

PANNING AND ZOOMING IN PREMIERE PRO CC

Panning and zooming are used to add movement to a still image. Panning involves moving from one part of an image to another. Zooming involves increasing or decreasing the scale, or size, of an image.

1. Select a clip in the Timeline.
2. Position playhead where zoom/pan starts.
3. Select the EFFECTS CONTROL tab.
4. Click on the triangle next to MOTION.
5. Click on the STOPWATCH icons next to POSITION and SCALE.
6. Click on the triangle next to SCALE to reveal a pointer and a sliding scale.
7. Move the pointer to adjust the scale of the image. To increase the size of the image, type a value greater than 100.
8. Note the diamond shapes that appear on the playhead in the Effects Control Panel. These are KEYFRAMES. They contain instructions for the position and scale of the image. KEFRAMES are automatically added at the start of the movement.
9. Click on the word MOTION.
10. Move the cursor to the image in the PROGRAM MONITOR and drag it to the start position.
11. Click outside the image to accept the position.
12. Position playhead where zoom/pan ends.
13. Move the pointer to adjust the scale of the image. To increase the size of the image, type a value greater than 100.
14. Click on the word MOTION.
15. Move the cursor to the image in the PROGRAM MONITOR and drag it to the end position. You can also drag the corner HANDLES on the image to adjust its scale
16. Click outside the image to accept the position.
17. KEYFRAMES are automatically added at the end of the movement.

TO SMOOTH THE MOVEMENT:

18. Drag the cursor diagonally over the start keyframes to select them.
19. RIGHT CLICK OR CONTROL + CLICK on a START keyframe to open a sub-menu.
20. Select TEMPORAL INTERPOLATION>EASE IN.
21. Drag the cursor diagonally over the END keyframes to select them.
22. RIGHT CLICK OR CONTROL + CLICK on an END keyframe to open a sub-menu.
23. Select TEMPORAL INTERPOLATION>EASE out.