

Adobe® Dreamweaver® Exam Objectives



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1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for a website.
- 1.2 Identify webpage content that is relevant to the website purpose and appropriate for the target audience.
- 1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.4 Demonstrate knowledge of website accessibility standards that address the needs of people with visual and motor impairments.
- 1.5 Make website development decisions based on your analysis and interpretation of design specifications.
- 1.6 Understand project management tasks and responsibilities.

2.0 Planning site design and page layout

- 2.1 Demonstrate general and Dreamweaver-specific knowledge of best practices for designing a website, such as maintaining consistency, separating content from design, using standard fonts, and utilizing visual hierarchy.
- 2.2 Produce website designs that work equally well on various operating systems and browser versions/configurations.
- 2.3 Demonstrate knowledge of page layout design, concepts and principles.
- 2.4 Identify basic principles of website usability, readability, and accessibility.
- 2.5 Demonstrate knowledge of flowcharts, storyboards, and wireframes to create web pages and a site map (site index) that maintain the planned website hierarchy.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

3.0 Understanding the Adobe Dreamweaver CS6 Interface

- 3.1 Identify elements of the Adobe Dreamweaver interface.
- 3.2 Use the Insert bar.
- 3.3 Use the Property inspector.
- 3.4 Use the Assets panel.
- 3.5 Use the Files panel.
- 3.6 Customize the workspace.

4.0 Adding Content by Using Adobe Dreamweaver CS6

- 4.1 Demonstrate knowledge of Hypertext Markup Language.
- 4.2 Define a Dreamweaver site.
- 4.3 Create, title, name, and save a web page.
- 4.4 Add text to a web page.
- 4.5 Insert images and apply alternative text on a web page.
- 4.6 Link web content, using hyperlinks, e-mail links, and named anchors.
- 4.7 Insert rich media, such as video, sound, and animation in Flash format.
- 4.8 Add animation and interactivity to content.
- 4.9 Insert navigation bars, rollover images, and buttons created in Fireworks on a web page.
- 4.10 Build image maps.
- 4.11 Import tabular data to a web page.
- 4.12 Import and display a Microsoft Word or Microsoft Excel document to a web page.
- 4.13 Create forms.

5.0 Organizing Content by Using Adobe Dreamweaver CS6

- 5.1 Set and modify document properties.
- 5.2 Organize web page layout with relative and absolutely positioned div tags and CSS styles.
- 5.3 Modify text and text properties.
- 5.4 Modify images and image properties.
- 5.5 Create web page templates.
- 5.6 Use basic HTML tags to set up an HTML document, format text, add links, create tables, and build ordered and unordered lists.
- 5.7 Add head content to make a web page visible to search engines.
- 5.8 Use Adobe Creative Suite to implement a reusable design.

6.0 Evaluating and Maintaining a Site by Using Adobe Dreamweaver CS6

- 6.1 Conduct technical tests.
- 6.2 Identify techniques for basic usability tests.
- 6.3 Identify methods for collecting site feedback.
- 6.4 Manage assets, links, and files for a site.
- 6.5 Publish and update site files to a remote server.

Adobe[®] Flash[®] Exam Objectives



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1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for rich media content.
- 1.2 Identify rich media content that is relevant to the purpose of the media in which it will be used (websites, mobile devices, and so on).
- 1.3 Understand options for producing accessible rich media content.
- 1.4 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.5 Understand project management tasks and responsibilities.
- 1.6 Communicate with others (such as peers and clients) about design and content plans

2.0 Identifying Rich Media Design Elements

- 2.1 Identify general and Flash-specific best practices for designing rich media content for the web, mobile apps, and AIR applications.
- 2.2 Demonstrate knowledge of design elements and principles.
- 2.3 Identify general and Flash-specific techniques to create rich media elements that are accessible and readable.
- 2.4 Use a storyboard to produce rich media elements.
- 2.5 Organize a Flash document

3.0 Understanding Adobe Flash CS6 Interface

- 3.1 Identify elements of the Adobe Flash interface.
- 3.2 Use the Timeline.
- 3.3 Adjust document properties.
- 3.4 Use Adobe Flash guides and rulers.
- 3.5 Use the Motion Editor.
- 3.6 Understand Flash file types.

- 3.7 Identify best practices for managing the file size of a published
- 3.8 Adobe Flash document.

