

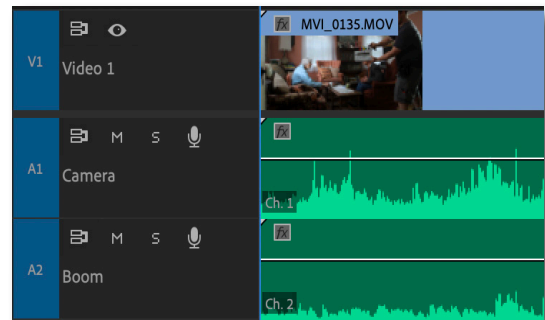


## Syncing Audio and Video in Premiere 1/2

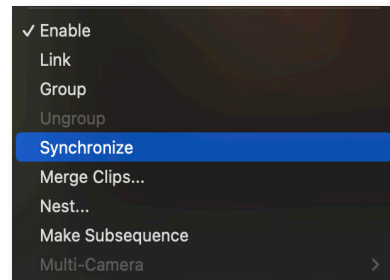
### *Matching microphone audio to camera and slate*

When importing your raw recordings from set into Adobe Premiere, you may find that your microphone recordings are out of sync with your video. There are a couple very easy fixes to this problem. First, let's assume we have a recording of both the camera audio and boom audio for this first solution.

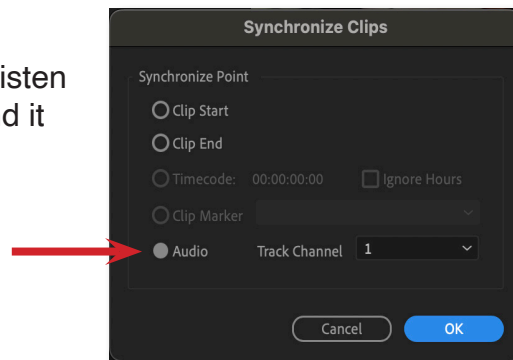
Although these clips are lined up, the boom audio does not match the camera footage or camera audio.



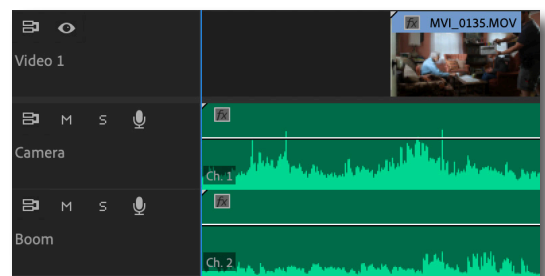
Start by **highlighting** all three clips. Then **right click** and select **Synchronize**.



In the **Synchronize Clips** window, select **Audio** for **Synchronize Point**. This will tell Premiere to listen to both the camera and boom recording tracks and it will use built-in AI to determine the closest match between the two clips.



Click **OK** and your clips should automatically shift into the correct positions. Playback your audio and make sure that both of your audio tracks are playing the same point in the recording.

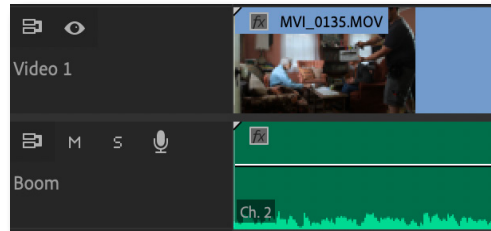




## Syncing Audio and Video in Premiere 2/2

There may be times where you don't have multiple recordings that you can use to synchronize automatically like we did in the previous example. If you only have one audio track for a clip, there is a way to match your audio to your video manually.

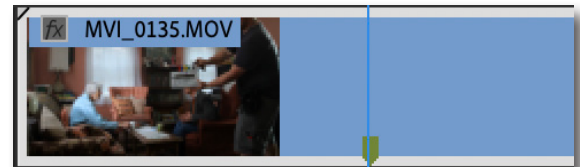
This take has only a boom mic and nothing else.



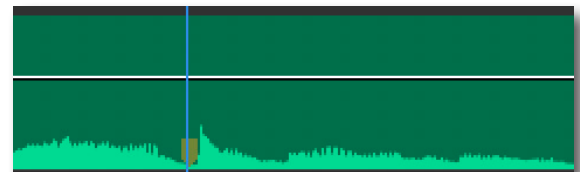
**Scrub** through your video until you can find the **slate** on camera. **Nudge** frame by frame until the slate claps together.



Use the **M** key to add a **marker** directly into your video clip.



Now look for that same slate clap in your audio waveform. A good way to quickly find it is by looking for **transients**, big spikes of sound in your waveform. If for whatever reason you don't have a slate, look for other transients you can see on screen, such as a coffee cup being set on a table, a door slamming, someone dropping something, somebody clapping their hands, anything like that.



Use **M** again to make a marker.

Now **click and drag** one of your clips until they automatically **snap** the two markers together. Playback your clip to make sure that the video and audio are in sync together.

