



Cinematic Rampas for Adobe Premiere Pro

Cinematic speed ramps, automatic or manual, right inside Premiere Pro.

Before you start

Premiere Pro	Premiere Pro 2026 (version 26.2 or newer) . Older versions (2022, 2023, 2024, or an un-updated 2025) don't support this kind of plugin and won't be able to open the panel.
Mac	Mac with an Apple Silicon chip (M1 or later).
Windows	Windows 10 or 11.
Internet	Only needed for downloading and for the optional Turbo mode. Motion analysis and ramp rendering happen on your own computer.

1. Installation

Cinematic Rampas has two parts: a **panel inside Premiere** and a small **companion app** that runs in the background on your computer and does the motion analysis and rendering. The installer in this folder sets up both together — no account or login needed.

On Mac

- 1 Double-click `MAC/Cinematic_Rampas_Premiere_Mac.dmg` to open it.
- 2 Double-click **Instalar Cinematic Rampas**.
- 3 **First time: macOS warning**
macOS will say it "could not verify" the app. This is normal for apps distributed outside the App Store. Click **Done**, go to **System Settings → Privacy & Security**, scroll to the Security section and click **Open Anyway** next to the app name (confirm with your password or Touch ID). Then open the installer once more and confirm **Open** in the final dialog. You only need to do this once.

On Windows

- 1 Unzip `WINDOWS/Cinematic_Rampas_Premiere_Windows.zip` (right-click → **Extract All**).
- 2 Double-click **Instalar Cinematic Rampas.exe**. Windows will ask you to confirm the installation (a single prompt) and that's it. If a Windows protection warning appears, choose **More info → Run anyway**.

Important: if Premiere Pro was open during installation, close it completely and reopen it. The first time, the panel can take a few seconds to show up — you don't need to do anything, it loads by itself.

2. Opening the panel

1. Open Premiere Pro 2026.
2. In the top menu, go to **Window**.
3. Choose **UXP Plugins → Cinematic Rampas**.

Note: it is not under the *Extensions* menu — that's a different menu, for older plugins. Cinematic Rampas is always under *Window* → *UXP Plugins*.

The first time you'll see a legal notice about the companion app and AI features. Read it and click **Got it** ; it only shows once. If a bar appears saying *the companion app isn't running*, click **Open companion app** and wait a few seconds.

3. How to use it, step by step

The panel reads top to bottom, in the same numbered order you see on screen.

1 Select Clip

Place the playhead over the clip in your sequence that you want to work on and click **Use clip at playhead** . The chosen clip's info appears below.

2 Mode

Choose the type of footage: **Auto**, **Music**, **Sports**, **Drone** or **Architecture**. If in doubt, start with **Auto**.

3 Ramp timing

Defines where the ramp happens:

- **Automatic** — the app analyzes the clip's motion and picks the moment.
- **Manual** — you set **Start** and **End** with the two sliders (shown in seconds). *End* must be greater than *Start*.
- **Markers** — you decide exactly where, using markers on the clip in the sequence: **two blue markers** (start and end) for each slow-motion ramp, or **two red** for a fast-motion segment. This option enables the **curve for each ramp** selectors (in order): *Ease*, *Linear*, *Hold*, *Ease In*, *Ease Out*.

To add a marker in Premiere: **Markers** → **Add Marker** , and change its color from **Edit Marker** .

4 Slow speed · 5. Fast speed · 6. Smoothness

Three sliders (0 to 100). **Slow speed** sets how much the highlighted moment slows down; **Fast speed** sets how much it speeds up (this slider is only active when you tick one of the options in step 7); **Smoothness** sets how gradual the transition between speeds is.

7 Options

- **Contrast** — speeds up before and after the slow moment, so it stands out more.
- **Even fast motion only** — the whole clip at a uniform fast speed, with no slow motion at all.
- **Speed up static stretches** — detects low-motion stretches and speeds them up.

8 Name to save as (optional)

If left empty, the new sequence gets an automatic name.

9 Turbo (AI-assisted, optional)

With Turbo, AI picks the best moments for the ramp instead of the local analysis. It needs an **activation code** (purchased at cinematic.lola-production.com; codes come with credits). Paste the code into the panel: the **remaining credits** appear below it. To switch codes, paste a new one. Tick **Use Turbo** before applying. If Turbo isn't available at that moment, the panel falls back to local analysis and tells you.

4. Apply and result

1. Click **Apply** . The progress bar and status show how the analysis and rendering are going (from a few seconds to a couple of minutes, depending on the clip).

2. When it finishes, Premiere builds a **new sequence** with the ramp applied and ready to go. The final message shows the sequence name and the timing of each ramp. Ramps are flagged with markers: **blue** for slow motion and **red** for fast motion.

Privacy: your clips are processed on your own computer through the companion app; they are not uploaded anywhere unless you choose to use the optional Turbo/AI feature.

5. If something doesn't work

What you see	What to do
"The companion app isn't running"	Click Open companion app and wait a few seconds. If it persists, open "Cinematic Rampas Companion" from Applications (Mac) or the Start menu (Windows), then go back to the panel.
The panel doesn't show under Window → UXP Plugins	Close Premiere Pro completely and reopen it. Make sure it's Premiere Pro 2026 (26.2 or newer).
"No clip under the cursor"	Position the playhead over a clip in the sequence and try again.
"Premiere could not give the file path"	Common with offline media or proxies. Try again, or try a different clip.
"No markers found"	In Markers mode, place two blue markers (start and end) per slow ramp, or two red for a fast segment.
"'End' has to be greater than 'Start'"	Fix the Manual mode sliders.