DevOpsSchool

Course curriculum · November 2026

LEVEL 04 OF 04 · ADVANCED

Premiere Advanced Training

Use advanced editing tools, Dynamic Link with After Effects and Photoshop, and deliver finished work with Media Encoder.

LIVE ONLINE **Max 8-10 hours**	CORPORATE (DAY-WISE) **5 days · Days 1-5**	SELF-PACED VIDEO **1-year LMS access**
BATCH SIZE **Max 10 learners**	NEXT BATCHES **1st of every month · weekends: first Saturday**	CERTIFICATE **Verifiable certificate of completion**

Foundation	Essential	Intermediate	Advanced
1 day · Included	2 days · Included	3 days · Included	5 days · This curriculum

INSIDE THIS CURRICULUM

What you will achieve	Outcomes and level focus
Who should attend	Audience and prerequisites
Agenda	48 topics · Foundation to Advanced
Hands-on labs	4 labs
Formats and fees	Live, 1:1, self-paced, corporate
Trainer and reviews	Rajesh Kumar
Enrolment	Batches, payment, contacts

WHY DEVOPSSCHOOL

- Rated 4.6 on Google
- 1,500+ verifiable certificates issued in the public registry
- Trainer Rajesh Kumar: 20 years in industry
- Small batches: max 10 learners, every session recorded

Course page: www.devopsschool.com/courses/adobe/premiere-advance-training.html
Talk to us: WhatsApp +91 99057 40781 · +1 (469) 756-6329 · contact@DevOpsSchool.com · reply within 1 hour

OUTCOMES

What you will achieve

By the end of the Premiere course path, you will be able to:

1

Edit complete video projects

Plan, assemble, trim and finish edits in Premiere Pro from import to export.

2

Grade color and mix sound

Use Lumetri Color, keying, Essential Sound and the mixers to produce broadcast-quality pictures and audio.

3

Integrate and deliver efficiently

Combine Premiere Pro with After Effects, Photoshop and Media Encoder to deliver to any platform.

WHAT THE ADVANCED LEVEL ADDS

Advanced effects, integrations, encoding and delivery

Hands-on: Deliver a finished short film. Take a short film from ingest to delivery: nested edits, After Effects titles via Dynamic Link, narration, captions and batch encodes.

WHO SHOULD ATTEND

- Experienced Premiere practitioners responsible for quality, security and scale.
- Senior engineers, architects and leads who design and troubleshoot Premiere solutions.
- Teams making Premiere an organisation-wide standard.

BEFORE YOU START

- The Intermediate level, or equivalent hands-on experience.
- You can already: Edit multicamera footage, correct and grade color, sweeten sound and composite greenscreen shots with keying.
- Basic computer skills and a laptop with a stable internet connection for the live sessions and labs.
- This curriculum includes every earlier level, so it is complete on its own.

AGENDA · FOUNDATION TO ADVANCED

Premiere Advanced Training agenda

48 topics. Each level builds on the one before it, so this curriculum lists every earlier level in full. Days are for corporate (day-wise) delivery; live online batches cover the same agenda in max 8-10 hours.

DAY 1 — Foundation: Project setup, import and basic editing

Included from Foundation

1. Premiere Pro overview: nonlinear editing concepts, Creative Cloud install, system requirements and GPU acceleration
2. Setting up a project: New Project, Import mode, project settings, scratch disks and Auto Save
3. Setting up a sequence: sequence presets, frame size, frame rate, and creating a sequence from a clip
4. Essentials of video editing: shot types, cutting for continuity, pacing and the import-edit-export workflow
5. Interface and workspaces: Editing, Color, Audio and Graphics workspaces, panels and custom layouts
6. Importing media: importing assets, working with the Media Browser and organising clips into bins
7. Importing images: still photos, layered Photoshop files, image sequences and scaling to frame size
8. The media cache: cache files, conformed audio, cache location and cleaning the cache
9. Using the Source Monitor: loading clips, In and Out points, insert and overwrite edits
10. Navigating the Timeline: tracks, playhead, zoom, snapping, source patching and track targeting
11. Essential editing commands: Razor, Ripple Delete, Lift and Extract, and basic trimming with the Selection tool
12. First export: Export mode, H.264 presets, file naming and checking the exported file

DAY 2 — Essential: Motion, transitions, audio mixing and titles

Included from Essential

13. Putting clips in motion: the Motion effect, changing clip position, size and rotation, and keyframing motion
14. Motion-related effects: Transform, Crop, Drop Shadow and other motion-related effects in Effect Controls
15. Adding transitions: what transitions are, edit points and handles, applying and replacing video transitions
16. Fine-tuning transitions: using A/B mode in Effect Controls and adding audio transitions such as Constant Power
17. Editing and mixing audio: setting up the interface for audio, examining audio characteristics, adjusting volume
18. Split edits: creating J-cuts and L-cuts and adjusting audio levels in a sequence with keyframes
19. Creating titles: an overview of the legacy Titler window and today's Essential Graphics and Properties panels
20. Styling titles: stylizing text, working with shapes and logos, and making text roll and crawl
21. Scrolling credits and reuse: creating scrolling credits, saving projects and reusable Motion Graphics (.mogrt) titles
22. Adding markers: sequence and clip markers, marker colors and cutting on the beat of music
23. Creating subclips: subclips, bins, labels and metadata for faster everyday editing
24. Effects: applying video effects, Effect Controls keyframes and saving effect presets
25. Three quick editing techniques: three-point edits, replace edits and Paste Attributes

