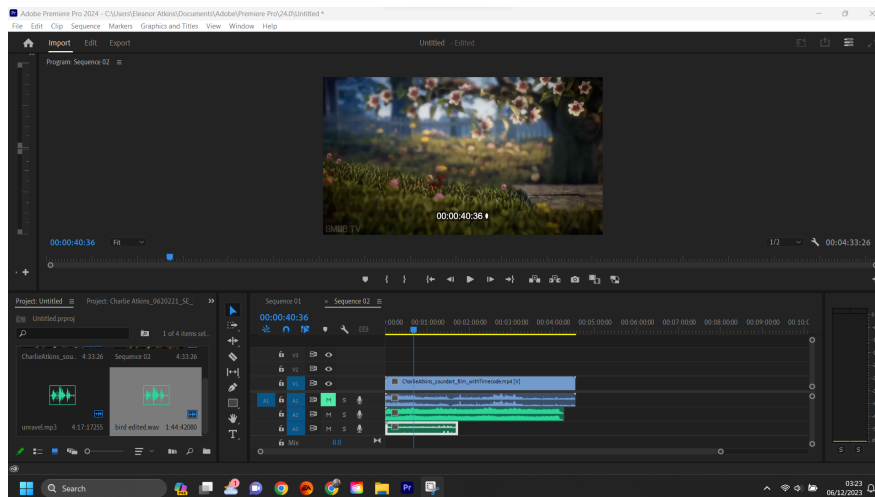


Premiere Pro became my go-to tool for putting together my edited sounds with Unravel game clips. Because Pro Tools Artist lacks video integration, Premiere Pro is required for syncing my enhanced sounds with the video which has timecode precision. This seamless transition between audio and visual realms allowed me to create a unified experience. Premiere Pro's user-friendly interface aided in the seamless integration of my meticulously edited sounds with the Unravel footage. It was the critical link in combining enhanced auditory elements and captivating visuals in a dynamic and synchronised audiovisual presentation for my foley project.



Because I was unfamiliar with Premiere Pro, self learning became critical to the successful completion of my foley project. I took a self-guided educational approach because I needed to manipulate sound durations and implement fades. I assimilated techniques for nuanced audio refinement within the software by drawing on instructional materials provided by Adobe's official website and supplementary tutorials on YouTube. This self-taught endeavour not only aided in the acquisition of skills in Premiere Pro to adeptly adjust sound durations and execute precise fades, but also ensured the seamless integration of enhanced sounds with the Unravel game clips.

