

Software Evaluation Guide for Adobe* Premiere Pro* CS3 patch 3.1.1



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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 Processor. If there are questions that are not answered here on software application performance evaluation of the 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.

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Chapter 1

Processor Performance for Adobe* Premiere Pro* CS3 patch 3.1.0 Beta

1.0 Software Description

Adobe Premiere® Pro CS3 software, available for both Windows® and Mac OS X, makes every step of video production more efficient and now includes Adobe OnLocation™ CS3* (requires Windows and Bootcamp for Mac) and Adobe Encore® CS3 software. Premiere Pro CS3 allows you to save time from on-set capture using Adobe OnLocation through to output; expand your creative options via tight integration with After Effects® CS3 Professional and Photoshop® CS3 software; and reach the widest audience by delivering your content to DVD, Blu-ray Disc, the web, and mobile devices. Source: Adobe.com

1.1 Test Workload Description

The project “F1 Demo 3wayCC.prproj” contains two 30-second segments HDV 1080p25 footage with a cross-dissolve transition applied across the entire 60s. The first 30s also has the effect “Three-Way Color Corrector” applied, independently adjusting the scene’s shadows, highlights, and midtones. Additionally the 25fps input clip is converted to 29.7fps. The performance test measures the time to render a non-realtime preview of the first 7s (210 frames). This involves reading the two HDV source streams, applying the cross-dissolve, the Three-Way Color Corrector, and then encoding the result to a HDV file that is stored by Premiere Pro for later use when a preview of the rendered region is requested.

Chapter 2

Procedure for Evaluating Performance

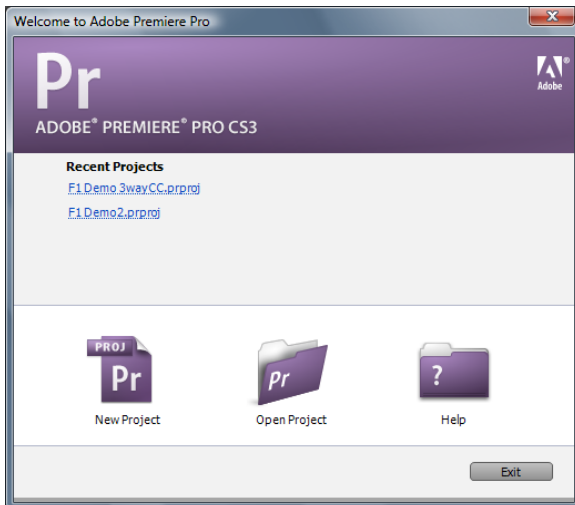
The following is a procedure for evaluating performance while running Adobe* Premiere Pro* CS3 patch 3.1.0 Beta.

Setup Instructions:

