## Adobe Premiere Image Sequence Import Settings:

Images sequences do not have any embedded framerate, so Adobe Premiere uses the Indeterminate Media Timebase setting to determine the framerate of imported image sequences, but the Indeterminate Media Timebase settings defaults to 29.97 fps Non-Drop-Frame, so you must CHANGE the Indeterminate Media Timebase to match your source framerate (probably 24 fps) BEFORE importing your image sequences into Premiere. If you forget to change the Indeterminate Media Timebase before importing your image sequences, your sequences will play 25% FASTER than they are supposed to.

The Indeterminate Media Timebase setting is found here:

Windows:

File > Preferences > Media...

## Mac:

Premiere Pro > Preferences > Media...

Preferences	
General Appearance Audio Audio Hardware Auto Save Capture Collaboration Control Surface Device Control Graphics	Indeterminate Media Timebase: 24.00 fps ~   Timecode: 23.976 fps 23.976 fps   Frame Count: 25.00 fps 25.00 fps   Default Media Scaling: 29.97 fps Drop-Frame 29.97 fps Non-Drop-Frame   Write XMP ID to files on impor 30.00 fps 48.00 fps   Include captions on import 59.94 fps Drop-Frame
Labels Media Media Cache Memory Playback Sync Settings Timeline Trim	Enable proxies 59.94 fps Non-Drop-Frame   Allow duplicate media during 60.00 fps   Create folder for imported projects   Automatically Hide Dependent Clips   Enable hardware accelerated decoding (requires restart)   Growing Files   Automatically refresh growing files   Refresh growing Files Every   60   seconds
	Help OK Cancel

Indeterminate Media Timebase is a user-specific Premiere setting, so it is not stored within the project file, and you will need to set it on every computer that you use. I recommend checking it each time before you import an image sequence. It is possible to Interpret Footage to fix the framerate if you imported it at an incorrect Timebase, but I usually recommend re-importing image sequences with the correct Indeterminate Media Timebase instead.