Software Evaluation Guide for Adobe* After Effects* CS3

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About this Document

This document is a guide measuring performance of the Intel® Processors on application software. The primary audience for this document includes individuals, publications, OEMs and technical analysts whose goal is to test or evaluate the performance benefits and features of the Pentium Processor. If there are questions that are not answered here on software application performance evaluation of the Pentium Processor, please contact your Intel representative.

Each software application test measures different aspects of processor and/or system performance. While no single numerical measurement can completely describe the performance of a complex device like a microprocessor or a personal computer, application tests can be useful tools for comparing different components and systems. The following results and procedures give a glimpse of the performance of certain software applications, however your own usage of each application may vary from what is shown here. The only totally accurate way to measure the performance of your system, is to test the actual software applications you use, in the way you use them, on your computer system. Test results published by Intel are measured on specific systems or components using specific hardware and software configurations, and any differences between those configurations (including software) and your configuration may make those results inapplicable to your component or system.

Software application tests are, at most, only one kind of information that you may use during the purchasing process. To get a true picture of the performance of a component or system you are considering purchasing, you must consult other sources of information (such as performance information on the exact system you are considering purchasing). If you have any questions about the performance of any Intel microprocessor, please view the detailed performance briefs and reports published by Intel or call Intel at (US) 1-800-628-8686 or 916-356-3104.

Chapter 1

Processor Performance on After Effects* CS3

1.0 Software Description

After Effects* is the industry leading application used to create blockbuster visual effects and compelling motion graphics. After Effects* provides users with sophisticated tools and tight integration with other Adobe design products to enable delivery to different types of media from a streamlined interface.

1.1 Test Workload Description

The workload applies different filters and effects to a variety of input file types including Photoshop* PSD, Illustrator AI and EPS, and TIF files. Some of the filters and effects include: blur, bulge, color key, frame blending, glow, motion blurring, fading, 2D and 3D manipulation, shadows, echo, median, radial blur, and invert. After each filter is applied, the composition is rendered to an uncompressed AVI movie file of the same resolution as the input file(s).

Chapter 2
Procedure for Evaluating Performance

The following is a procedure for evaluating performance while running After Effects* CS3.

Setup Instructions

1. Install Adobe* After Effects* CS3 on your system using all default installation settings.
2. Download and install Apple* Quicktime* 7.2 on your system using all default installation settings. (Quicktime* can be downloaded at http://www.apple.com/quicktime)
3. Copy your After Effects* workload folder (entitled AECS3) to c:\SEGs\
4. Launch After Effects*. If prompted to register and activate your software, complete the registration/activation process.
5. When After Effects* starts, Tools Tips will be displayed. Disable future Tool Tips and close the Tool Tip dialog.
6. Press Ctrl-Alt-0 to bring up Render Queue window in the After Effects* interface.
7. Close Adobe After Effects.
8. Reboot your system.

Run Instructions

1. Locate the file c:\SEGs\AECS3\Workloads\test_all_AECS3seg.aep. Double click on it to launch After Effects* and open the workload file.
2. When the After Effects* has been loaded and the workload file has opened, in the Render Queue subwindow, click on Render.
3. You will be presented with a series of 10 dialogs stating that there are certain missing files. For each dialog, click on OK.
4. After the 10 dialogs have been cleared, the series of renderings will execute. A progress bar will appear to show the progress of each render in sequence.
5. When all the renderings have been completed, the progress bar will disappear. Close Adobe* After Effects* **without saving any changes**.
6. Locate the log file under c:\SEGs\AECS3\Workloads\test_all_AECS3seg.aep Logs\. The log file should have a date and time stamp in the file name.
7. At the end of the log file, you will see a line that says "Total Time Elapsed:". The time indicated after that is your **overall task time** to complete this scenario.
8. You also have the option of running this workload with an automated script.

8.1. Before running the script, set up the application and workload similar to how it is set up for a manual run. Then close all of the application windows.

8.2. The workload input folder named AECS3 should be placed in **C:\SEGs** as described above.

(Please follow the same directory as above for the script to work properly, otherwise the script will fail)

8.3. It's also recommended to run the script once manually as a cross check on your script times. The script timing measures the same function as measured in hand-timing and is expected to be very close or the same as a manual run.

8.4. Minimize or close other open windows before running the script.

8.5. Double-click on the AfterFXCS3.exe to start execution.

8.6. The test may take a few minutes after the application is launched to begin because it is waiting to detect whether several Trial version windows appear before starting the test.

8.7. When the script is finished running, refer to the Log file (same as described in manual run) to find the result.