


<b>Client:</b>	<b>Adobe</b>
<b>Project:</b>	<b>Adobe CS4 Productivity Benchmarks</b>
<b>Complete Benchmark Report</b>	
 <b>Pfeiffer</b> Consulting 01001011	

	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

## Table of Contents

<b>About the Benchmarks.....</b>	<b>3</b>
<b>About the Benchmark Project.....</b>	<b>4</b>
Aim of the benchmark project .....	4
<b>Technical Details.....</b>	<b>4</b>
Computer Models Used for Benchmarking .....	4
Application Software .....	4
<b>Benchmark Methodology .....</b>	<b>5</b>
The Pfeiffer Consulting Methodology for Productivity Benchmarks .....	5
Benchmark Definition and Execution.....	5
<b>Complete List of Benchmarks.....</b>	<b>6</b>
Introduction .....	6
Benchmarks .....	6
<b>Complete Results: Tables .....</b>	<b>12</b>
<b>Complete Results: Charts.....</b>	<b>15</b>

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<b>Contents</b>	
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<b>Pfeiffer</b> Consulting 01001011	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

## About the Benchmarks

	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

## About the Benchmark Project

### Aim of the benchmark project

This benchmark project was defined to measure the productivity and efficiency increases linked to features and user interface improvements introduced by the Adobe Creative Suite 4, released in late 2008, as compared with the Adobe Creative Suite 3.

A wide variety of products and features included in the Adobe Creative Suite 4 were tested. Specific benchmarks and workflow efficiency measures were conducted for four distinct application areas: design, web and interactive, video production, and digital imaging.

## Technical Details

### Computer Models Used for Benchmarking

- **2.8GHz Mac Pro (8-core)**

*Note: In the initial phase of this ongoing benchmark project documented here, benchmarks were conducted on Mac Pro computers. Benchmarks of the same functionalities and features of the Adobe Creative Suite 4 using Windows Vista will be conducted during the next benchmarking phase, and will be featured in the next release of this benchmark report.*

- **System software and configuration**

- The benchmark systems were completely re-initialized prior to the benchmarks, using **a standard installation of Mac OS X Leopard 10.5.6.**
- No external hard drives or other peripherals were connected during benchmarking.
- System functions accessing the network were disabled unless required.

- **Configuration**

- All benchmarks were conducted on **standard configuration** workstations completely re-initialized for the benchmarks.

- **Memory**

- All computers were equipped with **4GB of RAM.**

### Application Software

The benchmarks were conducted using **a default installation of the Adobe Creative Suite 4** as well as **a default installation of the Adobe Creative Suite 4.**

**Default settings** were used for memory allocation and other settings.

<b>About the Benchmarks</b>	
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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

## Benchmark Methodology

### The Pfeiffer Consulting Methodology for Productivity Benchmarks

The *Pfeiffer Consulting Methodology for Productivity Benchmarks* is based on **real world tasks and assignments executed by operators**, rather than relying on computer scripting. These highly perfected measures provide a reliable way to document the impact of technology on productivity in a way no simple performance benchmark can. More importantly, these productivity measures document the impact of user interface efficiency as well as hardware performance.

The basic aim of the methodology is simple: to emulate **the real-world productivity achieved by an experienced operator**. Benchmarks are defined and executed in such a way that only the actual time necessary to achieve a given result is measured.

The *Pfeiffer Consulting Methodology for Productivity Benchmarks* is extremely flexible, and has been used over the last decade to measure aspects as diverse as workflow productivity of creative software; the impact of screen-size on operator efficiency; real-world productivity increases linked to different computing platforms; or hard to quantify aspects such as menu latency and user interface friction. Please visit [www.pfeifferreport.com](http://www.pfeifferreport.com) for more information and a wide variety of benchmark reports.

### Benchmark Definition and Execution

All benchmarks conducted **were specifically defined for this project by experienced professionals** with a deep understanding of the workflows in question.

In order to assess productivity gains that a new release or a different product may (or may not) bring, **we start by analyzing the minimum number of steps necessary to achieve a given result in each of the applications** that have to be compared.

Once this list of actions has been clearly established, we start to execute the operation or workflow in each program, with the help of seasoned professionals who have long-standing experience in the field and with the programs that are tested.

In order to be certain that no lag or operator-induced delays are included in the productivity measures, **each benchmarked example is cut down into small segments of three or four steps each**.

After an initial training phase, **each segment is executed 3 times, and the average time is used as a result**. The cumulative times for all segments that form a complete workflow example are then used as benchmark results.

**No scripting** was used for the execution of the benchmarks.

The use of **common keyboard shortcuts and contextual menus** was authorized.

<b>About the Benchmarks</b>	
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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

## Complete List of Benchmarks

### Introduction

The benchmarks have **been grouped by application software and type of benchmark**. For each benchmark, the list shows the feature that was tested first, followed by a short description of the benchmark. When the benchmarks compare two different ways of achieving the same result, the description lists the CS4 functionality first, followed by the conventional method of achieving the same result.

For example:

- ▶ **Smart Text Reflow:** *Add text/insert required page* describes the benchmark of the Smart Text feature in InDesign CS4, which inserts the required pages as text is added to a InDesign page layout. In InDesign CS4, Adding text triggers the insertion of pages; in InDesign CS3, pages need to be added manually
- For any additional questions regarding the benchmarks or the methodology, please contact [research@pfeifferreport.com](mailto:research@pfeifferreport.com)
- For any question regarding the features in Adobe Creative Suite 4 please visit [www.adobe.com](http://www.adobe.com)

- **Note Concerning the User Interface Efficiency Benchmarks**

User interface efficiency benchmarks measuring the impact of the new tabbed window user interface introduced with the CS4 release of Adobe Creative Suite have been conducted in several distinct applications, including InDesign CS4, Illustrator CS4 and Photoshop CS4

Since the new user interface is a pervasive feature of Adobe CS4, the productivity increases observed in **these benchmarks apply not only to the application with which they have been measured, but to all applications that use the new interface**, such as InDesign CS4, Photoshop CS4, Dreamweaver CS4, Flash Professional CS4 and Fireworks CS4.

### Benchmarks

- **InDesign CS4: Design Efficiency**

Design efficiency benchmarks of InDesign CS4 analyzed four distinct application areas in detail: the Smart Guides feature, smart text reflow, productivity enhancements of the Links Panel in InDesign CS4, as well as the Live Preflight feature.

- ▶ **Smart Guides:** Simple alignment of two objects
- ▶ **Smart Guides:** Create object and align with two objects
- ▶ **Smart Guides:** Center object between two others
- ▶ **Smart Text Reflow:** Add text/insert required pages
- ▶ **Smart Text Reflow:** Delete text/delete empty pages
- ▶ **Links Panel:** Relink to Folder
- ▶ **Links Panel:** Check placed image for metadata

#### About the Benchmarks

	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

- ▶ **Links Panel:** Edit original with other application
- ▶ **Links Panel:** Check colorspace of 10 images
- ▶ **Live Preflight:** 4-page document with 1 error
- ▶ **Live Preflight:** 10-page document with 5 errors

- **InDesign CS4: User Interface Efficiency**

User interface efficiency measures analyzed several different scenarios of setting up multiple document windows, using the new tabbed window user interface in InDesign CS4, compared to conventional window handling in the previous release.

- ▶ **User Interface Efficiency:** Set up two windows for work
- ▶ **User Interface Efficiency:** Set up three windows for work
- ▶ **User Interface Efficiency:** Change 2-window setup
- ▶ **User Interface Efficiency:** Change 3-window setup

- **Illustrator CS4: Design Efficiency**

Design efficiency benchmarks of Illustrator CS4 focused on various aspects of several usage scenarios of the re-designed gradient tool, benchmarks of the productivity impact of multiple artboards, and the Appearance panel of Illustrator CS4 that streamlines object modification.

- ▶ **Gradient Tool:** Modify simple gradient
- ▶ **Gradient Tool:** Change angle of linear gradient
- ▶ **Gradient Tool:** Modify simple gradient and change angle
- ▶ **Gradient Tool:** Modify complex gradient and save as preset
- ▶ **Multiple Artboards:** Change font in 3 different documents/artboards
- ▶ **Multiple Artboards:** Make 3 different changes in 3 different documents/artboards
- ▶ **Multiple Artboards:** Export 3-page project to EPS
- ▶ **Multiple Artboards:** Export 8-page project to EPS
- ▶ **Multiple Artboards:** Export 3-page project to PDF
- ▶ **Multiple Artboards:** Export 8-page project to PDF
- ▶ **Appearance Panel:** Change 2 parameters in Appearance panel
- ▶ **Appearance Panel:** Change 5 parameters in Appearance panel
- ▶ **Appearance Panel:** Change complex settings in Appearance panel

- **Illustrator CS4: User Interface Efficiency**

User interface efficiency benchmarks of Illustrator CS4 measured the time necessary to combine elements from several open documents.

- ▶ **User Interface Efficiency:** Move element between two open documents
- ▶ **User Interface Efficiency:** Combine elements from three open documents

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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

- **Photoshop CS4: Workflow Efficiency**

Workflow efficiency benchmarks of Photoshop CS4 focused on the newly introduced Adjustment and Masks Panels, and analyzed a variety of workflow scenarios for adjusting an editing images.

- ▶ **Adjustments Panel:** Simple adjustment
- ▶ **Adjustments Panel:** Three adjustments
- ▶ **Adjustments Panel:** Workflow example
- ▶ **Masks Panel:** Create simple layer mask
- ▶ **Masks Panel:** Create mask from color range
- ▶ **Masks Panel:** Create mask and refine edge of selection
- ▶ **Masks Panel:** Create mask and feather edge

- **Photoshop CS4: OpenGL Support**

OpenGL support offered in Photoshop CS4 was measured on three different types of common operations: zooming and panning large images, inspecting several details of large images by switching between close-up and full screen view, and real-time brush preview.

- ▶ **OpenGL:** Zoom into 1.3GB image (Full Screen to pixel level)
- ▶ **OpenGL:** Zoom out of 1.3GB image (Pixel level to minimum size)
- ▶ **OpenGL:** Pan 1.3GB image laterally
- ▶ **OpenGL:** Change close-up view
- ▶ **OpenGL:** Inspect 5 different details of large image
- ▶ **OpenGL:** Change size of brush
- ▶ **OpenGL:** Change size of brush, test and undo

- **Photoshop CS4: User Interface Efficiency**

User interface efficiency measures of Photoshop CS4 analyzed the time necessary to manage multiple windows, and to combine elements from separate windows into one document.

- ▶ **User Interface:** Manage Windows
- ▶ **User Interface:** Combine elements from several documents
- ▶ **User Interface:** Arrange 3 open documents

- **Bridge CS4**

Bridge CS4 benchmarks measured two common tasks in digital content production: the time necessary to select images from a folder of 20 HiRes pictures, as well as the time necessary to create a PDF-based contact sheet from a variety of different documents.

- ▶ **Image Management:** Review and select 20 HiRes pictures
- ▶ **File Management:** Create PDF contact sheet

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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

- **Dreamweaver CS4**

Dreamweaver productivity measures focused on two product areas that have been significantly expanded in the CS4 release of the software, the support for Photoshop Smart Objects, and the Live View/Live Code functionality.

