

Timecode Burn-In 1/2

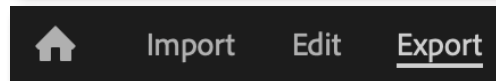


Applying a Visual Timecode to your Works in Progress on Export

While working on a film, you may need to share your works in progress with the director or editing crew. When sending over an unfinished clip, it's helpful to use a **timecode burn-in**, which displays the exact timecode of the video clip and any other necessary information you'd want for collaborative work and editing. The advantage of this is ease, rather than relying on a **Text** layer that you might forget. Let's open up a project of a work in progress and take a look at your video in the program window.



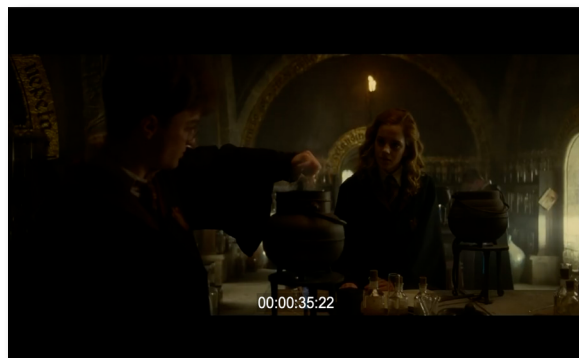
We'll be accessing the timecode burn-in settings within the Export window, so navigate to the top of your workspace and swap from **Edit** to **Export**.



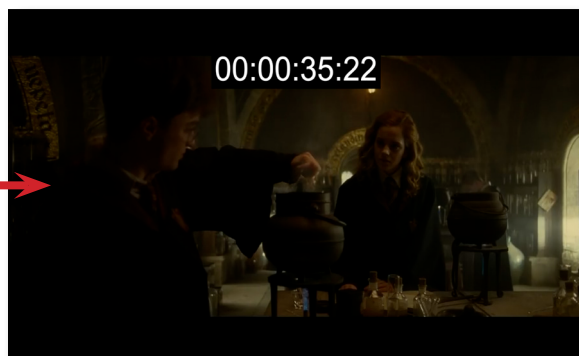
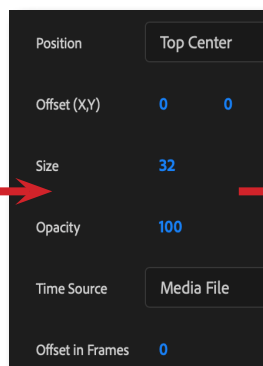
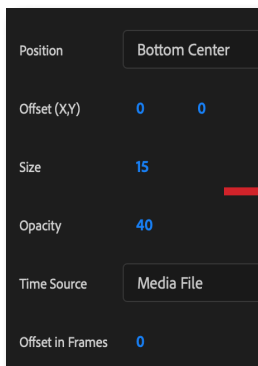
Within your Export Settings, find **Effects**. Select it and then tick the box for **Timecode Overlay**.



You should see a timecode appear at the **bottom-center** of your preview.



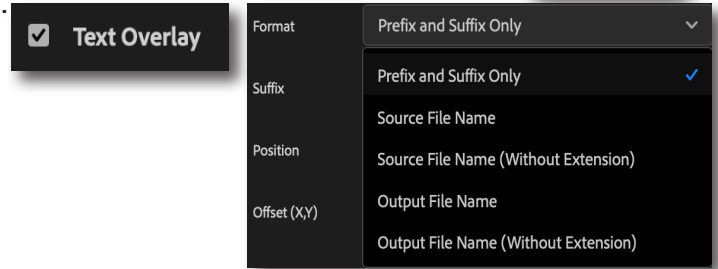
Check back in the Timecode Overlay settings. There's some customization options here, like **Position**, **Size**, and **Opacity**. Adjust these to how you like, while being mindful not to cover any vital content in the video.



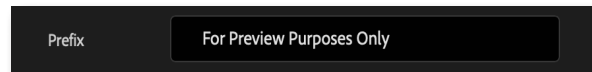
Timecode Burn-In 2/2



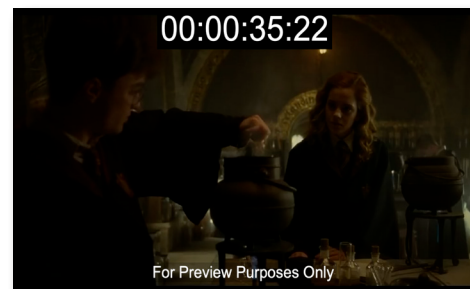
Right above **Effects** you should see **Text Overlay**. Tick that box. Change the **Format** from the default **Source File Name** to **Prefix and Suffix Only**. This will allow us to type a message directly onto the video.



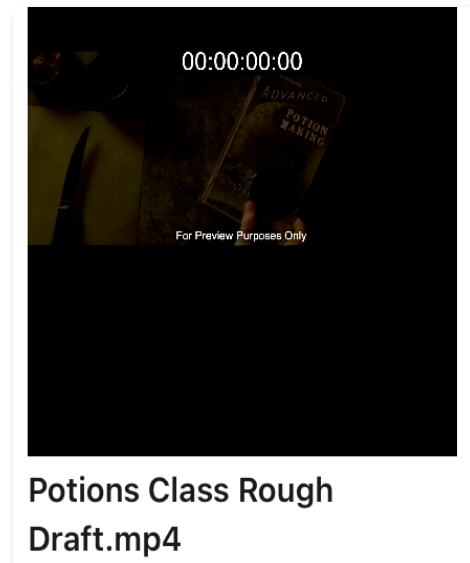
Leave a message for your editing crew. Type **For Preview Purposes Only**.



Set its **Position** to **Bottom-Center**. Check to make sure your message has appeared on the preview window.



Export your video from Premiere. Locate the file destination where you sent your export. Take a moment to read over the basic video info to make sure it's all accurate. Check the video thumbnail to see if the timecode is visible.



Playback your final export and make sure that all of your metadata is still video. If nothing is missing, then you're all set to send your work in progress out to your editing crew.

