Appendix A

ACE exam objectives map

This appendix covers these additional topics:

A ACE exam objectives for Photoshop CS6, with references to corresponding coverage in ILT Series courseware.

Topic A: Comprehensive exam objectives

Explanation   The following table lists the Adobe Certified Expert (ACE) exam objectives for Photoshop CS6 and indicates where each objective is covered in conceptual explanations, hands-on activities, or both.

1.0 Managing assets using Adobe Bridge

#	Objective	Course level	Conceptual information	Supporting activities
1.1	**Navigating between Adobe Bridge and your computer**			
1.1.1	Navigating the computer structure using the path bar	Basic	Unit 7, Topic A	A-2
1.1.2	Copying and pasting media in Bridge	Basic	Unit 7, Topic A	A-2
1.1.3	Browsing subfolder structures	Basic	Unit 7, Topic A	A-2
1.1.4	Working with filters	Basic	Unit 7, Topic B	B-2
1.1.5	Using Review Mode	Basic	Unit 7, Topic A	A-3
1.1.6	Importing images from a camera	Basic	Unit 7, Topic A	A-1
1.2	**Working with metadata**			
1.2.1	Viewing, modifying, and replacing metadata in images	Basic	Unit 7, Topic B	B-1
1.2.2	Viewing, modifying, and replacing metadata in graphics	Basic	Unit 7, Topic B	B-1
1.2.3	Viewing, modifying, and replacing metadata in video	Basic	Unit 7, Topic B	B-1
1.3	**Organizing collections**			
1.3.1	Creating collections	Basic	Unit 7, Topic C	C-1
1.3.2	Creating Smart collections	Basic	Unit 7, Topic C	C-1
1.3.3	Creating Favorites for groups of images and media	Basic	Unit 7, Topic C	
1.4	**Outputting projects to PDF and for the Web**			
1.4.1	Creating PDF documents and PDF slide shows	Basic	Unit 7, Topic D	D-1
1.4.2	Creating HTML and Flash-based Websites	Basic	Unit 7, Topic D	D-2
1.4.3	Uploading a Website to a hosting provider by using FTP	Basic	Unit 7, Topic D	D-2

#	Objective	Course level	Conceptual information	Supporting activities
1.5	**Automating multiple images in Bridge**			
1.5.1	Using Batch Rename			
1.5.2	Using the Photoshop Image Processor			
1.5.3	Calling batch actions from within Photoshop			
1.5.4	Using Merge to HDR Pro			
1.5.5	Differentiating between using Camera Raw in Bridge versus using Camera Raw and Photoshop			

2.0 Using Camera Raw

#	Objective	Course level	Conceptual information	Supporting activities
2.1	**Basic single image adjustment**			
2.1.1	Determining the correct white balance for an image			
2.1.2	Adjusting exposure and contrast			
2.1.3	Understanding the differences between clarity, vibrance, and saturation			
2.1.4	Determining the benefits of Raw format and limitations of saving images as JPG			
2.2	**Selective image corrections**			
2.2.1	Successfully applying a local correction to an image and modifying the selection using Camera Raw tools			
2.2.2	Using Targeted Adjustment tools			
2.2.3	Using the Graduated Filter tool			
2.3	**Batch processing and editing**			
2.3.1	Syncing develop settings in Camera Raw			
2.3.2	Processing JPG images in Camera Raw and Photoshop			
2.3.3	Defining edit presets			

#	Objective	Course level	Conceptual information	Supporting activities
2.4	**Understanding Process Version and workflow options**			
2.4.1	Understanding the differences between Process Version 2010 and 2012			
2.4.2	Explaining the purpose of Process Version and how it applies to the development of images in Camera Raw			
2.5	**Automating multiple images**			
2.5.1	Development of presets and snapshots			
2.5.2	Applying presets to single and multiple images			
2.5.3	Exporting image settings to use in another computer			