- ▶ **Photoshop Smart Objects:** Save and place PS file in Dreamweaver
- ▶ **Photoshop Smart Objects:** Simple Photoshop round-trip
- ▶ **Photoshop Smart Objects:** 3 Photoshop round-trips
- ▶ **User Interface Efficiency:** Live View vs. Simple Browser round-trip
- ▶ **User Interface Efficiency:** Live Code vs. Checking code in browser

- **Fireworks CS4/Dreamweaver CS4**

The Fireworks CS4 benchmark focused on the productivity impact of exporting and modifying a simple CSS style sheets compared to achieving the same result in Dreamweaver.

- ▶ **CSS Support:** Create simple CSS style sheet, apply and modify

- **Flash CS4 Professional**

Flash CS4 benchmarks analyzed the productivity impact of simplified animation creation and modification introduced in the latest release of the software.

- ▶ **Animation Creation:** Create simple Motion Tween
- ▶ **Animation Creation:** Create four-step Motion Tween
- ▶ **Animation Controls:** Adjust/scale single clip (2 Keyframes)
- ▶ **Animation Controls:** Adjust/scale 3 clips (7 Keyframes)
- ▶ **Animation Controls:** Create simple Motion Guide
- ▶ **Animation Controls:** Move and modify Motion Guide

- **Premiere Pro CS4: Editing Efficiency**

Productivity measures of Premiere Pro CS4 analyzed the increased editing efficiency linked to the possibility of working with several clips in one operation when applying effects, transitions of other editing operations.

- ▶ **Editing Efficiency:** Apply video effect to 3 clips in a sequence
- ▶ **Editing Efficiency:** Apply video effect to 10 clip sequence
- ▶ **Editing Efficiency:** Apply multiple video effects to 3 clips
- ▶ **Editing Efficiency:** Apply multiple video effects to 10 clip sequence
- ▶ **Editing Efficiency:** Apply multiple video effects to three 10 clip sequences
- ▶ **Editing Efficiency:** Remove all video effects from 3 clips
- ▶ **Editing Efficiency:** Remove all video effects from 10 clip sequence
- ▶ **Editing Efficiency:** Change speed of 3 clips in a sequence
- ▶ **Editing Efficiency:** Change speed of 10 clip sequence

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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

- ▶ **Editing Efficiency:** Apply video transitions between 3 clips
- ▶ **Editing Efficiency:** Apply video transitions to 10 clip sequence

- **Premiere Pro CS4/Soundbooth CS4: Speech to Text**

Speech conversion is one of the major feature additions to the CS4 video production environment. This feature, which transcribes speech into text and places it in the meta-data of the clip, thus making it searchable, was tested in two different configurations, on a single 10 minute interview, and searching for a predetermined point within 10 clips of approximately two to three minutes. The benchmark did not include the time necessary for the conversion process, which is handled as a background task.

- ▶ **Speech to Text:** Search for point in 10 minute interview
- ▶ **Speech to Text:** Search for point within 10 interview clips of 2/3 minutes each

- **Premiere Pro CS4: Tapeless Workflow**

The tapeless video workflow benchmark was based on importing and editing XDCAM EX files. (Premiere Pro CS4 also supports several other tapeless video formats natively, such as the P2 format, AVCHD, or the format used by RED cameras, but none of these formats are supported by Premiere Pro CS3, making it impossible to conduct a direct comparison of the two products in this respect.)

- ▶ **XDCAM:** Import Simple clip (60 seconds)
- ▶ **XDCAM:** Import Long clip (5 minutes)
- ▶ **XDCAM:** Import Complete Project (8GB SxS card)
- ▶ **XDCAM:** Tapeless Workflow Benchmark

- **On Location/Premiere Pro CS4: Direct-to-Disc Workflow**

Direct-to-Disc productivity benchmarks measured the time necessary to import video files captured directly from a tape-based camera connected to the computer into the editing environment, once the actual shoot was completed. This was compared with the time necessary to import the same footage from tape, using the same camera.

- ▶ **Direct-to-Disc:** Import Single clip (60sec)
- ▶ **Direct-to-Disc:** Import Single clip (5min)
- ▶ **Direct-to-Disc:** Import Multiple Clips (20 min)
- ▶ **Direct-to-Disc Workflow:** Extract three 3-minute segments from source material

- **SoundBooth CS4**

Unlike the previous release of the software, Soundbooth CS4 allows editing operations to affect several clips at once. The benchmark compared the time necessary to equalize the volume of several clips.

- ▶ **Editing Efficiency:** Adjust Volume of 5 individual clips
- ▶ **Editing Efficiency:** Adjust Volume of 10 individual clips

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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

- **After Effects CS4**

The CS4 release of After Effects introduced several productivity features linked to searching and navigating complex effects projects. The benchmarks compared searching a typical as well as a complex project. The Dynamic Link benchmark compared the workflow efficiency of integrating After Effects with the video editing environment using the Dynamic Link functionality of Adobe Creative Suite 4.

- ▶ **Quick Search Parameters:** Search for asset within a typical project
- ▶ **Quick Search Parameters:** Search for asset within a complex project
- ▶ **Dynamic Link:** Apply effect to Premiere Pro clip using Dynamic Link with After Effects
- ▶ **Composition Navigator:** Navigate 5-level nested composition
- ▶ **Composition Navigator:** Navigate complex nested composition

<b>Pfeiffer</b> Consulting 01001011	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

**Complete Results: Tables**

	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

	<b>CS3</b>	<b>CS4</b>
<b>InDesign CS4</b>		
▶ Smart Guides: Simple alignment of two objects	10.17	<b>5.80</b>
▶ Smart Guides: Create object and align with two objects	22.11	<b>10.60</b>
▶ Smart Guides: Center object between two others	9.96	<b>5.67</b>
▶ User Interface Efficiency: Set up two windows for work	18.56	<b>7.07</b>
▶ User Interface Efficiency: Set up three windows for work	25.51	<b>7.48</b>
▶ Change 2-window setup	10.61	<b>3.30</b>
▶ Change 3-window setup	14.86	<b>7.99</b>
▶ Smart Text Reflow: Add text/insert required pages	16.63	<b>4.47</b>
▶ Smart Text Reflow: Delete text/delete empty pages	8.51	<b>2.47</b>
▶ Links Panel: Relink to Folder	74.96	<b>12.98</b>
▶ Links Panel: Check placed image for metadata	31.54	<b>9.51</b>
▶ Links Panel: Edit original with other application	16.60	<b>6.73</b>
▶ Links Panel: Check colorspace of 10 images	19.43	<b>8.91</b>
▶ Live Preflight: 4-page document with 1 error	43.54	<b>21.65</b>
▶ Live Preflight: 10-page document with 5 errors	103.31	<b>52.46</b>
<b>Illustrator CS4</b>		
▶ User Interface Efficiency: Move element between two open documents	8.48	<b>4.19</b>
▶ User Interface Efficiency: Combine elements from three open documents	32.23	<b>18.93</b>
▶ Gradient Tool: Modify simple gradient	8.17	<b>5.55</b>
▶ Gradient Tool: Change angle of linear gradient	11.21	<b>4.61</b>
▶ Gradient Tool: Modify simple gradient and change angle	15.12	<b>9.82</b>
▶ Gradient Tool: Modify complex gradient and save as preset	19.58	<b>10.42</b>
▶ Multiple Artboards: Change font in 3 different documents/artboards	71.83	<b>24.46</b>
▶ Multiple Artboards: Make 3 different changes in 3 different documents/art-	117.07	<b>57.02</b>
▶ Multiple Artboards: Export 3-page project to EPS	52.76	<b>24.86</b>
▶ Multiple Artboards: Export 8-page project to EPS	99.20	<b>27.90</b>
▶ Multiple Artboards: Export 3-page project to PDF	45.60	<b>19.87</b>
▶ Multiple Artboards: Export 8-page project to PDF	74.38	<b>20.44</b>
▶ Appearance Panel: Change 2 parameters in Appearance panel	12.97	<b>9.17</b>
▶ Appearance Panel: Change 5 parameters in Appearance panel	39.94	<b>26.96</b>
▶ Appearance Panel: Change complex settings in Appearance panel	47.82	<b>32.74</b>
<b>Dreamweaver CS4</b>		
▶ Save and place PS file in Dreamweaver	21.55	<b>20.34</b>
▶ Simple Photoshop round-trip	20.74	<b>11.05</b>
▶ 3 Photoshop round-trips	61.38	<b>33.98</b>
▶ Live View vs. Simple Browser round-trip	14.94	<b>8.15</b>
▶ Live code vs. Checking code in browser	52.61	<b>22.81</b>
<b>Fireworks CS4/Dreamweaver CS4</b>		
▶ Create simple CSS style sheet, apply and modify	246.57	<b>41.94</b>
<b>Flash CS4 Professional</b>		
▶ Create simple Motion Tween	13.26	<b>4.70</b>
▶ Create four-step Motion Tween	40.92	<b>22.22</b>
▶ Adjust/scale single clip (2 Keyframes)	11.42	<b>3.66</b>
▶ Adjust/scale 3 clips (7 Keyframes)	39.68	<b>8.51</b>
▶ Create simple Motion Guide	43.50	<b>14.33</b>
▶ Move and modify Motion Guide	27.39	<b>11.38</b>
<b>Photoshop CS4: Workflow Efficiency</b>		
▶ Adjustments Panel: Simple adjustment	12.84	<b>4.89</b>
▶ Adjustments Panel: Three adjustments	35.50	<b>16.88</b>
▶ Adjustments Panel Workflow example	64.32	<b>44.06</b>
▶ Masks Panel: Create simple layer mask	13.42	<b>7.76</b>

**Time scale in seconds. Shorter is better.**

<b>Complete Results: Tables</b>	
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	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

