Adobe Certified Professional in Digital Video Using Adobe Premiere Pro

Exam versions: 2022 (22.x) and 2023 (23.x)

Adobe Certified Professional certifications, delivered by Certiport, are the official, industry-recognized credentials that validate entry-level proficiency in Adobe Creative Cloud applications and foundational knowledge for digital media careers.

The *Digital Video Using Adobe Premiere Pro* exam is 50-minutes in length, comprised of two sections – selected-response items followed by live-in-the-app tasks inside Premiere Pro – and designed with the following Target Candidate in mind:

The Target Candidate (TC) has approximately 150 hours of instruction and hands-on experience with the product and is familiar with product features and capabilities, as well as relevant career concepts. The TC is generally self-sufficient and able to apply knowledge of video production and editing principles to perform basic or routine tasks involved in her or his job role with limited assistance from peers, product documentation, or support services. The TC generally works in collaboration with colleagues or with supervision. Furthermore, the TC will be able to answer most routine conceptual and applied questions about how to use Premiere Pro and usually does not have to refer basic questions to others. He or she can speak credibly to other users or clients about what can be done with Premiere Pro and how to use it effectively.

To learn more, visit certifiedprofessional.adobe.com/premiere-pro.

1. Working in the Video Industry

This objective covers critical concepts related to working with colleagues and clients as well as crucial legal, technical, and design-related knowledge.

1.1 Identify the purpose, audience, and audience needs for preparing video editing projects.

1.1.a Determine whether content is relevant to the purpose, audience, and audience needs.

i. *Key Terms: client goals, target audience, demographics, accessibility, captioning, etc.*

1.1.b Identify requirements based on how the video will be delivered, distributed, and/or consumed.

i. *Key Terms: Email file size limits, compression, codec and architecture, input and output file formats, aspect ratio*

ii. *Key Concepts: Select the correct Codec and architecture based on capture and delivery requirements.*

1.2 Communicate with colleagues and clients about project plans.

1.2.a Demonstrate knowledge of techniques for communicating ideas about project plans with peers and clients.

i. *Key Terms: Pre-production: shot list, scriptwriting, storyboarding, and location scouting*

1.2.b Demonstrate knowledge of basic project management concepts.

i. *Key Terms: Production: setup, filming, and handoff; Post-production: importing, editing, color correction, audio mixing, distributing*

1.3 Determine the type of intellectual property rights, permissions, and licensing required to use specific content.

1.3.a Identify legal and ethical considerations for using third-party content.

i. *Key Terms: Creative Commons, public domain, copyright, intellectual property, derivative work, commercial use, attribution, work for hire, fair use, fair dealing*

1.3.b Identify when and how to obtain permission to use images, audio, or video.

i. *Key Terms: model release, location permitting, property release, rights, permissions, licensing*

ii. *Key Concepts: permission to use an image is separate from permission to use a person's face or a restricted location, etc.*

1.4 Demonstrate an understanding of key terminology related to digital audio and video.

1.4.a Demonstrate knowledge of digital video and audio terminology.

i. *Key video terms: frame rate, aspect ratio, safe zone, file formats, video codecs, pixels, rendering, aperture, shutter speed, ISO*

ii. *Key audio terms: clipping, levels, natural/ambient sound, room tone, Foley sound, audio sampling rates, file types*

1.4.b Demonstrate knowledge of how color is represented in digital video.

i. *Key Terms: white balance, bit depth, and working color space (RGB, CMYK, YUV, HLS)*

ii. *Key Concepts: Choosing the right color space.*

1.5 Demonstrate knowledge of basic editorial principles and best practices employed in the video industry.

1.5.a Communicate visually using standard film/video timing techniques.

i. *Key Concepts: following the action; leading in and out of shots to give editors time to cut; matching shots; zooms and pans; wide vs. tight shots; establishing shots vs. closing shots; shooting B-roll footage*

1.5.b Identify general editorial principles and guidelines for video.