3.0 Understanding Photoshop fundamentals

#	Objective	Course level	Conceptual information	Supporting activities
3.1	**Navigating the Photoshop workspace**			
3.1.1	Zooming and moving around an image in Photoshop	Basic	Unit 1, Topic B	B-3
3.1.2	Setting up guides, rulers, and grid units	Basic	Unit 1, Topic B	B-4
3.1.3	Using keyboard shortcuts to temporarily select tools	Basic	Unit 1, Topic B	B-3
3.1.4	Selecting, modifying, and replacing Photoshop workspace and keyboard shortcuts	Basic	Unit 1, Topic B	B-2
3.1.5	Understanding the Application frame	Basic	Unit 1, Topic B	B-1
3.2	**Importing and exporting presets**			
3.2.1	Knowing the location of preset files on both a PC and Mac platform	Basic	Unit 1, Topic C	
3.2.2	Understanding the process of exporting and importing presets	Basic	Unit 1, Topic C	C-2

#	Objective	Course level	Conceptual information	Supporting activities
3.3	**Resetting sliders and options**			
3.3.1	Working with sliders and buttons	Basic	Unit 1, Topic C	C-1
3.3.2	Using Alt key combinations	Basic	Unit 1, Topic C	
3.3.3	Resetting parameters	Basic	Unit 1, Topic C	C-2
3.3.4	Using Shift modifiers	Basic	Unit 1, Topic C	C-1
3.4	**Using tool groups and options**			
3.4.1	Selecting tools from a tool group	Basic	Unit 2, Topic A	A-1
3.4.2	Modifying individual tool options	Basic	Unit 1, Topic C	C-1
3.4.3	Creating tool presets	Basic	Unit 1, Topic C	C-1

4.0 Understanding selections

#	Objective	Course level	Conceptual information	Supporting activities
4.1	**Creating selections using appropriate tools**			
4.1.1	Creating selections with various tools and determining which selection tools work best for a given situation	Basic	Unit 2, Topic A	A-1, A-2
4.1.2	Working with the Quick Selection tool and options	Basic	Unit 2, Topic A	A-3
4.2	**Adding and subtracting from selections**			
4.2.1	Adding and subtracting selections	Basic	Unit 2, Topic B	B-1
4.2.2	Adding and subtracting of selections using different selection tools	Basic	Unit 2, Topic B	B-1
4.2.3	Modifying selections	Basic	Unit 2, Topic B	B-2
4.3	**Quick Mask usage**			
4.3.1	Creating a Quick Mask from a selection			
4.3.2	Creating a blank Quick Mask			
4.3.3	Changing overlay			
4.3.4	Using brushes for addition to Quick Mask			
4.3.5	Saving selections			

#	Objective	Course level	Conceptual information	Supporting activities
4.4	**Using Refine Edge**			
4.4.1	Adjusting feather and smart radius			
4.4.2	Masking to new layers or new channels			
4.4.3	Determining which images will best be served by Refine Edge			
4.4.4	Creating selections that will best benefit from Refine Edge			

5.0 Understanding layers

#	Objective	Course level	Conceptual information	Supporting activities
5.1	**Creating and organizing layers**			
5.1.1	Creating different types of layers and dragging under/over for visibility	Basic	Unit 3, Topic A	A-1, A-2, A-3
5.1.2	Hiding and showing layers	Basic	Unit 3, Topic A	A-1
5.1.3	Using keyboard shortcuts for moving and creating layers	Basic	Unit 3, Topic A	A-1, A-3
5.1.4	Dragging and dropping images between documents	Basic	Unit 3, Topic A	A-2
5.2	**Understanding the differences between raster and shape layers**			
5.2.1	Understanding vector layers in Photoshop			
5.2.2	Understanding the benefits of vector layers			
5.2.3	Comparing and contrasting raster vs. vector			
5.3	**Understanding layer masks**			
5.3.1	Creating layer masks using Panels and shortcuts			
5.3.2	Modifying layer masks using brush-based tools			
5.3.3	Copying and moving layer masks			
5.3.4	Understanding the relationship between layer masks and Quick Mask			
5.3.5	Using layer masks with vector images and type			

#	Objective	Course level	Conceptual information	Supporting activities
5.4	**Searching for layers**			
5.4.1	Organizing documents that have many layers			
5.4.2	Using the layer search feature			
5.5	**Understanding layer groups**			
5.5.1	Grouping Layers			
5.5.2	Clipping Layers			
5.5.3	Blend mode and masks using layer groups			
5.5.4	Considerations for designs when using layer groups			
5.5.5	Keyboard shortcuts for grouping layers			
5.6	**Understanding layer blend modes**			
5.6.1	Toggling blend modes using keyboard shortcuts			
5.6.2	Explanation of blend mode functions and usage			
5.6.3	Blend modes as they apply to video and design			