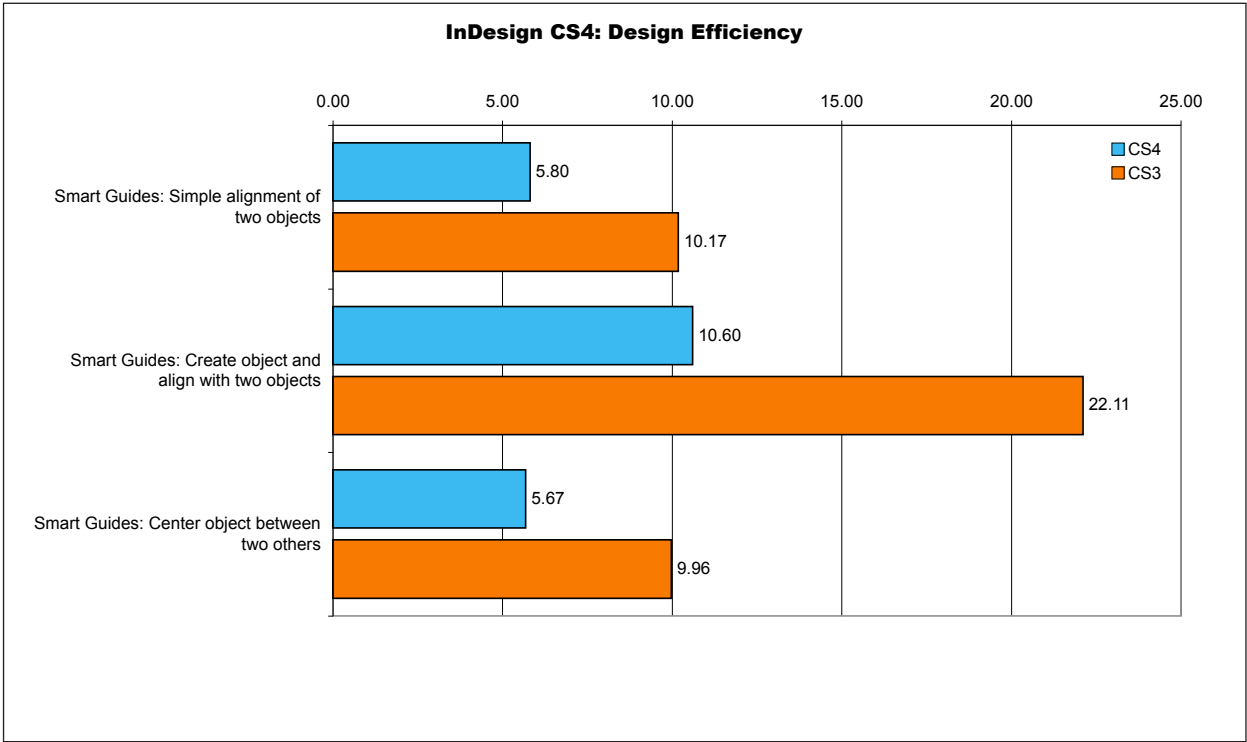
	CS3	CS4
▶ Masks Panel: Create mask from color range	16.14	<b>8.79</b>
▶ Masks Panel: Create mask and refine edge of selection	21.34	<b>13.10</b>
▶ Masks Panel: Create mask and feather edge	24.29	<b>10.90</b>
<b>Photoshop CS4: User Interface Efficiency</b>		
▶ User Interface: Manage Windows	17.09	<b>7.78</b>
▶ User Interface: Combine elements from several documents	23.08	<b>14.95</b>
▶ User Interface: Arrange 3 open documents	19.54	<b>7.25</b>
<b>Photoshop CS4: OpenGL Support</b>		
▶ OpenGL: Zoom into 1.3GB image (Full Screen to pixel level)	15.36	<b>10.45</b>
▶ OpenGL: Zoom out of 1.3GB image (Pixel level to minimum size)	23.51	<b>18.60</b>
▶ OpenGL: Pan 1.3GB image laterally	13.53	<b>7.40</b>
▶ OpenGL: Change close-up view	3.49	<b>1.98</b>
▶ OpenGL: Inspect 5 different details of large image	15.27	<b>11.13</b>
▶ OpenGL: Change size of brush	4.60	<b>1.54</b>
▶ OpenGL: Change size of brush, test and undo	8.99	<b>4.30</b>
<b>Bridge CS4</b>		
▶ Review and select 20 HiRes pictures	37.14	<b>16.39</b>
▶ Create PDF contact sheet	57.47	<b>27.45</b>
<b>Premiere Pro CS4: Editing Efficiency</b>		
▶ Apply video effect to 3 clips in a sequence	16.79	<b>8.26</b>
▶ Apply video effect to 10 clip sequence	19.01	<b>8.90</b>
▶ Apply multiple video effects to 3 clips	46.36	<b>30.15</b>
▶ Apply multiple video effects to 10 clip sequence	42.20	<b>29.25</b>
▶ Apply multiple video effects to three 10 clip sequences	68.58	<b>41.39</b>
▶ Remove all video effects from 3 clips	16.31	<b>4.78</b>
▶ Remove all video effects from 10 clip sequence	47.31	<b>4.62</b>
▶ Change speed of 3 clips in a sequence	17.76	<b>6.47</b>
▶ Change speed of 10 clip sequence	54.07	<b>6.35</b>
▶ Apply video transitions between 3 clips	9.25	<b>4.35</b>
▶ Apply video transitions to 10 clip sequence	24.89	<b>4.59</b>
▶ Speech to text: Search for point in 10 minute interview	88.21	<b>16.46</b>
▶ Speech to text: Search for point within 10 interview clips of 2/3 minutes each	588.08	<b>95.42</b>
<b>Premiere Pro CS4: Tapeless Workflow</b>		
▶ XDCAM Import: Simple clip (60 seconds)	18.88	<b>18.32</b>
▶ XDCAM Import: Long clip (5 minutes)	80.09	<b>79.13</b>
▶ XDCAM Import: Complete Project (8GB SxS card)	412.53	<b>409.97</b>
▶ Tapeless Workflow Benchmark (XDCAM)	195.47	<b>181.33</b>
<b>On Location/Premiere Pro CS4: Direct-to-disc Workflow</b>		
▶ Direct to disc: Single clip (60sec)	84.74	<b>8.98</b>
▶ Direct to disc: Single clip (5min)	322.28	<b>9.02</b>
▶ Direct to disc: Multiple Clips (20 min)	1224.33	<b>9.62</b>
▶ Direct to disc: Extract three 3-minute segments from source material	691.41	<b>57.99</b>
<b>SoundBooth CS4</b>		
▶ Adjust Volume of 5 individual clips	50.70	<b>15.69</b>
▶ Adjust Volume of 10 individual clips	103.88	<b>17.24</b>
<b>After Effects CS4</b>		
▶ Quick Search Parameters: Search for asset within a typical project	18.33	<b>4.08</b>
▶ Quick Search Parameters: Search for asset within a complex project	101.54	<b>19.28</b>
▶ Apply effect to Premiere Pro clip using Dynamic Link with After Effects	88.20	<b>30.11</b>
▶ Navigate 5-level nested composition	8.25	<b>4.41</b>
▶ Navigate complex nested composition	22.75	<b>10.42</b>

Time scale in seconds. Shorter is better.

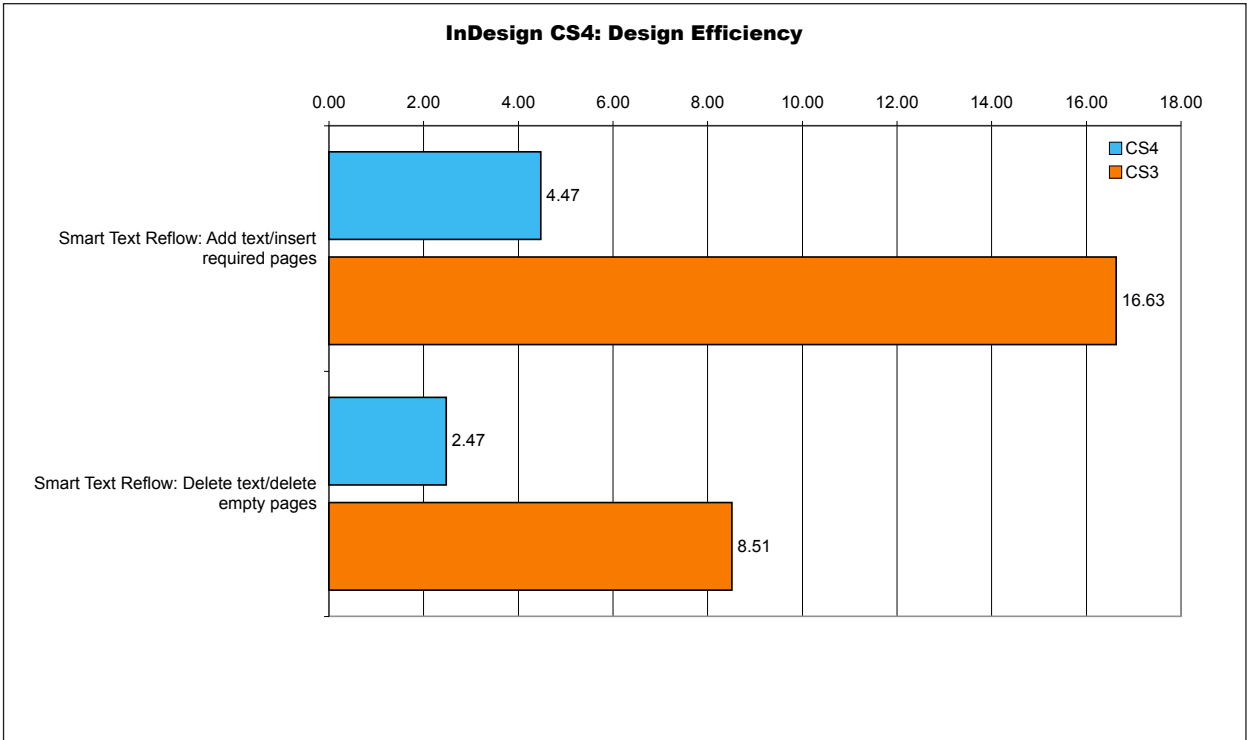
<b>Complete Results: Tables</b>	
© Pfeiffer Consulting 2009. For more information, contact <a href="mailto:research@pfeifferreport.com">research@pfeifferreport.com</a>	<b>14</b>

<b>Pfeiffer</b> Consulting 01001011	<b>Client:</b> Adobe	<b>Project:</b> Adobe CS4 Productivity Benchmarks
	<b>Document:</b> Complete Benchmark Report	

