Adobe Certified Professional in Digital Video Using Adobe Premiere Pro

Exam versions: 2025 (v 25.x)

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

The 50-minute *Digital Video Using Adobe Premiere Pro* exam is comprised of two sections—selected-response items followed by Live-in-the-App tasks in Premiere Pro—and designed at the level appropriate for the following Target Candidate:

> *The Target Candidate has approximately 150 hours of instruction and hands-on experience with Premiere Pro. They are familiar with product features and capabilities as well as relevant career concepts. They are generally self-sufficient and able to apply knowledge of principles of film form to perform standard or routine tasks involved in their job role with limited assistance from peers, product documentation, or support services. They generally work independently or in collaboration with colleagues, with minimal supervision. Furthermore, they are able to answer most routine conceptual and applied questions about how to use Premiere Pro and usually do not have to refer basic questions to others. They can speak credibly to other users or clients about what can be done with Premiere Pro and how to use it effectively.*

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 terminology and interpret communication relating to purpose, audience, and project goals for preparing video projects.

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

i. i Key Terms: client goals, target audience, demographics

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

i. Key Terms: File sharing, compression, codec, input and output file formats, aspect ratio

ii. Key Concepts: Selecting the correct codec based on delivery requirements.

1.1.c Demonstrate techniques for communicating ideas about project plans with peers and clients.

i. Key Terms: shot list, scriptwriting, storyboarding, edit list, transcripts

1.1.d Demonstrate basic project management and workflow concepts.

i. Key Terms: Scope and sequence; setup; filming; sharing dailies; meeting deadlines and budgets; ensuring continuity and quality as the project moves from pre-production through post-production; maintaining technical quality for deliverables; communication, documentation, and tech sheets

1.2 Demonstrate knowledge of accessibility standards and best practices for digital video content.

1.2.a Identify and implement captioning, subtitles, audio descriptions, and other assistive elements to meet regulatory requirements and improve user experience.

1.2.b Apply techniques for clear and legible text overlays, proper color contrast, and audio clarity to enhance accessibility across different viewing platforms and devices.

1.3 Assess intellectual property rights, permissions, and licensing requirements.

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

i. *Key Terms: Usage rights, copyright, intellectual property, derivative work, commercial use policies, attribution, work for hire, fair use, fair dealing, remixing, AI-generated content*

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

i. *Key Terms: talent release, rights, permissions, licensing, attribution, public spaces, releases*

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 video and audio terminology and knowledge of editorial practices and principles of film form.

1.4.a Define video and audio terminology.

i. *Key video terms: frame rate, frame size, aspect ratio, safe areas, file formats, video codecs, pixels, rendering, aperture, shutter speed, ISO, color space, white balance*

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

1.4.b Use visual storytelling techniques and editorial principles and guidelines.

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, 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), text.*

1.4.c Define common film form 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.*

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.

i. *Key Concepts: project and asset file location, sequence settings, scratch disks, playback engine, display format, audio samples, using templates*

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

i. *Key Concepts: start time, pixel aspect ratio, fields, timecode, frame size, sample rate, video previews, tracks, sequence presets, naming/renaming sequences, sequence from clip, drag and drop to timeline*

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, searching features (AI), timeline, Project panel, Program and Source Monitors, zoom level, Properties panel*

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 and Still Default Duration), Memory, Playback, Transcription*

2.2.d Use the Button Editor.

2.3 Use non-visible design tools in the interface to aid in the video editing 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, plus and minus keys, Hand tool (H), etc.)*

2.3.b Use markers.

i. *Key Concepts: managing timeline and clip markers; Preview and Program panels; keyboard shortcuts (M); marker settings, durations, and colors*

2.3.c Use guides, rulers, and safe margins.

2.4 Import assets into a project.

2.4.a Import media from various sources.

i. *Key Concepts: importing files, projects, and sequences; importing layers from .psd and .ai files; file linking and Media offline; dragging and dropping; creating a proxy on import; Media Browser; adding assets from graphics templates and Essential Sound panels; Import tab*

3. Organizing Video Projects

This objective covers video project structure for efficient workflow.

