATION and set it to a file on your hard drive that you created where you will set all your scratch disk savings to and where you will save your video, audio files.

Cancel

OK



New Project

Name:

Location:

[Browse...](#)

General

Scratch Disks

Ingest Settings

Captured Video:



[Browse...](#)

Path:

60.09 GB

Captured Audio:



[Browse...](#)

Path:

60.09 GB

Video Previews:



[Browse...](#)

Path:

60.09 GB

Audio Previews:



[Browse...](#)

Path:

60.09 GB

Project Auto Save:



[Browse...](#)

Path:

60.09 GB

CC Libraries Downloads:



[Browse...](#)

Path:

60.02 GB

Cancel

OK

Go to scratch disks and set all of the channels to the same folder. You must save files in the same place because premier doesnt hold files it sends pointers to where files are in any given project. So in order to not loose your files the pointer must remain the same.

Sunday

Habits_of_Mind.

GEOG 111

shaved.jpg

timesheet

eve