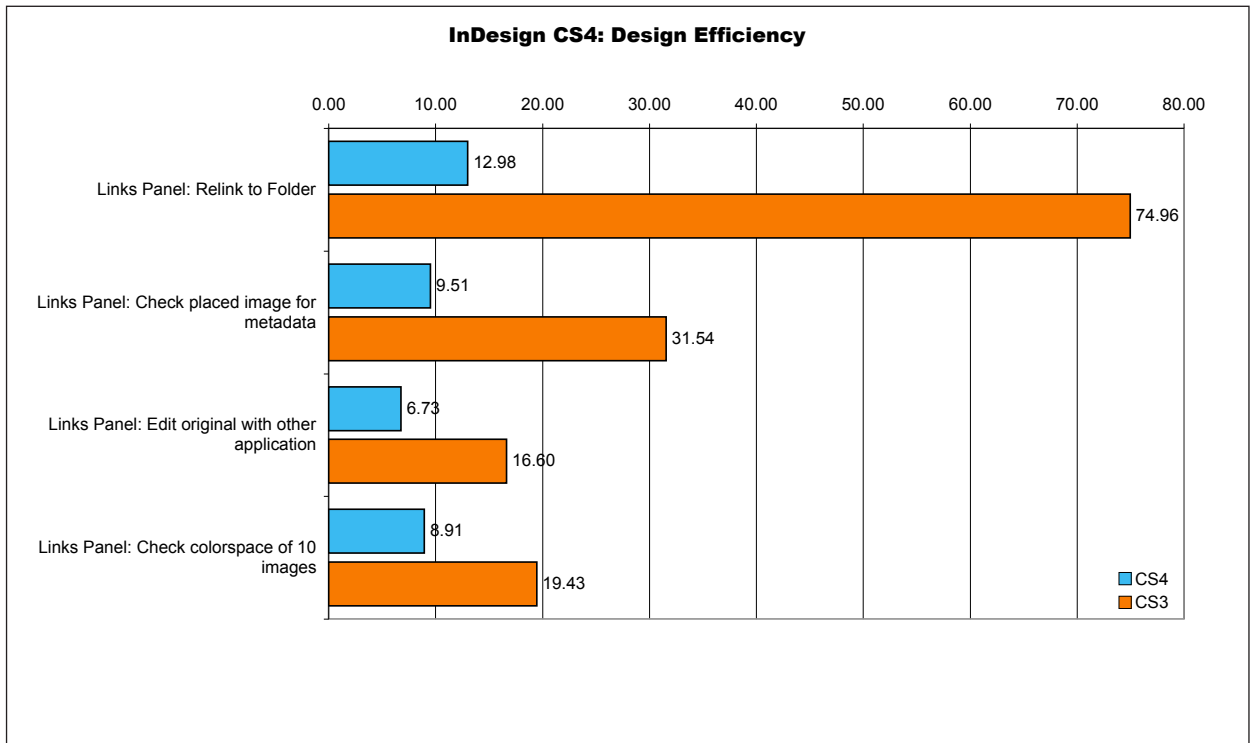
## Complete Results: Charts



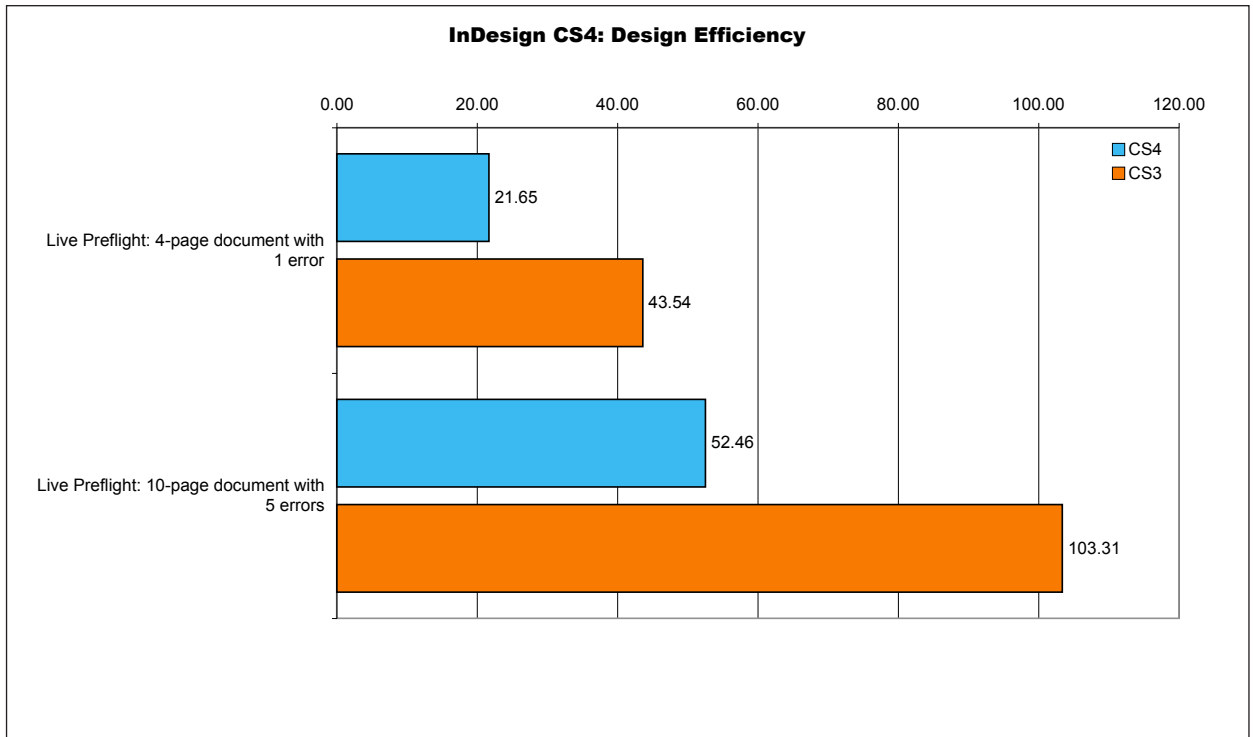
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Time scale in seconds. Shorter is better.

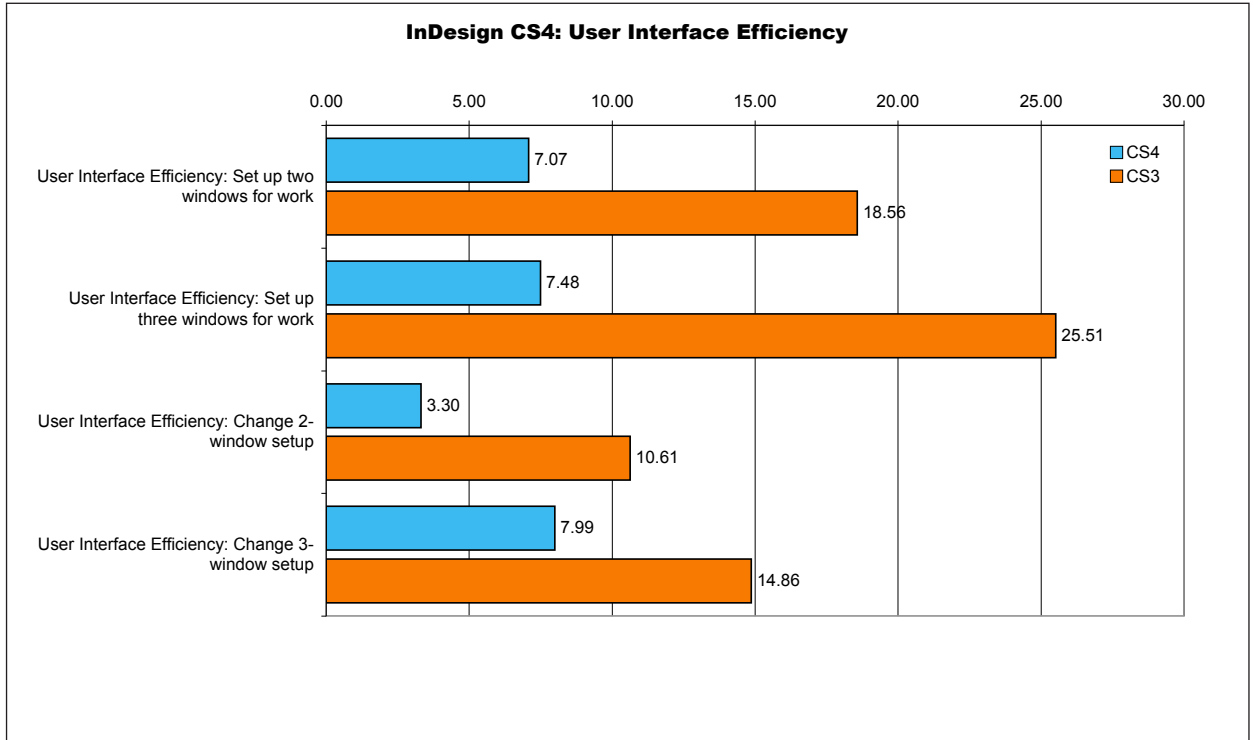


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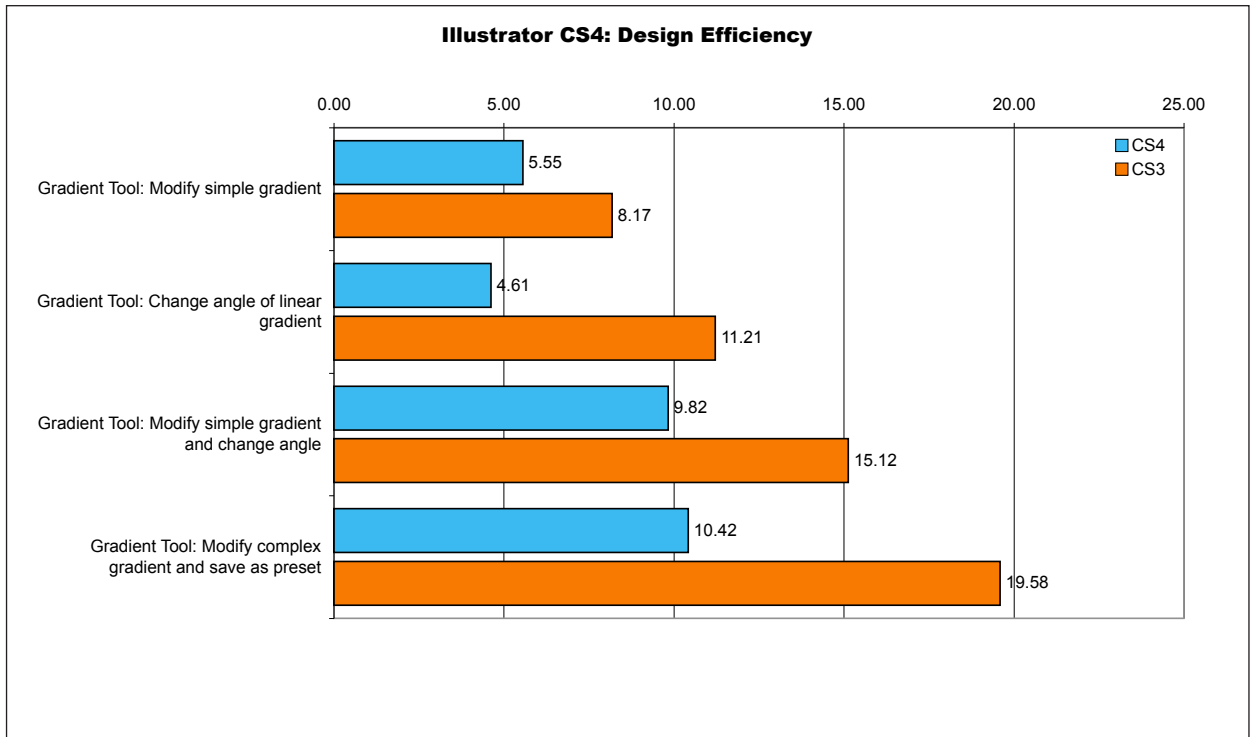


Time scale in seconds. Shorter is better.