3.1 Manage assets in a Premiere Pro project.

3.1.a Organize assets in the Project panel.

i. Key Concepts: relinking files; organizing assets in bins, thumbnails; list, and freeform view; metadata; renaming assets; removing unused assets; collecting or consolidating files with the Project Manager; labeling clips; interpreting footage

3.2 Manage clips, tracks, and sequences.

3.2.a Configure sequences and clips in a 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, Merge Clips, renaming clips, managing clips, labeling clips, creating proxies.

3.2.b Configure tracks for playback and display

i. Key Concepts: adding/deleting tracks, locking/unlocking tracks, renaming tracks, targeting a track, expanding a track in the timeline, hide, show, mute, solo.

4. Creating and Modifying Elements

This objective covers core tools and functionality of the application.

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

4.1.a Create a rough cut.

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

ii. Key Concepts: marking In and Out points to determine an edit; using keyboard shortcuts (I and O), adding edit, inserting, overwriting, lifting and extracting.

4.2 Perform text-based editing.

4.2.a Create a transcript from a clip.

i. Key Panels and Features: Text, captions, transcripts, graphics, follow active monitor option, transcript view options, auto transcribing

4.2.b Modify videos using Text-Based Editing.

i. Key Concepts: Filtering, filler words, pauses, low confidence words, searching, identify speakers, lift and extract, insert and overwrite, edit text, Cut (Extract), Delete (Ripple)

4.2.c Export transcripts.

i. Key Concepts: Export transcript, Export to text file, Export to CSV file

4.3 Add text and graphics and modify their properties.

4.3.a Add text and shapes to a sequence.

i. Key Concepts: Type tools, point text, and paragraph text; create shapes with the Pen, Rectangle, and Ellipse tools; using the Properties panel to edit; using the Graphics Templates panel for MOGRTs

4.3.b Use controls to modify text and graphic appearance.

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

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

4.3.c Add and modify captions.

i. Key Concepts: Add or Edit Captions, using the Properties panel, Styles, Presets, Lines

4.4 Transform footage within a project.

4.4.a Resize clips.

i. Key Terms: adjusting Transform properties: scale, rotation, aspect ratio, and frame size; letterboxing; adjusting for mixed aspect ratios; using vertically shot video; Generative Expand

4.4.b Trim and refine clips.

i. Key Tools: Rolling Edit tool, Ripple Edit tool, Rate Stretch tool, Scene Edit Detection, Generative Extend

4.4.c Modify video clip settings.

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

4.5 Use effects to modify clips in a sequence.

4.5.a Use color correction methods and tools.

i. Key Concepts: Lumetri color panel: Basic Correction, Creative, LUTs

4.5.b Apply effect presets.

i. Key Panels: Effects, Effect Controls, transitions, presets

4.5.c Apply effect presets on multiple clips.

i. Key Concepts: creating and adjusting the length of the adjustment layer, nesting, applying to multiple selected clips, copy and paste attributes

4.5.d Composite video clips.

i. Key Concepts: keying (Luma, Chroma, Ultra), opacity, masking, mattes, alpha channel, picture-in-picture

4.6 Use keyframes to control video properties over time.

4.6.a Modify attributes in the Effect Controls Panel and Properties Panel.

i. Key Concepts: adjusting attributes; adding and adjusting keyframes; temporal and spatial interpolation; hiding, showing, and resetting effects; changing the stacking order

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

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

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, FX badges

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 and Essential Sound panel.

i. Key Concepts: adding audio transitions and effects; adding, removing, and adjusting keyframes; visual fade handles; tagging; Enhance Speech; Loudness: Auto-Match; Auto Ducking, Repair, and Remix

4.7.d Adjust audio.

i. Key Concepts: audio gain, conforming, fade handles

4.7.e Record audio to the timeline.

i. Key Concepts: Voice-over record, scratch track

5. Publishing Digital Media

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

5.1 Prepare a sequence for export.

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

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

5.2 Prepare sequences for distribution to multiple platforms.

5.2.a Create a new version of an existing sequence using Auto Reframe.

i. Key Concepts: Sequence Name, Target Aspect Ratio, Motion Tracking, Clip Nesting

5.3 Export and archive video and audio sequences.

5.3.a Export a single frame, a clip, a range of a 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, custom range, Export tab, Quick Export

5.3.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

5.3.c Archive a project.

i. Key Tool: Project Manager

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

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NOTE: *All key items (Key Terms, Key Tools, Key Concepts, and Key Settings) are examples and not a comprehensivelist. 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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