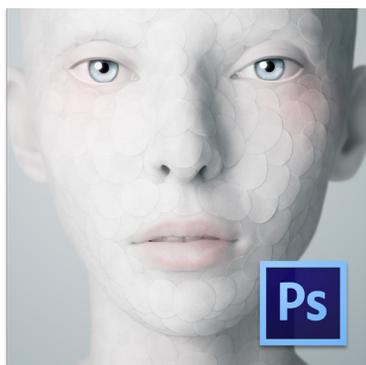
4.0 Building Rich Media Elements by Using Flash CS6

- 4.1 Make rich media content development decisions based on your analysis and interpretation of design specifications.
- 4.2 Use tools on the Tools panel to select, create, and manipulate graphics and text.
- 4.3 Import and modify graphics.
- 4.4 Create text.
- 4.5 Adjust text properties.
- 4.6 Create objects and convert them to symbols, including graphics, movie clips, and buttons.
- 4.7 Understand symbols and the library.
- 4.8 Edit symbols and instances
- 4.9 Create masks.
- 4.10 Create animations (changes in shape, position, size, color, and transparency).
- 4.11 Add simple controls through ActionScript 3.0.
- 4.12 Import and use sound.
- 4.13 Add and export video.
- 4.14 Publish and export Adobe Flash documents.
- 4.15 Make a document accessible

5.0 Evaluating Rich Media Elements by Using Adobe Flash CS6

- 5.1 Conduct basic technical tests.
- 5.2 Identify techniques for basic usability tests.

Adobe® Photoshop® Exam Objectives



1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for preparing image(s).
- 1.2 Demonstrate knowledge of standard copyright rules for images and image use.
- 1.3 Demonstrate knowledge of project management tasks and responsibilities.
- 1.4 Communicate with others (such as peers and clients) about design plans.

2.0 Identifying design elements when preparing images

- 2.1 Demonstrate knowledge of image resolution, image size, and image file format for web, video, and print.
- 2.2 Demonstrate knowledge of design principles, elements, and image composition.
- 2.3 Demonstrate knowledge of typography.
- 2.4 Demonstrate knowledge of color correction using Photoshop CS6.
- 2.5 Demonstrate knowledge of image-generating devices, their resulting image types, and how to access resulting images in photoshop.
- 2.6 Understand key terminology of digital images.

3.0 Understanding Adobe Photoshop CS6

- 3.1 Identify elements of the Photoshop CS6 user interface and demonstrate knowledge of their functions.
- 3.2 Demonstrate knowledge of layers and masks.
- 3.3 Demonstrate knowledge of importing, exporting, organizing, and saving.
- 3.4 Demonstrate knowledge of producing and reusing images.
- 3.5 Demonstrate an understanding of and select the appropriate features and options required to implement a color management workflow.

4.0 Manipulating images using Adobe Photoshop CS6

- 4.1 Demonstrate knowledge of working with selections.
- 4.2 Use Photoshop guides and rulers.
- 4.3 Transform images.
- 4.4 Adjust or correct the tonal range, color, or distortions of an image.
- 4.5 Demonstrate knowledge of retouching and blending images.
- 4.6 Demonstrate knowledge of drawing and painting.
- 4.7 Demonstrate knowledge of type.
- 4.8 Demonstrate knowledge of filters.

5.0 Publishing digital images using Adobe Photoshop CS6

- 5.1 Demonstrate knowledge of preparing images for web, print, and video.

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Adobe[®] PremierePro[®] Exam Objectives



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1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for preparing video.
- 1.2 Identify video content that is relevant to the project purpose and appropriate for the target audience.
- 1.3 Demonstrate knowledge of standard copyright rules (related terms, obtaining permission, and citing copyrighted material).
- 1.4 Demonstrate knowledge of the production planning and management process.

2.0 Identifying design elements when preparing video

- 2.1 Demonstrate knowledge of how to organize and plan a video sequence.
- 2.2 Identify general principles for video shooting.
- 2.3 Demonstrate knowledge of visual techniques for enhancing video content.
- 2.4 Demonstrate knowledge of using audio to enhance video content.
- 2.5 Demonstrate knowledge of using still images to enhance video content.
- 2.6 Communicate with others (such as peers and clients) about design and content plans.

3.0 Understanding the Adobe Premiere Pro CS6 interface

- 3.1 Identify elements of the Adobe Premiere Pro interface.
- 3.2 Identify the functions of Adobe Premiere Pro interface elements.
- 3.3 Customize the adobe premiere pro workspace.