**Complete Results: Charts**

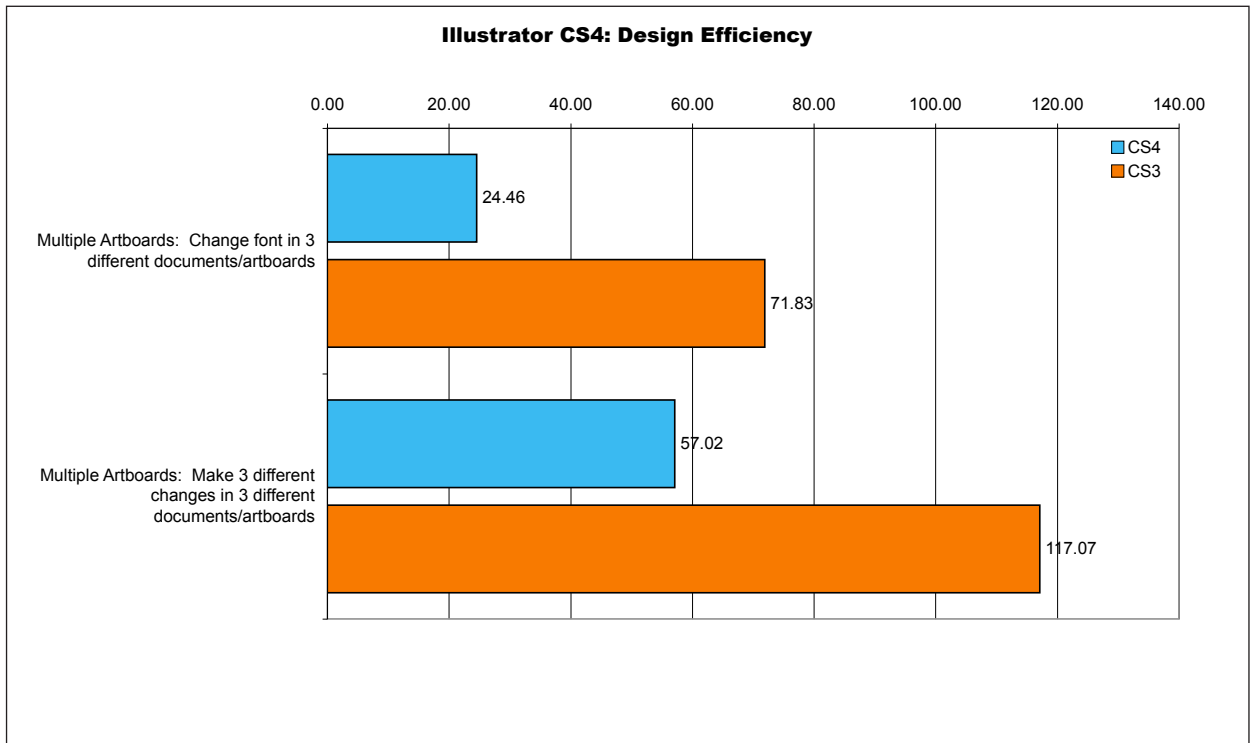


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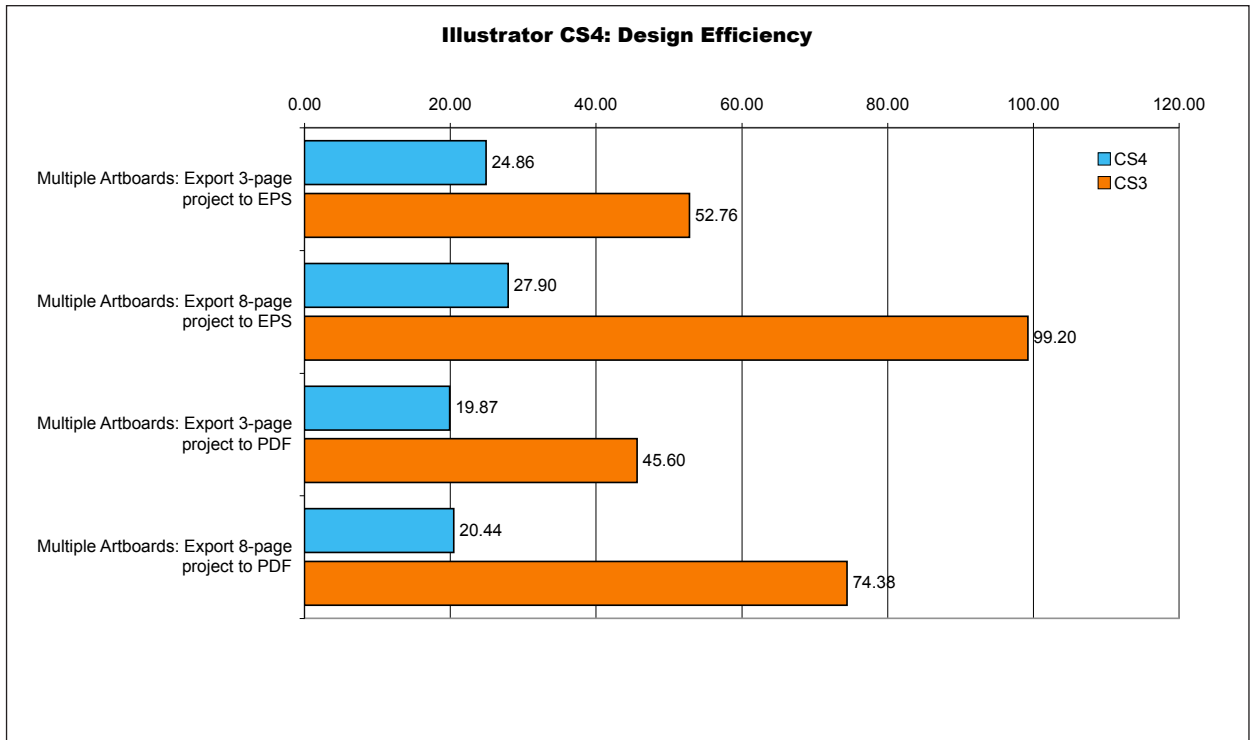


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**Complete Results: Charts**

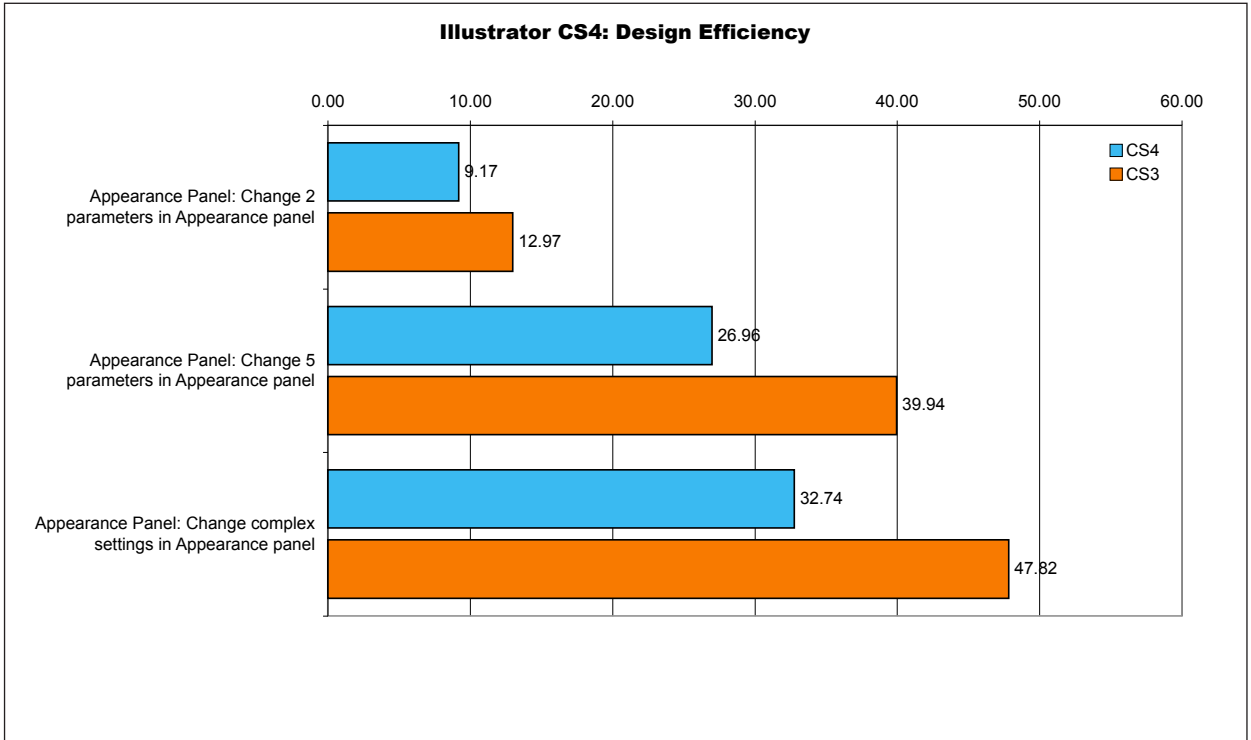


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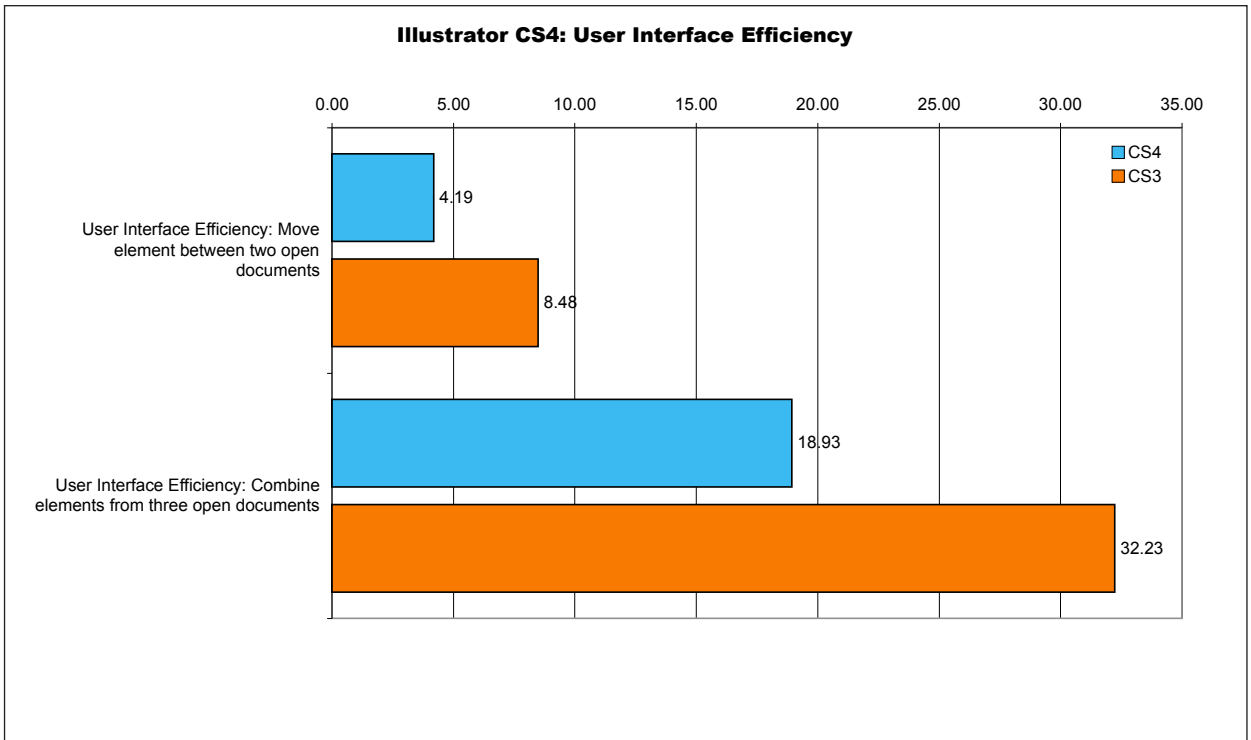


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**Complete Results: Charts**

