

Adobe® Certified Expert Program

Recertification Exam Bulletin

Adobe® Illustrator CS5 Exam # 9A0-145

ACE Certification Checklist

The checklist below will help guide you through the process of obtaining ACE certification.

- Review this bulletin to become familiar with the topic areas and objectives of the exam.
- Identify the topic areas and objectives you need to study.
- Determine which study materials you need to improve your skills.
- For a list of recommended study materials, visit:
<http://www.adobe.com/misc/training.html>
- Study for the exam.
- Sign up to take an exam from Testrac.com: *<http://www.testrac.com/adobe/>*
- When registering for the exam, refer to the exam number located at the top of this bulletin.
- Take the exam.
- Your score is electronically reported to Adobe. Please allow 2 weeks from the date you pass the exam to receive your certificate electronically via email.

Exam Structure

The following lists the topic areas and percentage of questions delivered in each topic area:

Topic Area	% of Exam	# of Questions
Working with multiple artboards	15%	7
Drawing in perspective	17%	8
Controlling strokes' appearance and attributes	8%	4
Working with brushes	8%	4
Building complex shapes	21%	10
Managing symbols	21%	10
Building documents for Web workflows	10%	5

Number of Questions and Passing Score

- 48 questions
- 73% minimum required to pass

Test Content: Topic Areas and Objectives

Following is a detailed outline of the information covered on the exam.

1. Working with multiple artboards

- Create a document with multiple artboards. (Includes defining its options with a New Document Profile)
- Given a scenario, manage the name and dimensions of artboards in a document.
- Control the numbering/ordering and position of artboards in a document.
- Manage a document with multiple artboards.
- Given a scenario, duplicate objects across artboards.
- Manage artboard rulers. (Includes displaying and ruler origin)
- Save one or more artboards. (Options include saving to the native Illustrator format, EPS, PDF, or to a legacy format)

2. Drawing in perspective

- Given a scenario, create or modify a perspective grid. (Options include setting and appearance)
- Given a scenario, draw object in perspective. (Options include new or existing objects)
- Control the perspective planes. (Options include appearance and location)
- Given a scenario, move an object in precise perpendicular movement.

3. Controlling strokes' appearance and attributes

- Given a scenario, modify the width of stroke (Includes saving and using width profile)
- Control the appearance of arrowheads and dashed lines.

4. Working with brushes

- Create and use a Bristle Brush. (Options include shape, brush options, and opacity)
- Given a scenario, define the scaling options of brushes.

5. Building complex shapes

- Use the Shape Builder tool to create a complex shape.
- Given a scenario, choose the appropriate drawing mode.
- Given a scenario, navigate through a stack of objects.
- Create a gradient mesh with transparency.
- Given a scenario, join two or more points.

6. Managing symbols

- Given a scenario, create a symbol with 9-slice scaling attributes.
- Manipulate symbols according to their registration point. (Options include position and transformation)
- Given a scenario, change the position of all instances of a symbol.
- Remove all transformations on one or all instances of a symbol.
- Given a scenario, create an independent layer structure for a symbol.

7. Building documents for Web workflows

- Given a scenario, set up your document for creating Web graphic. (Options include document profile, preview mode, and pixel grid)
- Given a scenario, enable align-to-pixel grid (Options include non-aligned objects and symbol options)
- Control the anti-aliasing of text. (Options include character attributes, export, and Save for Web & Device dialog box)
- Given a scenario, export selected slices.
- Given a scenario, create graphics in the proper file format for the Adobe Flash Platform.