

# Adobe Premiere Pro CS5

## ACE Exam Objectives

### 1.0 Setting up projects and sequences

- 1.1 Given an option in the General tab and the Scratch Disk tab in the New Project dialog box, describe that option.
- 1.2 Given an option in the Sequence Presets tab, the General tab, and the Tracks tab in the New Sequence dialog box, describe that option.
- 1.3 Given an option in the Project Manager dialog box, explain the purpose of that option.
- 1.4 Configure preference options for a project. (Options include: General, Device control, Capture, media)

### 2.0 Acquiring Media Assets

- 2.1 List and describe the features Premiere Pro provides for native HDV.
- 2.2 List and describe the features Premiere Pro provides for native tapeless assets such as DSLR Cameras, RED, P2, AVCHD, XDCAM.
- 2.3 List and describe the features associated with the media browser.
- 2.4 Given a video capture method, capture video by using that method. (Methods include: manual capture, setting in and out points, using Scene Detect)
- 2.5 Given a device transport control, explain the purpose of or how to use that control.
- 2.6 Describe the workflow and steps required to perform a batch capture.
- 2.7 Capture video by using device control. (Device control capture options include: DV/HDV,Serial)

### 3.0 Editing footage in Premiere

- 3.1 Edit footage from a multiple-camera shoot.
- 3.2 Given an editing tool, edit footage by using that tool. (Tools include: ripple edit tool, rolling edit tool, slip tool, slide tool, trim tool)
- 3.3 Discuss workflows related to 24p footage. (Workflow options include: interpreting, pulldown options)
- 3.4 Discuss workflow and implement nested sequences.
- 3.5 Discuss the functionality provided by time remapping. (Time remapping in the timeline)
- 3.6 Discuss functionality of the sync lock and lock track functions

## **4.0 Working with effects and transitions**

- 4.1 Given a motion effect, adjust settings and apply that effect to a clip. (Motion effects include Position, Scale, and Rotation)
- 4.2 Given a keyframe interpolation method, describe the effect that method has on the motion of a clip. (Interpolation methods include: Bezier, Continuous Bezier, Ease In, Ease Out)
- 4.3 Describe the options available, and correct the color of a clip by applying the Fast Color Corrector effect. (Options include: White balance, Hue Balance and Angle, Input and Output levels)
- 4.4 Modify how a transition is applied by using options in the Effect Controls tab. (Options include: Alignment, Start, End)
- 4.5 Describe the process of adding transitions to more than one edit point at a time.

## **5.0 Creating titles**

- 5.1 List and describe the options available for working with text in titles. (Options include: aligning and distributing, paragraph and point text, text on a path, properties options)
- 5.2 Describe the process required to create a static title.
- 5.3 Describe the process required to create rolling or crawling titles.
- 5.4 Create a title from a template.

## **6.0 Working with audio**

- 6.1 Given a scenario, use the audio mixer. (Scenarios include: creating submix tracks and automation options)
- 6.2 Describe the differences associated with editing in timecode display versus audio units.
- 6.3 Discuss an effective use of the transcribe to text feature.
- 6.4 Given a clip, map the source channels of that clip. (Scenarios include: source channel mapping, treat mono as stereo, breakout stereo to mono)
- 6.5 List and describe how to work with 5.1 audio.

## **7.0 Producing output from Premiere**

- 7.1 Given an option in the Export Settings dialog box, explain the purpose of or when you would use that option. (Settings include: Flash, H.264, Blu-ray)
- 7.2 Given an option available in the Adobe Media Encoder, explain the purpose of or when you would use that option.