DAY 3 — Intermediate: Multicam, color grading, sound and compositing

Included from Intermediate

26. The multicamera process: syncing footage by audio, timecode or markers and creating a multicamera source sequence
27. Multicam editing: editing a multi-camera source sequence, switching multiple cameras live and finalizing the edit
28. Color correction and grading: a color-oriented workflow with the Lumetri Color panel and Lumetri Scopes
29. Color-oriented effects: an overview of color effects, adjusting and enhancing color, special color effects

30. Sweetening sound: audio effects, the Essential Sound panel and cleaning up noisy audio with DeNoise and Enhance Speech
31. Track and Clip Mixer: Audio Track Mixer, Audio Clip Mixer, submixes and mixer automation
32. Exploring compositing techniques: what an alpha channel is, working with the Opacity effect and blend modes
33. Alpha-channel transparencies: transparent graphics, Track Matte Key and making compositing part of your projects
34. Keying: color keying a greenscreen shot with Ultra Key, plus chroma, color and luminance keying effects
35. Intermediate editing commands: rolling and ripple edits, Slip and Slide tools and Trim mode
36. Proxies and media management: proxy workflows, Project Manager, relinking offline media
37. Playback performance: playback resolution, render previews, dropped-frame indicator and hardware decoding

DAYS 4-5 **Advanced: Advanced effects, integrations, encoding and delivery** — New at this level

38. Advanced editing tools: using nested sequences, adjustment layers and Scene Edit Detection
39. Advanced effects: multiple-track video effects such as Blend and Texturize, Warp Stabilizer and Lumetri looks
40. Advanced audio: setting up a recording area, voicing professional narrations with Voice-over Record
41. Integration with Photoshop and After Effects: layered files, Dynamic Link round-trips without rendering
42. Text animation with After Effects: animating titles in a composition and editing it live in Premiere Pro
43. Photoshop tips for DV productions: pixel aspect ratio, title-safe areas and frame-sized graphics
44. Legacy DVD authoring: editing Encore DVD menus in Photoshop and current disc and streaming alternatives
45. Adobe Media Encoder: queue, presets, watch folders and batch exports in the background
46. Delivery specs: YouTube, social vertical formats, broadcast loudness and captions with Speech to Text
47. Team workflows: Productions, shared projects, Frame.io review and approval
48. Capstone: a complete short film from ingest to graded, mixed and delivered master

PRACTICE

Hands-on labs

You build these yourself during the course, guided by the trainer.

FOUNDATION **Assemble and export a first short edit**
Create a project, import interview and B-roll clips, build a rough cut on the Timeline and export an H.264 file.

ESSENTIAL **Edit a promo with titles and music**
Cut a 60-second promo to the beat of a music track, add motion, transitions, J-cuts and a scrolling credit roll.

INTERMEDIATE **Multicam interview with greenscreen insert**
Sync a two-camera interview, cut it as a multicam sequence, grade both angles to match and key in a greenscreen shot.

ADVANCED **Deliver a finished short film**
Take a short film from ingest to delivery: nested edits, After Effects titles via Dynamic Link, narration, captions and batch encodes.

HOW YOU CAN LEARN

Formats and fees

The same agenda in four formats. Fees are in Indian rupees as of November 2026; the course page shows them in your currency.

FORMAT	DURATION	WHAT YOU GET	FEE
Live & interactive (online)	Max 8-10 hours	Instructor-led public batch of max 10 learners with demos, labs, Q&A and assignment review. Weekday batches start on the 1st of every month, weekend batches on the first Saturday of every month.	**INR 34,999**
1:1 live training (online)	Max 8-10 hours, one-to-one	The same agenda, taught one-to-one by the trainer. Starts immediately, without waiting for the next batch; sessions planned around your working hours, at your pace.	**INR 99,999**
Self-paced video	1-year LMS access	All four Premiere levels, plus 20+ more courses and 50+ tools, at your own pace.	**INR 833/month** billed yearly at INR 9,996
Corporate (day-wise)	5 days for this level	A private batch for your team, on demand. Foundation 1 day, Essential 2, Intermediate 3, Advanced 5 (cumulative).	**Quote on request**

ASSESSMENT AND CERTIFICATE

Your progress is checked through hands-on labs and assignments at every level. On completion you receive a DevOpsSchool certificate of completion with a unique credential ID that anyone can verify at devopsschool.com/certificates.

INCLUDED WITH EVERY LIVE BATCH

- Every live session is recorded and stays in your LMS for a year.
- Can't attend your batch? Move to next month's batch.
- Free demo class before you pay.
- Free 10-15 minute call with an advisor or the trainer to check the course fits you.

YOUR TRAINER

Learn from Rajesh Kumar

Principal Architect, trainer and mentor in DevOps, SRE, DevSecOps and platform engineering, with 20 years across 8+ software MNCs, including Staff DevOps/SRE Engineer for a leading Japanese mobile-payment platform and Principal DevOps Architect and Manager in Europe.

Profile: www.rajeshkumar.xyz · Videos: youtube.com/@TheDevOpsSchool

20 years in industry	**200+** corporate trainings
10,000+ engineers mentored	**70+** organisations coached

REVIEWS

What learners say

Rated 4.6 on Google · more reviews at devopsschool.com/testimonials and in our video testimonials.

> “Rajesh is very good trainer. Rajesh was able to resolve our queries and question effectively. We really liked the hands-on examples covered during this training program.”
>
> Indrayani, India

> “The training was very useful and interactive. Rajesh helped develop the confidence of all.”
>
> Abhinav Gupta, Pune

START YOUR PREMIERE TRAINING

Join the next batch

Weekday batches start on the 1st of every month and weekend batches on the first Saturday of every month, with max 10 learners each. 1:1 training can start immediately; corporate batches run on demand. We reply within 1 hour.

Pay by UPI, credit and debit cards, net banking or PayPal. Before you pay, read our refund policy. All levels of this course: www.devopsschool.com/courses/adobe/

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