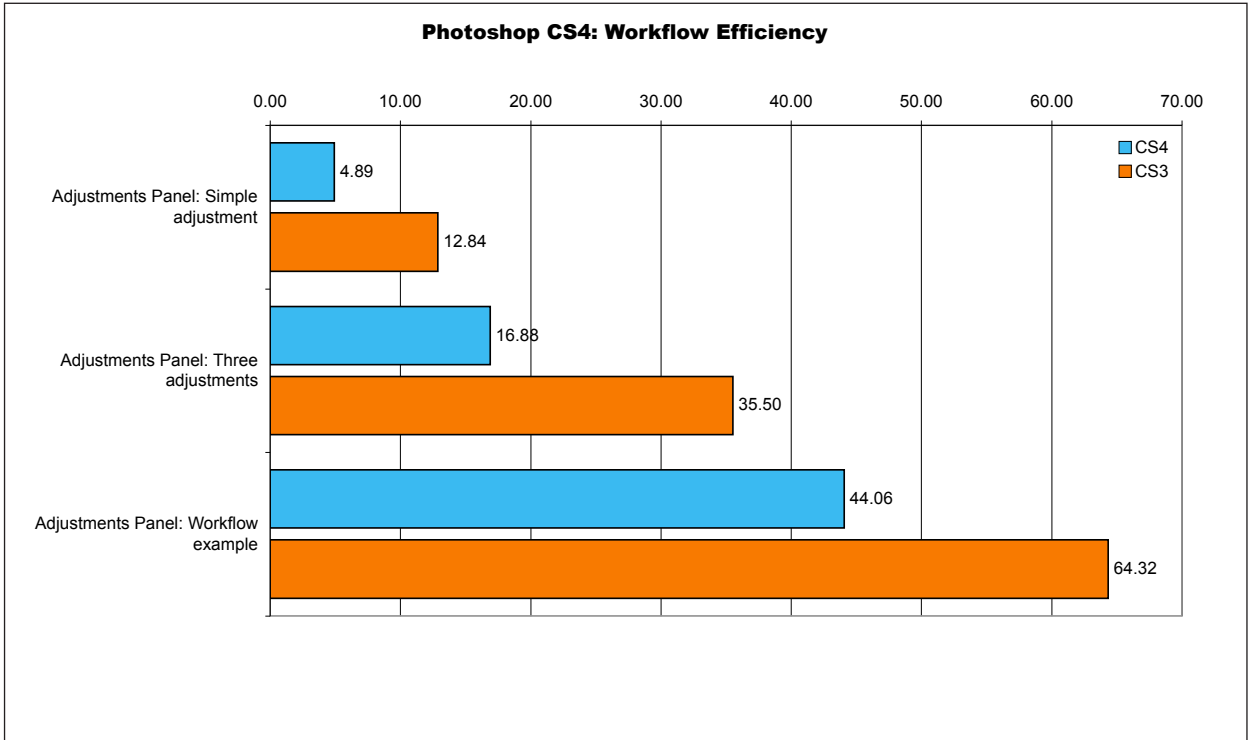


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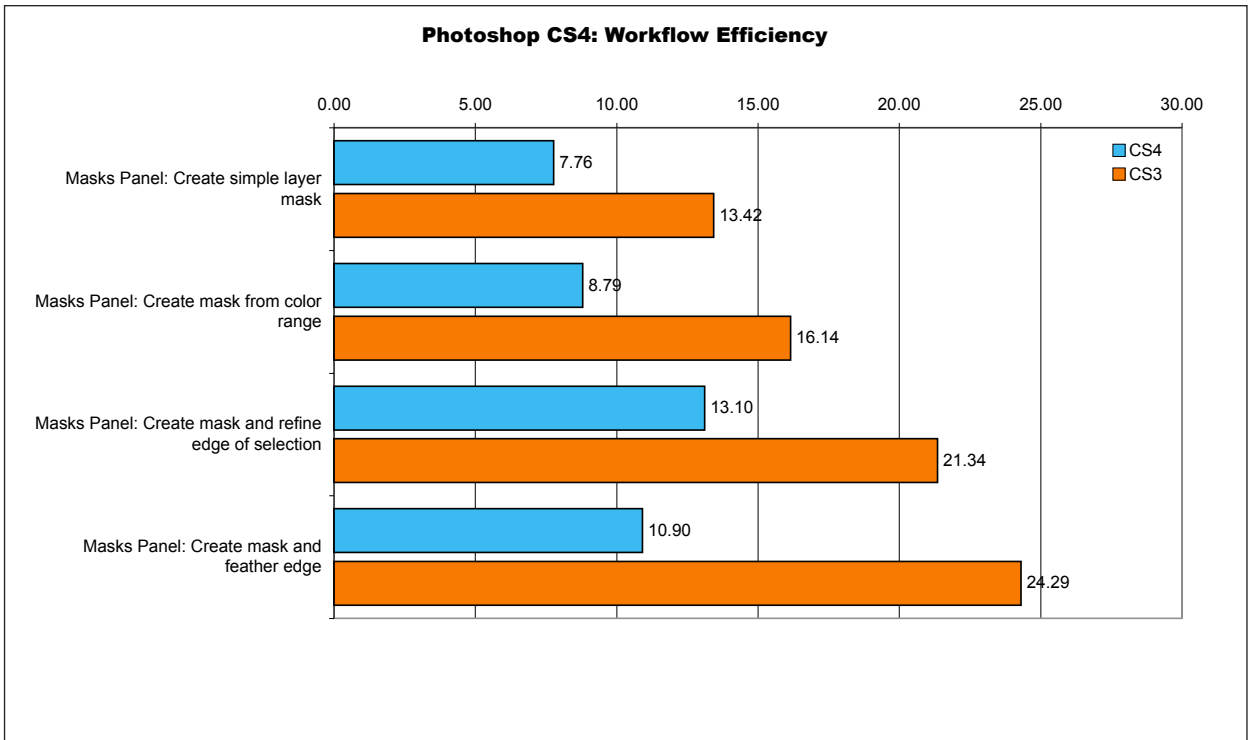


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**Complete Results: Charts**

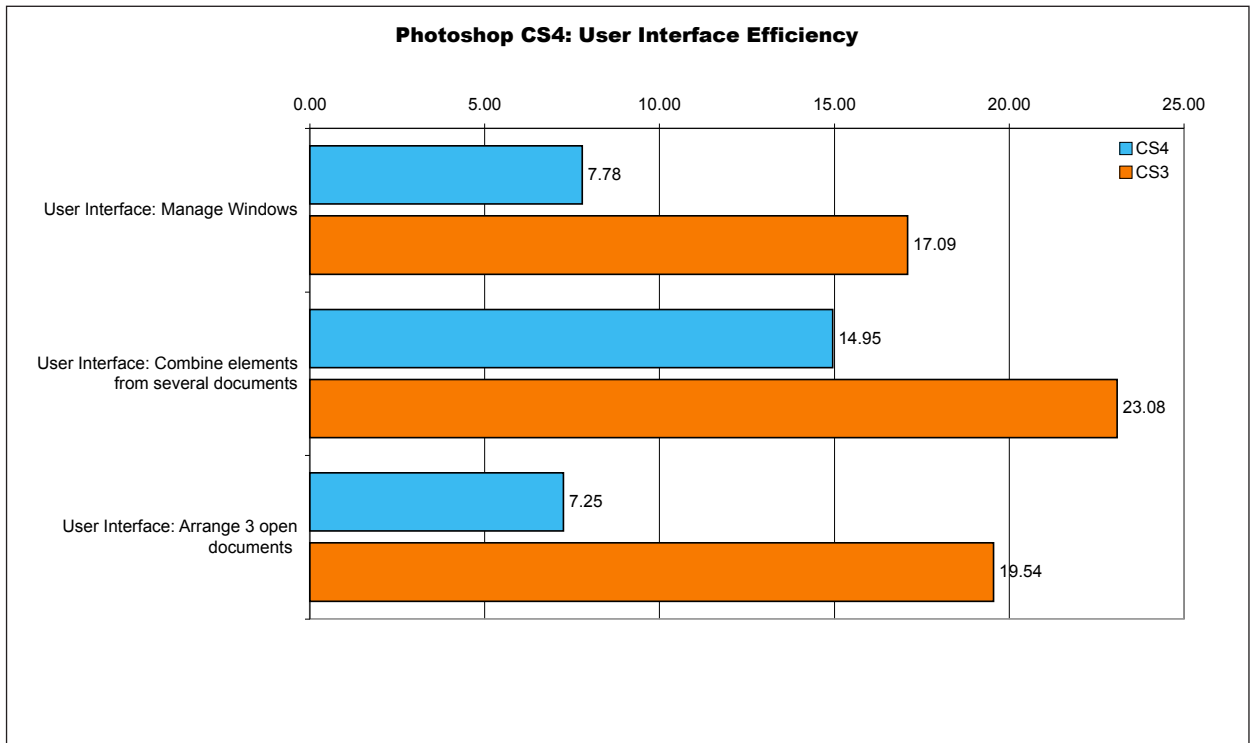


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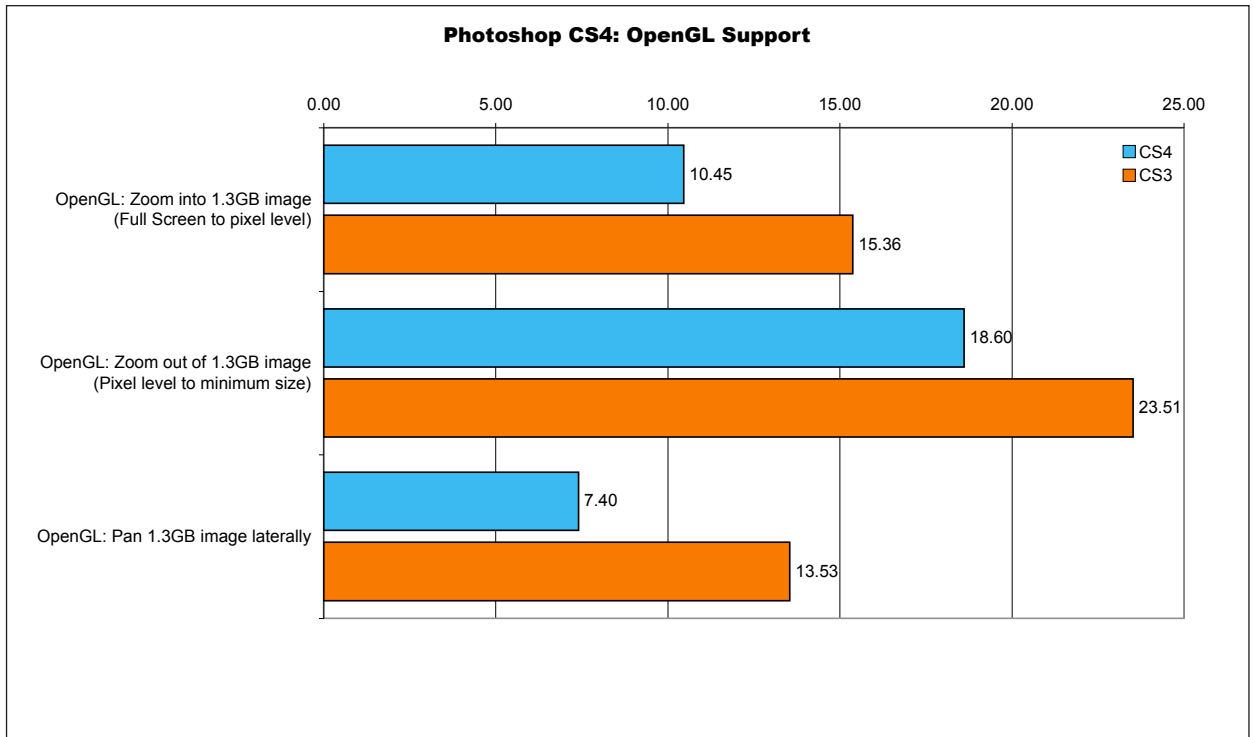


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**Complete Results: Charts**

