

# Adobe Certified Professional in Digital Video Using Adobe Premiere Pro 2025 (v 25.x)

## EXAM OBJECTIVES

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 Target Candidate.

### 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.
  - Key Terms: client goals, target audience, demographics
- 1.1.b Identify requirements based on how the project will be delivered, distributed, and/or consumed.
  - Key Terms: File sharing, compression, codec, input and output file formats, aspect ratio
  - 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.
  - Key Terms: shot list, scriptwriting, storyboarding, edit list, transcripts
- 1.1.d Demonstrate basic project management and workflow concepts.
  - 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.
  - 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.
  - Key Terms: talent release, rights, permissions, licensing, attribution, public spaces, releases
  - 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.
  - 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
  - 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.
  - 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.
  - 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.
  - 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.
  - 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.
  - 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.
  - 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.

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- 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.
  - 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.
  - 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.
  - 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.
  - 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.

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

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- 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.
  - Key Text Controls: font, Adobe Fonts, size, alignment, kerning, tracking, leading, horizontal and vertical scale
  - Key Appearance Controls: fill, shadow, stroke, background, styles
- 4.3.c Add and modify captions.
  - 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.
  - 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.
  - Key Tools: Rolling Edit tool, Ripple Edit tool, Rate Stretch tool, Scene Edit Detection, Generative Extend
- 4.4.c Modify video clip settings.
  - 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.
  - Key Concepts: Lumetri color panel: Basic Correction, Creative, LUTs
- 4.5.b Apply effect presets.
  - Key Panels: Effects, Effect Controls, transitions, presets
- 4.5.c Apply effect presets on multiple clips.
  - Key Concepts: creating and adjusting the length of the adjustment layer, nesting, applying to multiple selected clips, copy and paste attributes

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- 4.5.d Composite video clips.
  - 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.
  - 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.
  - Key Concepts: adjusting clip attributes over time by using keyframes, time remapping
  - Key Effects: motion, opacity, other visual effects

#### 4.7 Manage audio in a sequence.

- 4.7.a Apply effects presets.
  - Key Tools: effects, transitions, FX badges
- 4.7.b Add audio to a sequence.
  - 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.
  - 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.
  - Key Concepts: audio gain, conforming, fade handles
- 4.7.e Record audio to the timeline.
  - Key Concepts: Voice-over record, scratch track

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## 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.
  - 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.
  - 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.
  - 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.
  - Key Concepts: batch processing, adding to queue, more than one target screen size or playback device, multiple formats
- 5.3.c Archive a project.
  - Key Tool: Project Manager
  - Key Concepts: collect files, consolidate and transcode, disk space

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