i. *Key Concepts: sequencing shots, cuts (L and J cuts, cross cutting, match cuts, cutting on the action, cutaway, montage, jump cut), transitions, compositing, audio levels, mixing, background music, narration, sound effects, stills (file formats and image specifications), titles*

1.5.c Define common photographic and cinematic composition terms and principles.

i. *Key Terms: aspect ratio, rule of thirds, foreground, background, color, tone, contrast, cropping, depth of field, field of view, types of shots including close-up (CU), extreme close-up (ECU), medium close-up (MCU), medium shot (MS), wide shot (WS), long shot (LS), extreme long shot (ELS), background (BG or bg), foreground (FG or fg), over-the-shoulder (OTS), point of view (POV), cutaway, etc.*

1.5.d Identify appropriate workflows.

i. *Key concepts: Ensure continuity and quality as the project moves from preproduction through postproduction; Maintain technical quality for deliverables; Communication, documentation, and tech sheets*

2. Project Setup and Interface

This objective covers the interface setup and program settings that assist in an efficient and effective workflow, as well as knowledge about importing digital assets for a project.

2.1 Create projects and sequences.

2.1.a Choose appropriate project settings for video.

i. *Key Concepts: project location on drive, sequence settings, scratch disks, playback engine, display format, audio samples, ingest settings*

2.1.b Create a sequence that matches the delivery requirements.

i. *Key Concepts: editing mode, timebase, pixel aspect ratio, fields, timecode, working color space, frame size, sample rate, video previews, tracks, sequence presets*

2.2 Navigate, organize, and customize the application workspace.

2.2.a Identify, navigate, and manipulate elements of the Premiere Pro interface.

i. *Key Concepts: menus, panels, toolbars, search within panels, timeline, Project panel, Program and Source Monitors, Button Editor, zoom level*

2.2.b Organize and customize the workspace.

i. *Key Concepts: using/switching workspaces; showing, hiding, and docking panels; Workspaces panel, shortcuts, and menus; customizing, saving, and resetting workspaces*

2.2.c Configure application preferences.

i. *Key Settings: Auto-save, General (bin behavior), Media (Default Media Scaling), Audio Hardware, Media Cache, Timeline (Transition Default Duration), Memory, Playback*

2.3 Use non-visible design tools in the interface to aid in video workflow.

2.3.a Controlling and working with the timeline and media.

i. *Key Concepts: playhead, zooming, playing, pausing, keyboard shortcuts (JKL navigation,, spacebar, backslash, etc.)*

2.3.b Use markers.

i. *Key Concepts: setting timeline and clip markers, marking in and out points*

2.3.c Use guides.

i. *Key Concepts: safe margins, rulers and guides*

2.4 Import assets into a project.

2.4.a Import media from various sources.

i. *Key Concepts: importing files, importing layers from .psd, Adobe Dynamic Link, understand how files are linked, dragging and dropping, creating a proxy on import, interpret footage, Media Browser, adding assets from Essential Graphics and Essential Sound panels*

2.4.b Manage assets in a Premiere Pro project.

i. *Key Concepts: relinking files, organizing assets in bins, thumbnails vs list view, metadata, renaming assets, removing unused assets, collect or consolidate files with the Project Manager*

3. Organizing Video Projects

This objective covers video project structure including layers, tracks, and assets for efficient workflow.

3.1 Manage tracks and sequences.

3.1.a Use the Timeline panel to manage tracks.

i. Key Concepts: clips vs tracks, adding/deleting tracks, locking/unlocking tracks, renaming tracks, targeting a track, expanding a track in the timeline, patching, etc.

3.1.b Manage sequences in a complex project.

i. Key Concepts: nesting sequences, linking/unlinking audio and video clips, syncing audio with video clips, renaming sequences, sync lock, creating a Multi-Camera Source Sequence

3.2 Enable and disable track output.

3.2.a Hide, show, mute, and solo tracks.

4. Creating and Modifying Visual Elements

This objective covers core tools and functionality of the application, as well as tools that affect the sequences within the project.

