

60 Premiere — Keyframes — what each control does

Seven keys need a one-time assignment in Premiere. Everything else works the moment you import the preset.

Control names are English throughout; the Russian Console labels are in brackets. Full name table:

[FORMAT.md](#) §8.

1. Dragging clips — nothing to set up

The four Prime Four buttons send a **held modifier**: a mask with no key, held down for as long as the button is pressed. Left thumb holds it, right hand drags the clip.

Button	Holds	Dragging a clip while held
Tall (Длинная)	Ctrl+Alt	Rearrange existing timeline clip — moves it and closes the hole behind
Side (Боковая)	Ctrl	Insert — neighbours ripple apart to make room
Top (Поперечная)	Alt	drags a copy, original stays
Short (Короткая)	Shift	constrain

Premiere already reacts to these during a drag — no assignment needed.

2. Playhead and transport — nothing to set up

The D-pad moves the playhead and never touches a keyframe. That separation is deliberate: a keyframe step can never turn into a timeline scrub by accident.

Control	Sends	Premiere does
D-pad ← / →	Left / Right	one frame back / forward
D-pad ↑ / ↓	Up / Down	previous / next edit point
Dial (Диск) press	Space	play / stop
Scroll (Колесо) press	Shift+5	focus the Effect Controls panel
C1	Ctrl+Z	undo
C2	Ctrl+Shift+Z	redo
Tour	Shift+Delete	ripple delete

3. Keyframes — assign these seven, once

All three rotations act on the keyframe: **find it, move it, change its value**.

Premiere ships every one of these commands with **no shortcut at all**. That is the whole reason keyframes feel unreachable. F13–F19 exist on no physical keyboard, so nothing in Windows or Premiere competes for them.

Control	Sends	Premiere command
Knob (Ручка) ←	F13	Go to Previous Keyframe
Knob →	F14	Go to Next Keyframe
Knob press	F15	Add or Remove Video Keyframe
Dial (Диск) ←	F16	nudge the selected keyframe one frame left
Dial →	F17	nudge the selected keyframe one frame right
Scroll (Колесо) ←	F18	nudge the selected keyframe value up
Scroll →	F19	nudge the selected keyframe value down

The first three names are exact. The four nudge commands were added in the June 2016 CC update and are worded slightly differently across versions — searching **keyframe** in the shortcut editor returns all of them together, and which is which is obvious from the name.

How to assign

1. **Edit** → **Keyboard Shortcuts** (**Ctrl+Alt+K**)
2. Type **keyframe** in the search box — all of these appear together
3. Double-click the shortcut field next to a command
4. **Turn the knob or press the button.** The TourBox types F13 for you — you do not need that key on your keyboard, which is exactly why it is free
5. Repeat, then OK

Where they work

Go to Previous/Next Keyframe act on the **Effect Controls** panel and need it focused — that is what the Scroll press is for. Press it once, then the Knob steps through keyframes.

The one thing to decide while you are in there

The nudge commands act on the **selected** keyframe. Stepping onto a keyframe is not the same as selecting it — the playhead moves, the keyframe stays unselected, and Dial and Scroll then do nothing. This is the weak point of the preset and it is worth two minutes to resolve properly.

While the **keyframe** search results are on screen, look at what your version offers:

- If there is a command whose name contains **Select** (previous / next keyframe), assign that to F13 and F14 instead of **Go to**. Then stepping and selecting are the same action and everything downstream works.
- If there is only **Go to**, assign it as listed, and find a separate command that selects the keyframe at the playhead. Give it a spare button — Tour is free if you do not need Ctrl+~.
- If neither exists, the Knob still navigates, but you will have to click the keyframe once before the Dial and Scroll can move it.

Which of the three applies depends on the Premiere version, so it cannot be settled from here.

4. The clip-edge problem

Stepping to the next keyframe moves the playhead. At the last keyframe of a clip it crosses into the next clip, Effect Controls follows, and your parameters disappear.

Keep the clip **selected**. Effect Controls follows the selection, not the playhead, so a selected clip keeps showing its own keyframes even after the playhead leaves it.

The preset also keeps the two jobs apart: the rotations work on keyframes, the D-pad moves the playhead. A keyframe step never turns into a timeline scrub by accident.

5. Still not solved

- **Ease In / Ease Out.** Premiere does not expose these as assignable commands — they live in the right-click menu on a keyframe. Nothing to bind. A Premiere limitation, not a device one.
- **Dragging a bezier handle on a curve.** That is a press-and-hold mouse drag, which is not decoded — see [FORMAT.md §9](#).

Scrubbing a value is solved, just not here: point at it and turn a rotary sending the mouse wheel. That is what [61 Premiere - Lumetri](#) does, and the same trick works on Motion values in Effect Controls.

Sources for the command names: [Adobe community — next/previous keyframe shortcut](#), [Larry Jordan — new keyboard shortcuts in the June 2016 CC update](#), [Adobe — default keyboard shortcuts](#)