6.0 Understanding adjustments

#	Objective	Course level	Conceptual information	Supporting activities
6.1	**Differentiating between adjustment types**			
6.1.1	Identifying the strengths and weaknesses of specific adjustments	Basic	Unit 4, Topic A	A-1, A-2, A-3
6.1.2	Applying adjustment layers for dramatic effect or color correction	Basic	Unit 4, Topic A Unit 4, Topic B	A-1 B-1
6.1.3	Blending adjustment types			

#	Objective	Course level	Conceptual information	Supporting activities
6.2	**Using TAT, clipping, and visibility**			
6.2.1	Working with the TAT	Basic	Unit 4, Topic B	B-2
6.3	**Refining masks on adjustments**			
6.3.1	Refining masks using the Density, Mask Edge, and Refine Mask options found in the Mask Properties panel			

7.0 Editing images

#	Objective	Course level	Conceptual information	Supporting activities
7.1	**Working with the retouching tools**			
7.1.1	Using Dodge, Burn, Smudge, Blur	Basic	Unit 5, Topic B	B-1, B-2
7.1.2	Edge smoothing techniques	Basic	Unit 5, Topic B	B-2
7.1.3	Using the Clone Stamp, History Brush, and Sponge	Basic	Unit 5, Topic B	B-4, B-5
7.2	**Working with Liquify**			
7.2.1	Using the Liquify tool for correcting a photographic image or for special effect			
7.2.2	Understanding the Liquify tool with regards to brush size and GPU acceleration			
7.2.3	Understanding Freeze/Thaw			
7.3	**Using the transform controls**			
7.3.1	Using the transform controls to scale, rotate, and copy images	Basic	Unit 3, Topic B	B-1, B-2
7.3.2	Using keyboard modifier combinations for effective usage	Basic	Unit 3, Topic B	B-1
7.4	**Using Puppet Warp**			
7.4.1	Using the Puppet Warp tool to correct image problems in people and landscape-based images			
7.4.2	Understanding how to add/removal points			
7.4.3	Understanding the increase/decrease of mesh for maximum effective use			

#	Objective	Course level	Conceptual information	Supporting activities
7.5	**Using the Clone Source panel**			
7.5.1	Understanding how to the use the clone source tool	Basic	Unit 5, Topic B	B-4
7.5.2	Understanding horizontal vertical offsets	Basic	Unit 5, Topic B	
7.5.3	Understanding rotation	Basic	Unit 5, Topic B	
7.5.4	Cloning images from separate documents	Basic	Unit 5, Topic B	
7.6	**Creating panoramas**			
7.6.1	Creating panoramas effectively by understanding Perspective, Cylindrical, Reposition, and other layers			
7.6.2	Understanding geometric distortion correction and layer blending			
7.6.3	Understanding the Adaptive Wide angle tool and its use in extreme panoramic and wide angle lens scenarios			
7.7	**Using HDR Pro**			
7.7.1	Best practices for HDR generation			
7.7.2	32-bit HDR creation			
7.7.3	Tone control usage			
7.7.4	Developing presets			
7.7.5	Using ghosting source image alignment and post processing of the image			
7.8	**Creating specialty images (black and white and duotone)**			
7.8.1	Best practices for creating black and white and duotone specialty images in Photoshop using Adjustment Layers and the Image > Mode command settings			
7.8.2	Using a Black & White Adjustment layer			
7.8.3	Using the Targeted Adjustment Tool			
7.8.4	Using layer blending			
7.8.5	Using the Channel Mixer			

#	Objective	Course level	Conceptual information	Supporting activities
7.9	**Selecting color**			
7.9.1	Best practices for selecting color in an image and working with the appropriate color adjustment tools to isolate color casts for removal	Basic	Unit 4, Topic B	B-1, B-2, B-3
7.9.2	Creating single color images and spot color designs	Basic	Unit 4, Topic B	B-4, B-5
7.9.3	Adjusting colors that are out of gamut	Basic	Unit 4, Topic D	D-1