4.1 Use core tools and features to edit audio and video.

4.1.a Assemble a video sequence using a variety of methods and panels.

i. Key Panels: Timeline, Source Monitor, Program Monitor

ii. Key Concepts: setting In and Out points to determine an edit; splitting, inserting, overwriting, lifting, and extracting clips

4.2 Add and animate titles and modify title properties.

4.2.a Add superimposed text and shapes in a sequence.

i. Key Concepts: Type tools: point text, paragraph text; Create shapes with the Pen, Rectangle, and Ellipse tools; Use the Essentials Graphics panel to browse and select relevant templates

4.2.b Use appropriate controls to modify text and graphic appearance.

i. Key Text Controls: font, size, alignment, kerning, tracking, leading, horizontal and vertical scale, etc.

ii. Key Appearance Controls: fill, shadow, stroke, background

4.3 Transform footage for use in sequences.

4.3.a Resize clips using a variety of methods.

i. Key Terms: adjusting scale, aspect ratio, or frame size; letterboxing; adjusting for mixed aspect ratios; using vertically shot video from phones; etc.

4.3.b Trim and refine clips using various tools.

i. Key Tools: Rolling Edit tool, Ripple Edit tool, Rate Stretch tool

4.4 Transform digital media within a project.

4.4.a Modify clip settings.

i. Key Concepts: labeling, renaming, setting poster frame, changing clip speed, creating a freeze frame

4.4.b Adjust the audio of a video clip.

i. Key Concepts: audio gain and channel remapping

4.5 Use effects to modify video in a sequence.

4.5.a Use basic auto-correction methods and tools.

i. Key Concepts: Know how to use the Basic Correction, Creative and Vignette controls of the Lumetri color panel

4.5.b Apply effects presets.

i. Key Tools: effects, transitions, presets

4.5.c Apply effect presets on multiple clips.

i. Key Concepts: creating and adjusting the length of the adjustment layer, nesting

4.5.d Composite video clips using tracks.

i. Key Concepts: keying (luma/chroma), opacity, masking, mattes, alpha channel, picture-in-picture

4.6 Use keyframes to control video properties over time.

4.6.a Modify effect attributes in the Effect Controls Panel.

i. Key Concepts: adjusting attributes, adding and adjusting keyframes

4.6.b Apply and adjust video motion effects in the Timeline.

i. Key Concepts: adjusting clip attributes over time by using keyframes

ii. Key Effects: motion, opacity, other visual effects

4.7 Manage audio in a sequence.

4.7.a Apply effects presets.

i. Key Tools: effects, transitions

4.7.b Add audio to a sequence.

i. Key Concepts: synchronizing, linking, replacing, merging clips, mono and stereo tracks

4.7.c Adjust audio on the timeline or using the Effect Controls panel.

i. Key Concepts: adding audio transitions and effects; adding, removing, and adjusting keyframes

5. Publishing Digital Media

This objective covers publishing and exporting video and audio sequences in multiple formats for various publishing platforms.

5.1 Prepare video and audio sequences for publishing to web, screen, and other digital devices.

5.1.a Check a project for errors and project specifications.

i. Key Concepts: gaps in timeline, frame size, safe margins, etc.

5.2 Export and archive video and audio sequences.

5.2.a Export a single frame, a clip, range of sequence, or an entire sequence.

i. Key Concepts: file formats, video codecs, alpha channels, file names, export locations, exporting only audio or video, exporting captions, controlling the source range, etc.

5.2.b Export using Adobe Media Encoder.

i. Key Concepts: batch processing, adding to queue, more than one target screen size or playback device, multiple formats, etc.

5.2.c Archive a project.

i. Key Tool: Project Manager

ii. Key Concepts: collect files, consolidate and transcode, disk space

NOTE: All key items (Key Terms, Key Tools, Key Concepts, and Key Settings) are examples and not a comprehensive list. Changes in the industry or application may necessitate coverage of items not listed that apply to the Target Candidate description for the Adobe Certified Professional program.

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