4.0 Editing a video sequence with adobe Premiere Pro CS6

- 4.1 Import media assets (video, image, and audio files).
- 4.2 Organize and manage video clips in a sequence.
- 4.3 Manage sound in a video sequence.
- 4.4 Manage superimposed text and shapes in a video sequence.
- 4.5 Manage effects in a video sequence.

5.0 Exporting video with Premiere Pro CS6

- 5.1 Demonstrate knowledge of export options for video.
- 5.2 Demonstrate knowledge of how to export video from adobe premiere pro.

Adobe® Illustrator® Exam Objectives



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1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for preparing graphics.
- 1.2 Demonstrate knowledge of standard copyright rules for artwork, graphics and graphic use.
- 1.3 Demonstrate knowledge of project management tasks and responsibilities.
- 1.4 Communicate with others (such as peers and clients) about design plans.

2.0 Identifying design elements used when preparing graphics

- 2.1 Demonstrate knowledge of design principles, elements, and graphic composition.
- 2.2 Demonstrate knowledge of graphic resolution, graphic size, and graphic file format for web, video, and print.
- 2.3 Demonstrate knowledge of typography.
- 2.4 Demonstrate knowledge of the use of symbols and representative graphics.
- 2.5 Understand key terminology of graphics.

3.0 Understanding Adobe Illustrator

- 3.1 Identify elements of the Illustrator user interface and demonstrate knowledge of their functions.
- 3.2 Use non-printing design tools in the interface.
- 3.3 Demonstrate an understanding of and select the appropriate features and options required to manage color, pattern, and gradient swatches.
- 3.4 Demonstrate an understanding of vector drawing concepts.
- 3.5 Demonstrate knowledge of how to work with brushes, symbols, graphic styles, and patterns.
- 3.6 Demonstrate knowledge of layers and masks.
- 3.7 Import, export, and save files.

4.0 Create graphics using Adobe Illustrator

- 4.1 Demonstrate knowledge of how to create documents.
- 4.2 Demonstrate knowledge of how to use drawing and shape tools.
- 4.3 Demonstrate knowledge of how to use type tools.
- 4.4 Demonstrate knowledge of how to use scanned or photographic images.
- 4.5 Demonstrate the ability to create realistic graphics.
- 4.6 Demonstrate knowledge of how to modify and transform objects.

5.0 Archive, export, and publish graphics using Adobe Illustrator

- 5.1 Demonstrate knowledge of preparing graphics for web, print and video.

Adobe[®] InDesign[®] Exam Objectives



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1.0 Setting project requirements

- 1.1 Identify the purpose, audience, and audience needs for preparing page layouts.
- 1.2 Demonstrate knowledge of standard copyright rules for content use in page layouts.
- 1.3 Demonstrate knowledge of project management tasks and responsibilities.
- 1.4 Communicate with others (such as peers and clients) about design plans.

2.0 Identifying design elements when preparing page layouts

- 2.1 Demonstrate knowledge of the appropriate properties of page layouts for print, web and digital publishing.
- 2.2 Demonstrate knowledge of design principles, elements and page layout composition.
- 2.3 Demonstrate knowledge of typography.
- 2.4 Demonstrate knowledge of the use of symbols and representative graphics.
- 2.5 Understand key terminology of page layouts.

3.0 Understanding Adobe InDesign

- 3.1 Identify elements of the InDesign interface and demonstrate knowledge of their functions.
- 3.2 Use non-printing design tools in the interface.
- 3.3 Demonstrate an understanding of and select the appropriate features and options required to manage colors.
- 3.4 Demonstrate knowledge of layers.
- 3.5 Demonstrate knowledge of exporting, packaging, saving, and organizing files.

4.0 Creating page layouts by using Adobe InDesign

- 4.1 Demonstrate knowledge of how to create multiple-page documents.
- 4.2 Demonstrate knowledge of how to use styles.
- 4.3 Demonstrate knowledge of how to use frames in a page layout.
- 4.4 Add text to a page layout.
- 4.5 Add graphic, image, and video content to a page layout.
- 4.6 Demonstrate knowledge of how to create special page elements using InDesign tools.
- 4.7 Demonstrate knowledge of how to add interactive elements using InDesign tools.

5.0 Publish, export and archive page layouts by using Adobe InDesign

- 5.1 Demonstrate knowledge of how to prepare page layouts for publishing to print.
- 5.2 Demonstrate knowledge of how to prepare page layouts for export to multiscreen devices.