8.0 Working with design and print production

#	Objective	Course level	Conceptual information	Supporting activities
8.1	**Using character and paragraph styles**			
8.1.1	Creating and modifying character and paragraph styles	Basic	Unit 3, Topic C	C-3
8.1.2	Best practices for creating reusable styles	Basic	Unit 3, Topic C	
8.1.3	Clearing style formats from a documents	Basic	Unit 3, Topic C	
8.1.4	Font usage considerations	Basic	Unit 3, Topic C	
8.1.5	OpenType considerations	Basic	Unit 3, Topic C	
8.2	**Using vector shapes**			
8.2.1	Creating and modifying vector shapes			
8.2.2	Modifying stroke and fill			
8.2.3	Creating pen-based shapes			
8.2.4	Stroking a path			
8.2.5	Appending and inserting custom shapes			
8.3	**Working with layer comps**			
8.3.1	Creating layer comps			
8.3.2	Specifying what changes in a layer comp			
8.3.3	Updating changes in layer comps			

#	Objective	Course level	Conceptual information	Supporting activities
8.4	**Creating frame based animations**			
8.4.1	Specifying looping			
8.4.2	Adding transitions and easing graphics			
8.4.3	Exporting frame based animations			
8.5	**Working with layer styles**			
8.5.1	Accessing layer styles from multiple areas in Photoshop	Basic	Unit 3, Topic D	D-2
8.5.2	Adding several styles threaded together to create a specific style	Basic	Unit 3, Topic D	D-2

9.0 Working with video

#	Objective	Course level	Conceptual information	Supporting activities
9.1	**Ingesting video into Photoshop**			
9.1.1	Specifying supported video types			
9.1.2	Updating Photoshop for newer video support			
9.1.3	Tagging and metadata inspection of media images			
9.1.4	Creating video layers			
9.2	**Cutting and trimming video**			
9.2.1	Using the Trim and Scrub feature			
9.2.2	Specifying optimal sizes for playback, audio usage and fade/mute of audio			
9.3	**Creating transitions within clips**			
9.3.1	Creating transitions between movie clips and other assets in a Photoshop video file			
9.3.2	Explain cross transition to design elements, blending, layer stack usage, trimming, and effect transitions			

#	Objective	Course level	Conceptual information	Supporting activities
9.4	**Adding design elements into video**			
9.4.1	Adding graphics			
9.4.2	Adding text layers for titling			
9.4.3	Working with 3D elements and textures for use in video			
9.4.4	Understanding the differences between video timelines and regular layers			
9.4.5	Considerations when using ripple delete			
9.4.6	Keyframing events			
9.5	**Exporting and publishing video**			
9.5.1	Using Adobe Media Encoder			
9.5.2	Specifying a preset			
9.5.3	Using a built in preset for upload to commercial site			
9.5.4	Using Photoshop Image Sequence			
9.5.5	Using the DPX Format			
9.6	**Using LUT adjustments for style**			
9.6.1	Defining Color Look Up Tables (LUT)			
9.6.2	Explain how the LUT applies to images and video in Photoshop			
9.6.3	Explain how to import LUT files for use in Photoshop			

10.0 Outputting for Web, print, and mobile

#	Objective	Course level	Conceptual information	Supporting activities
10.1	**Differentiating between file types**			
10.1.1	Understanding the differences between TIF, JPG, PNG, GIF, PSD, PSB, and other file types	Basic	Unit 1, Topic A	A-1. A-2
10.1.2	Understanding which file type to choose for a given scenario	Basic	Unit 1, Topic A	A-1, A-2
10.2	**Using Save For Web**			
10.2.1	Using Save For Web for clearing metadata			
10.2.2	Applying color profiles			
10.2.3	Specifying file sizes			
10.2.4	2 up 4 up comparisons			
10.2.5	Embedding thumbnail images			
10.2.6	Considerations regarding speed and download for images on the Web			
10.3	**Using the Print dialog**			
10.3.1	Setting up appropriate color spaces for proofing			
10.3.2	Using ICC profiles			
10.3.3	Creating custom paper types			
10.3.4	Selecting the appropriate rendering intent			
10.3.5	Checking for out of gamut colors			
10.3.6	Simulating black ink			
10.3.7	Correctly setting up layouts for future printing			