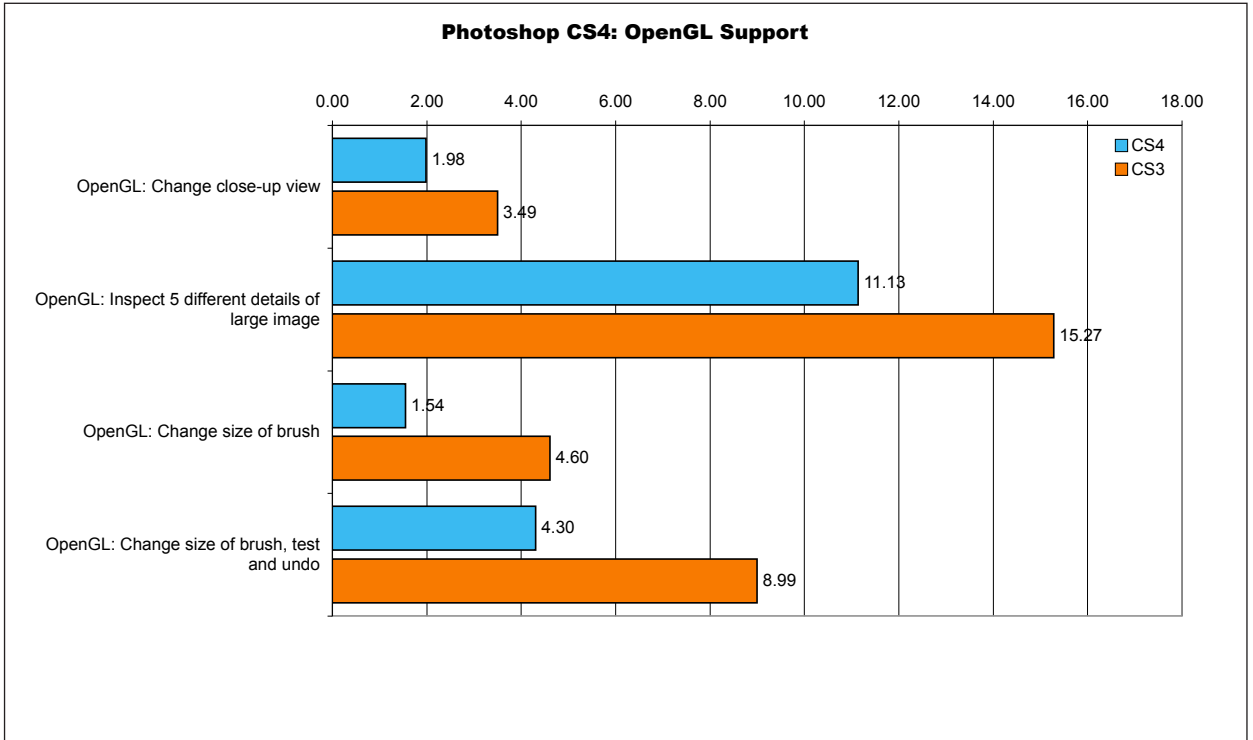


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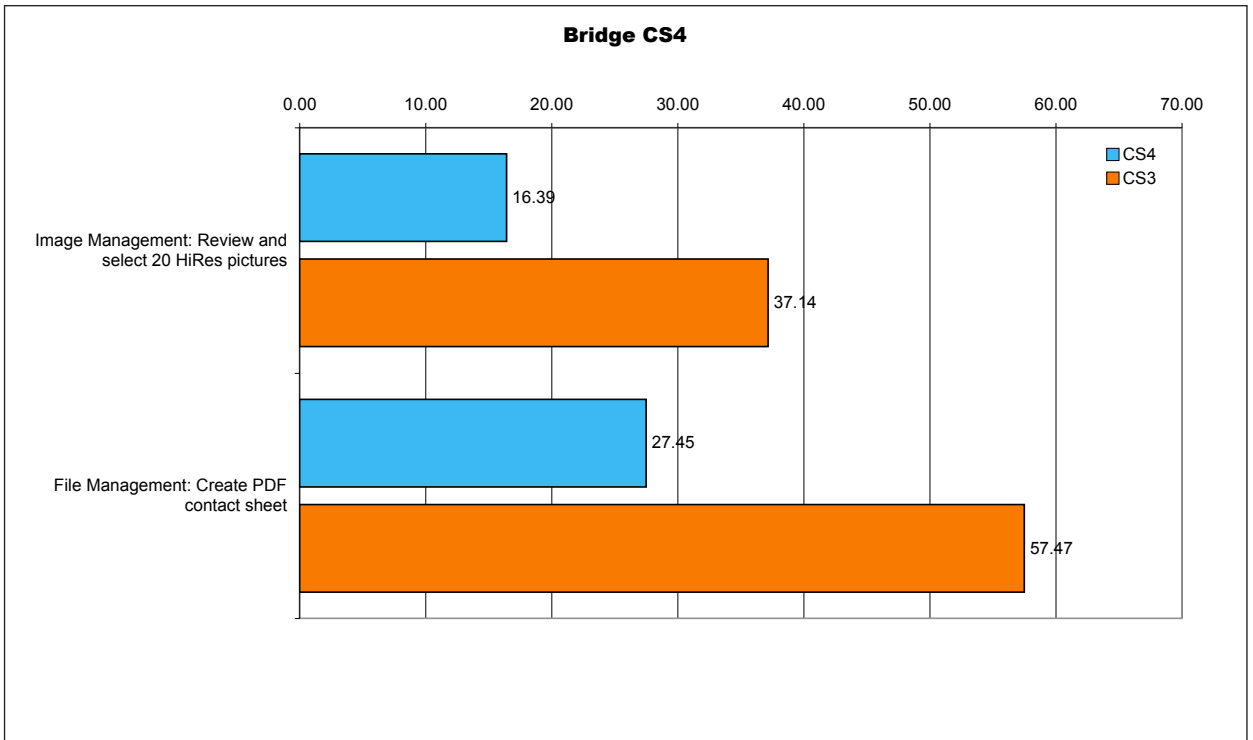


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**Complete Results: Charts**

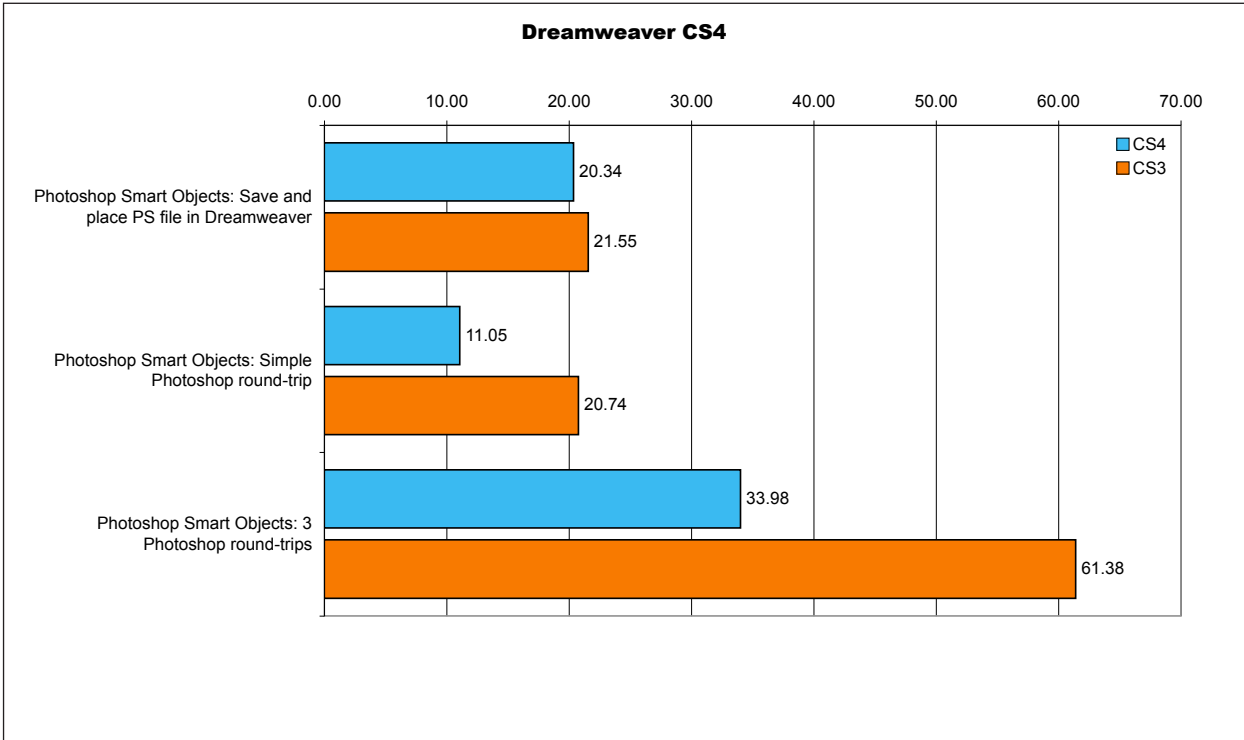


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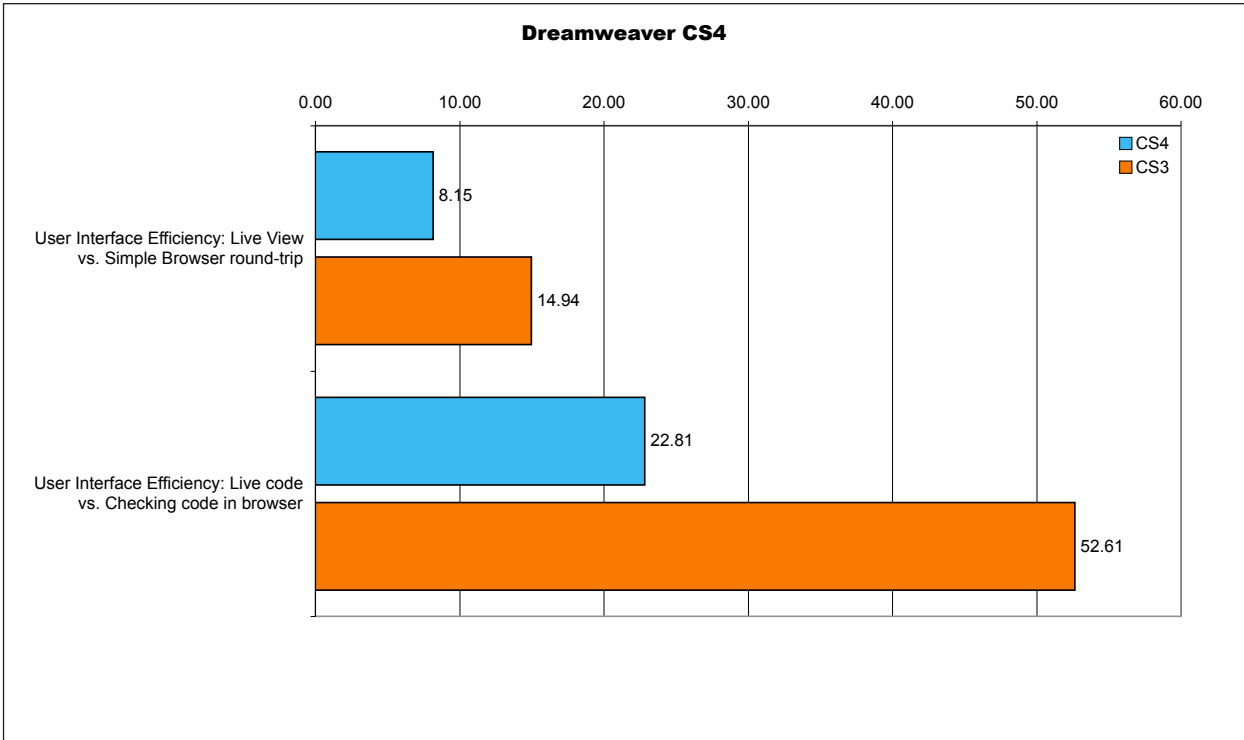


