

# SmartReels™ Premiere Pro Manual

## Installing the Panel

The panel is sent as a dropbox link which stored as a .zxp file. Adobe Creative Cloud panels are stored as .zxp files, which is send as a dropbox link. Follow the link and download the .zxp file.

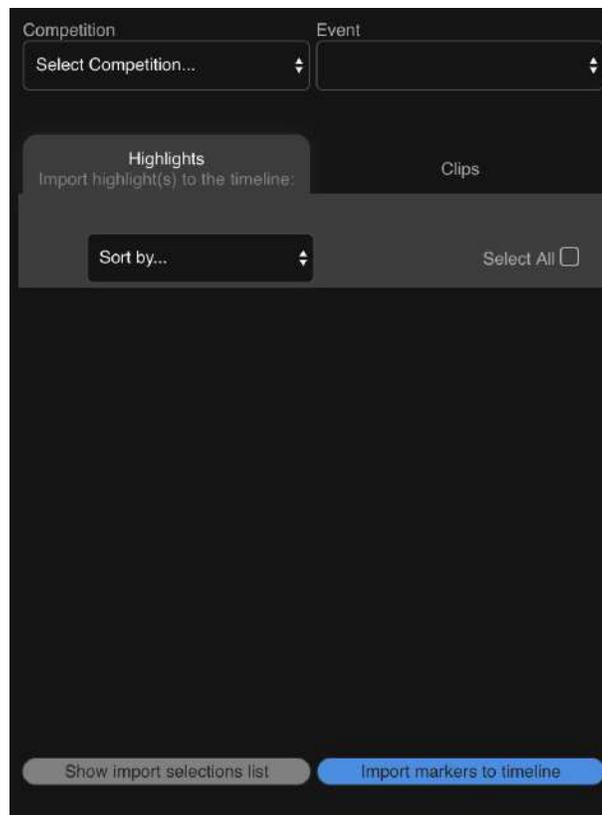
To install the panel, a .zxp installer is needed and can be downloaded at <https://zxpinstaller.com/>. Once the .zxp file is installed, the panel can be installed.

Open the .zxp installer and drag the .zxp file to the installer. From there, “ZXPInstaller” will download the panel so it is available in Premiere Pro.

## Accessing the Panel

Open Premiere Pro and click the “Window” application dropdown and hover over “Extensions”. Select the Thuuz SmartReels™ Panel within the Extensions subfolder. The panel should now appear in Premiere Pro.

The panel should appear as below by default.



The panel connects to the Thuuz account automatically and creates the first dropdown on the page in the upper left corner titled “Competition,” which will contain all leagues and seasons of clips or highlights that were shared with Premiere Pro. As an example, “2018/19 English Premier League,” is selected.

Once the competition is selected, options for the event within the competition appear in the second dropdown, in the upper right section of the panel. For “2018/19 English Premier League,” these events are different matches in the 2018/19 season. Upon selecting an event, in this case, “Arsenal vs. Leicester City,” the center of the panel will be populated by different highlights.

## Highlights

Each highlight contains a title for the highlight in white, with a description underneath. The description contains a color associated with the EQ, along with a truncated EQ, and the length of the highlight as MM:SS, unless hours are listed, in which case the time would display as HH:MM:SS.

To the right of the description is an outward facing double caret symbol. Upon clicking this symbol, the clips that compose the highlight are revealed. The clips within a highlight are grey and will be immediately under the corresponding highlight.

The individual clips are structured in a similar way to the encompassing highlights. The title of each clip briefly describes the play and is written in white. Immediately after, the team associated with the play is written in gray. If there is a common abbreviation for the team, such as “Man City” for “Manchester City,” then the abbreviation will be used. Below the title and team, the game clock is listed, along with the period in the game. The last line of the clips under highlights has the EQ rating and total length of the clip.

## Sorting

These highlights can be sorted based on length of the highlight, or EQ. Sorting only affects the highlight titles. The clips within these highlights remain in the same order.

## Clips

Clips are structured in the same way as the clips that make up highlights, except for the first column, which contains the event type. If there is no event type listed, then the column will say “undefined.”

## Selecting Highlights

To select highlights for import, click the checkbox to the right of the highlight row. Selecting this box automatically select all the clips that make up the highlight. The highlight can be expanded to reveal the clips, and these clips have checkboxes that can be toggled to change the markers being imported. The clips within highlights can also be selected without having to select the entire highlight first.

To select all imported highlights, select the “Select All” checkbox. This checkbox can also be toggled to select and deselect all highlights and their clips.

## Selecting Clips

The clips can be selected and unselected similarly to the highlights. There is a select all button to toggle the selection state of all the clips, as well as selection boxes next to each clip to refine the clip selection.

## Adding Markers

There are 2 buttons at the bottom of the panel which are used to interact with Premiere Pro directly once clips and highlights are selected. Once the clips and highlights are selected, the “Show import selections list” button can be used to show a list of all the markers that will be placed in Premiere Pro. A popup window with the total number of markers being imported along with a time range and title for each marker will appear to aid in reviewing markers that will be imported to the timeline.

The second button, titled “Import markets to timeline” will add those markers to the current project’s timeline.

## Color Coded Markers

Starting in Premiere Pro 2019, markers are automatically color coded on creation. The legend for these marker colors is shown below:

### Soccer

	"goal", "assist", "fast-break-goal", "goal-with-replays", "own-goal", "shootout-goal"
	"shootout-no-goal", "shot", "post"
	"shot-on-goal", "save", "claim", "punch"
	"keeper-sweeper"

	"direct-kick", "penalty-kick", "pk-with-replays"
	"foul", "yellow-card", "red-card"
	"corner-kick", "throw-in"
	other/none

## Basketball

	"three-pointer"
	"lead-changing-basket", "game-tying-basket"
	"two-pointer", "dunk", "field-goal"
	"flagrant-foul", "violation", "foul"
	"block", "steal", "turnover"
	"free-throw", "and-one"
	"tip-off"
	"key-miss", others

## Baseball

	"home-run", "game-winning-rbi"
	"triple", "double", "single"
	"runs"
	"defensive-gem", "double-play", "strikeout-dp", "triple-play", "pickoff"
	"cs-error", "safe-on-error", "error-pickoff", "error-foul-fly", "advance-on-error"
	"stolen-base", "multiple-steal", "caught-stealing"
	"walk", "hit-by-pitch", "balk", "wild-pitch", "passed-ball", "uncaught-3rd-strike", "advance-on-throw", "advance-no-play", "advance-obstruction", "catcher-interference", "failed-fc"
	other (includes: "ground-out", "line-out", "pop-out", "fly-out", "sacrifice", "sacrifice-fly", "strikeout", "out-advancing", "out-obstruction", "fielders-choice", "sac-fly-fc", "strikeout-fc", "bat-out-of-order", "batter-obstruction", "ball-hit-runner", "batter-pass-runner")