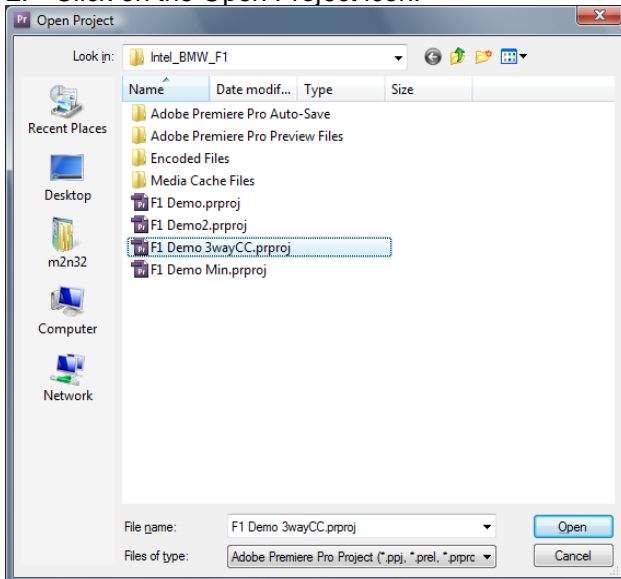
1. Unzip PremiereProCS3_Release_Inst.zip to c:\
2. Copy the folder PremiereCS3_WL\PremiereProCS3_WL to c:\ (giving c:\PremiereProCS3_WL)
3. Run Premiere Pro
4. Open "c:\PremiereProCS3_WL\Intel_BMW_F1\F1 Demo 3wayCC.prproj".
 - a. If it asks for a file location, find the named file in "PremiereProCS3_WL\video\hdv1080p25" and click select.
 - b. Wait for the indexing and then the conforming to complete.
 - c. Press space (or play button), it may render some files, then begin playing.
 - d. Press space again to stop
 - e. Press the Home key to go to the beginning of the timeline
 - f. Press "Ctrl+S" to save the project.
 - g. Exit Premiere Pro
5. Edit "%homedrive%%homepath%\Application Data\Adobe\Premiere Pro\3.0\Trace Database.txt". Change the "5" to "10" in the line beginning with "PlayerStandard.DesktopWillDisplayNewFrame".
6. Save the Trace Database.
7. Install files in the folder "ToInstall". The ToInstall folder is located in the c:\PremiereProCS3_Release_Inst folder
 - a. ActivePerl (use default options to update path)
 - b. Autolt
 - c. Copy to HomePath: pprotrace3.pl
 - d. Copy to Desktop
 - i. DebugView
 - e. Install Quicktime.
8. Double-click the DbgView application to install it.
 - a. Disable Capture-Capture Kernel in the Capture menu so there is no check next to it.
 - b. Disable Options->Auto Scroll from the Options menu so there is no check next to it.
9. Create a shortcut on the desktop to the PremiereProCS3_GetRT_FPS_NRT.exe script. It is located inside the PremiereProCS3_Release_Inst.zip\ToInstall folder.
10. Install Premiere CS3 3.0 from the DVD.
11. Install the 3.1.0 patch for Premiere Pro from the Adobe website.
12. In the Adobe->Adobe Premiere Pro CS3->Plug-ins->en_US folder, replace the file AEFilterColorThreeWay-org.aex and replace the file ImageRenderer.dll in Adobe-Adobe Premiere Pro CS3 with the updated file versions.

Run Instructions:

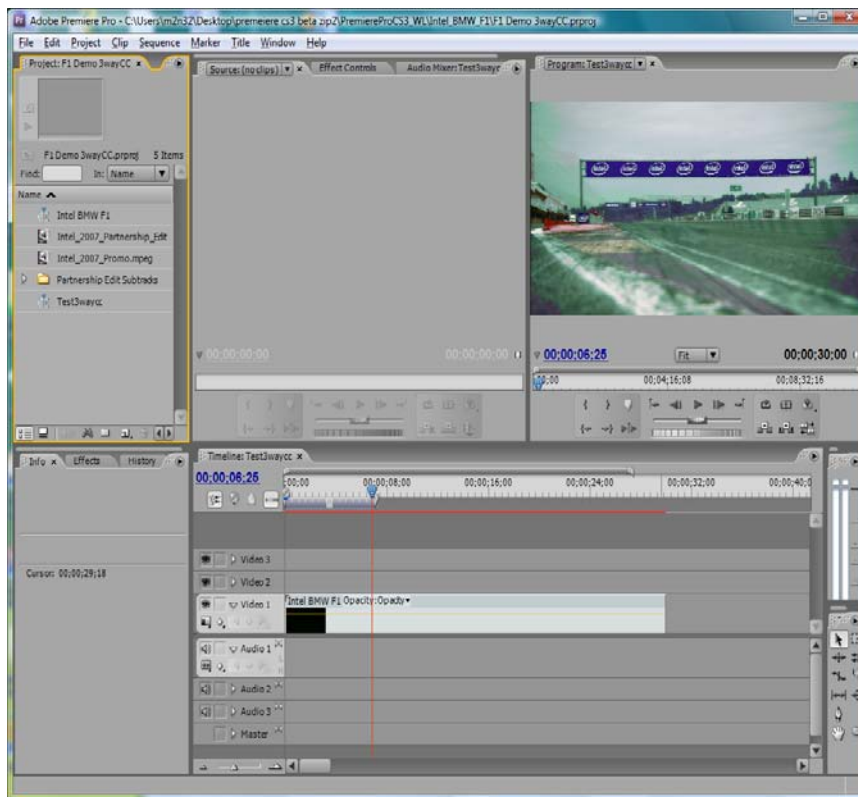
1. Launch Premiere Pro.



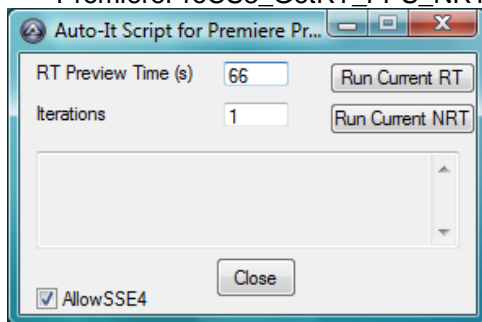
2. Click on the Open Project icon.



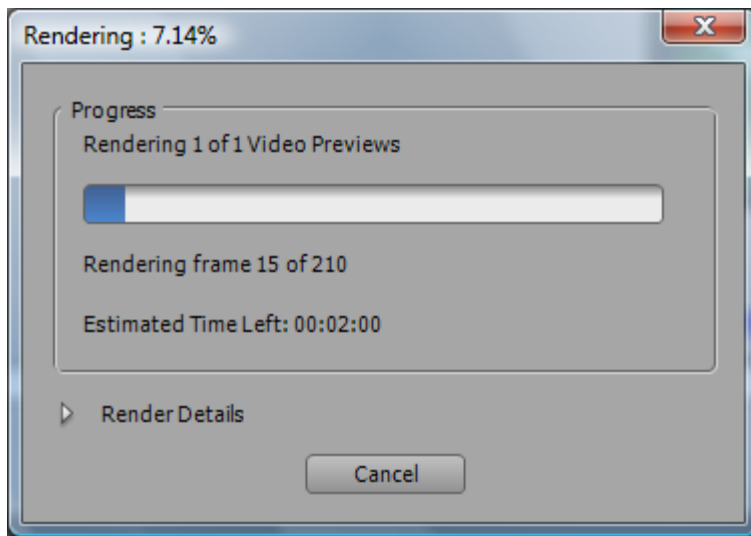
3. Navigate to the F1 Demo 3wayCC.prproj project file. Click the Open button to open the project. The window below will appear.



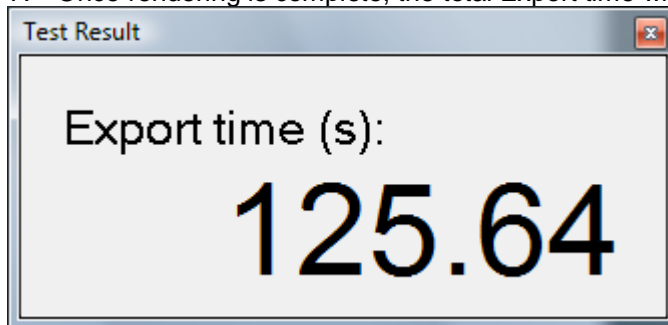
4. Minimize the Premiere Pro application.
5. Double-click the Auto IT script shortcut on the desktop. The script name is PremiereProCS3_GetRT_FPS_NRT.exe The dialog below will appear.



6. Click on the Run Current NRT button. The Allow SSE4 checkbox should be selected. The Rendering progress dialog below will appear.

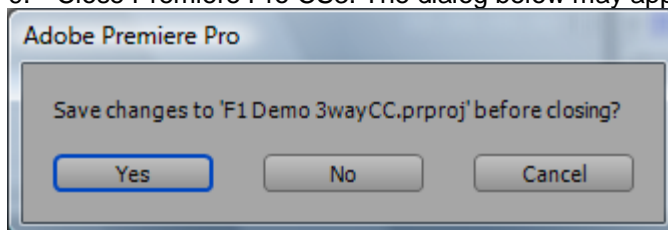


7. Once rendering is complete, the total Export time will appear as shown below.



8. This is the time needed for the system to complete the rendering.

9. Close Premiere Pro CS3. The dialog below may appear.



10. Click the No button. Do not save changes to the project.

11. Repeat steps 1-8 four more times. Take the median of the five measured runtimes.