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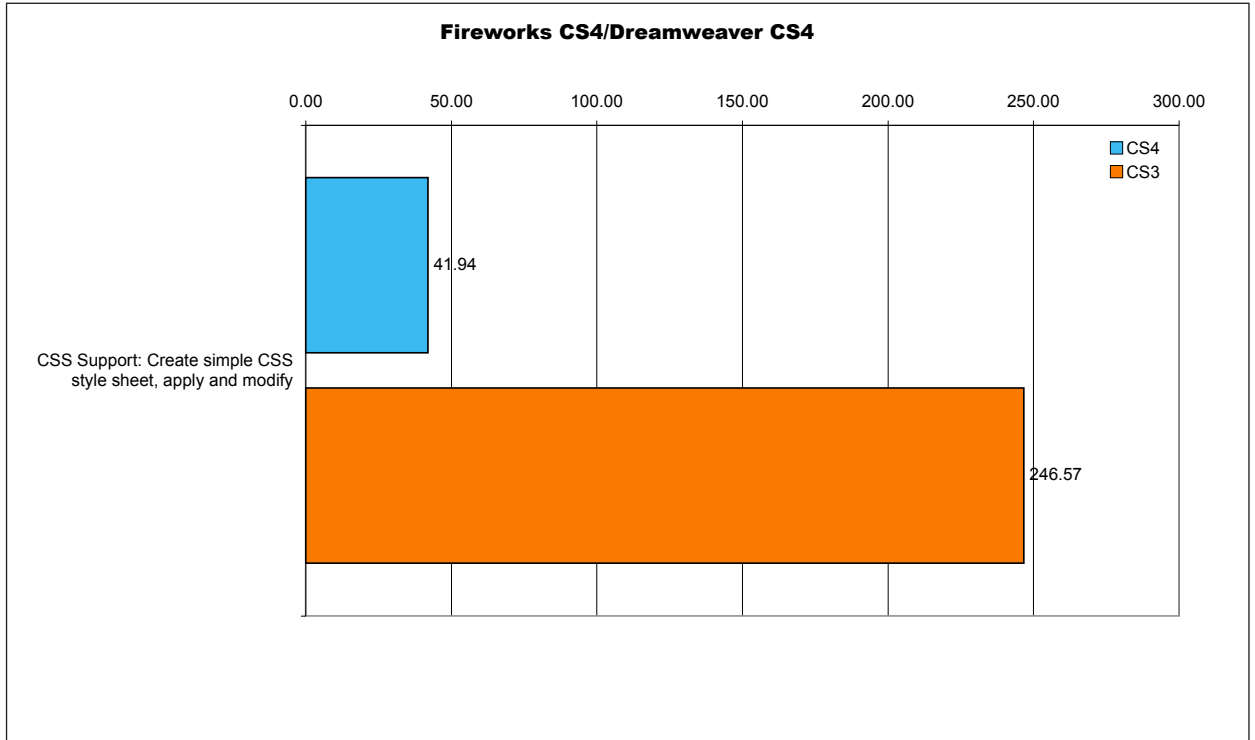
**Complete Results: Charts**



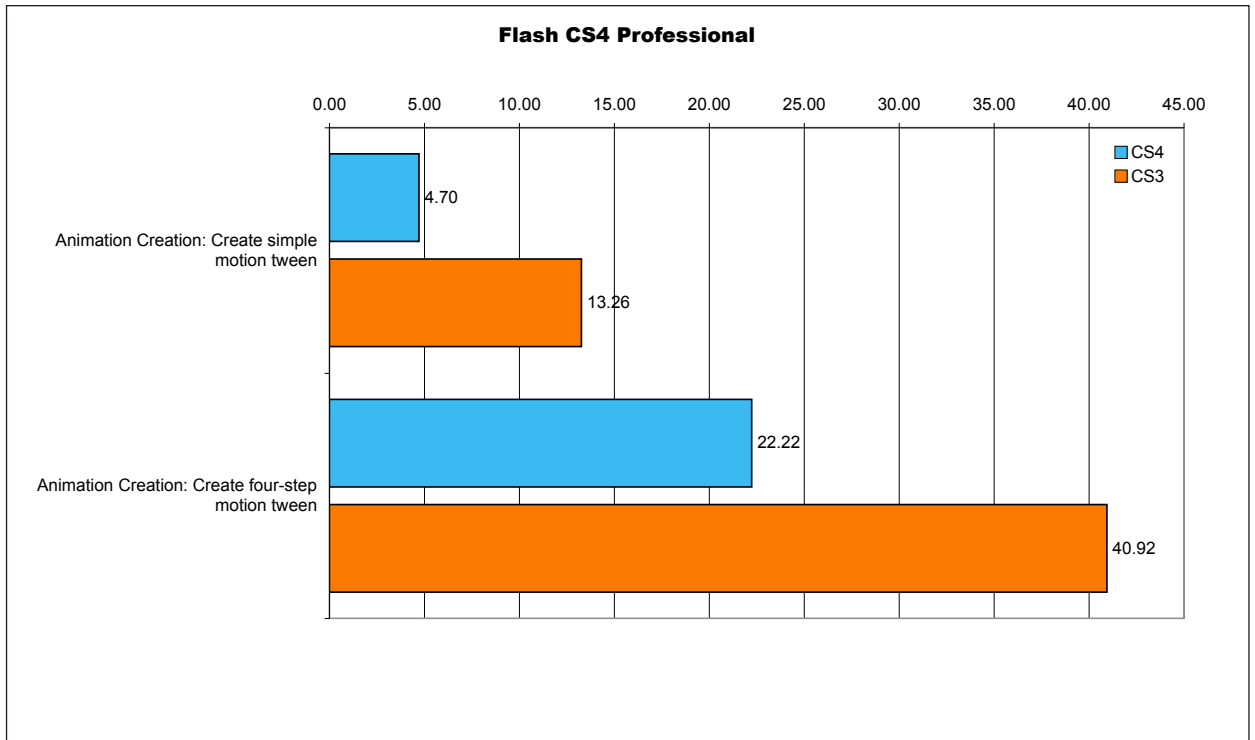
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Time scale in seconds. Shorter is better.

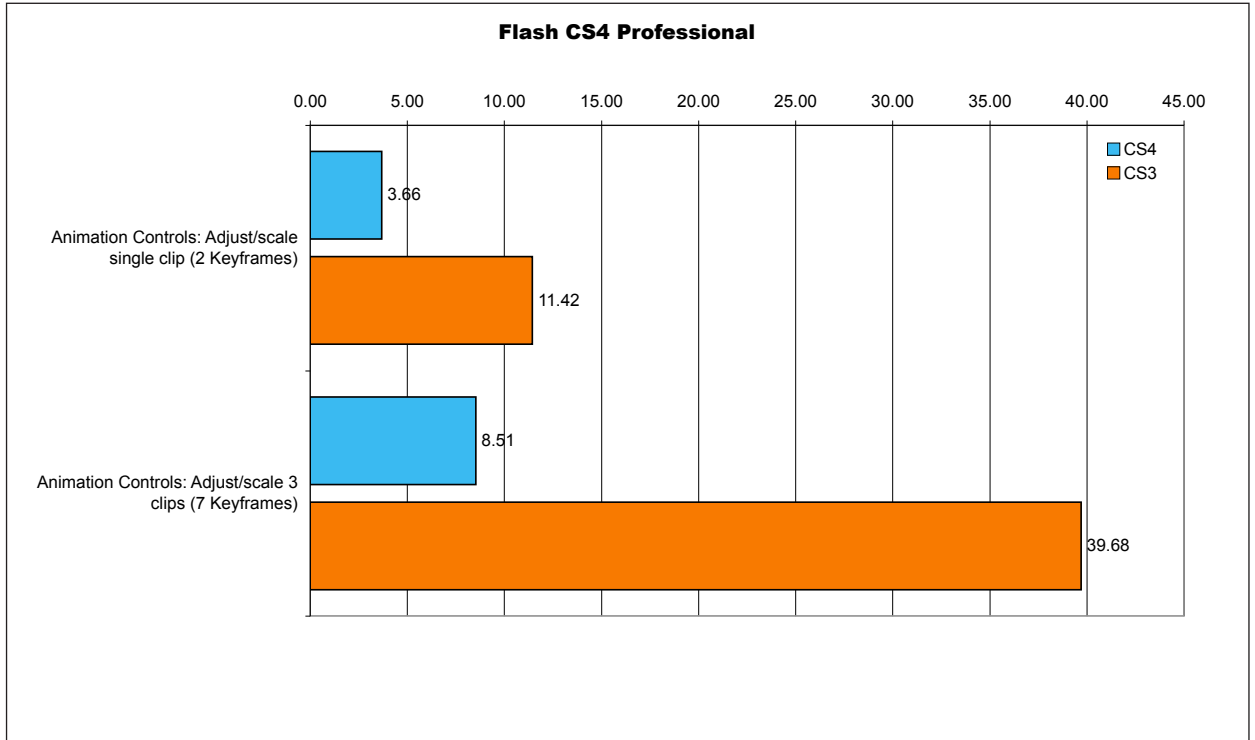


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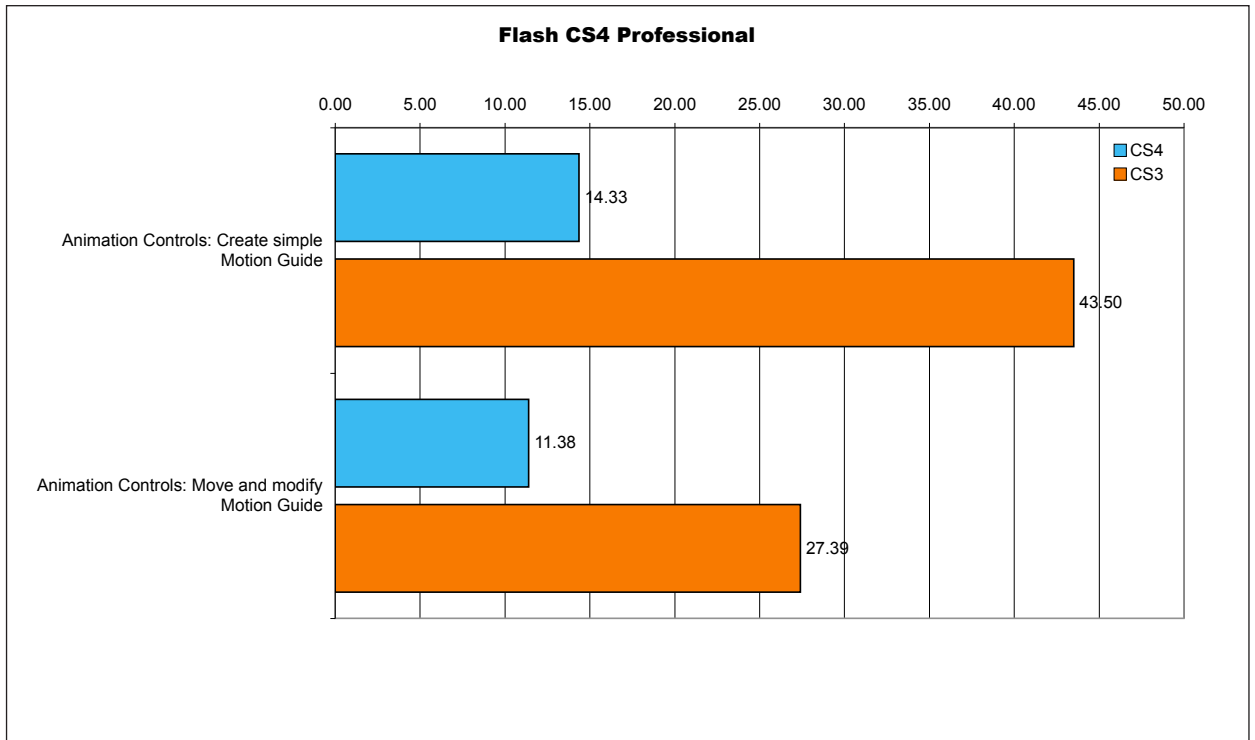


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**Complete Results: Charts**

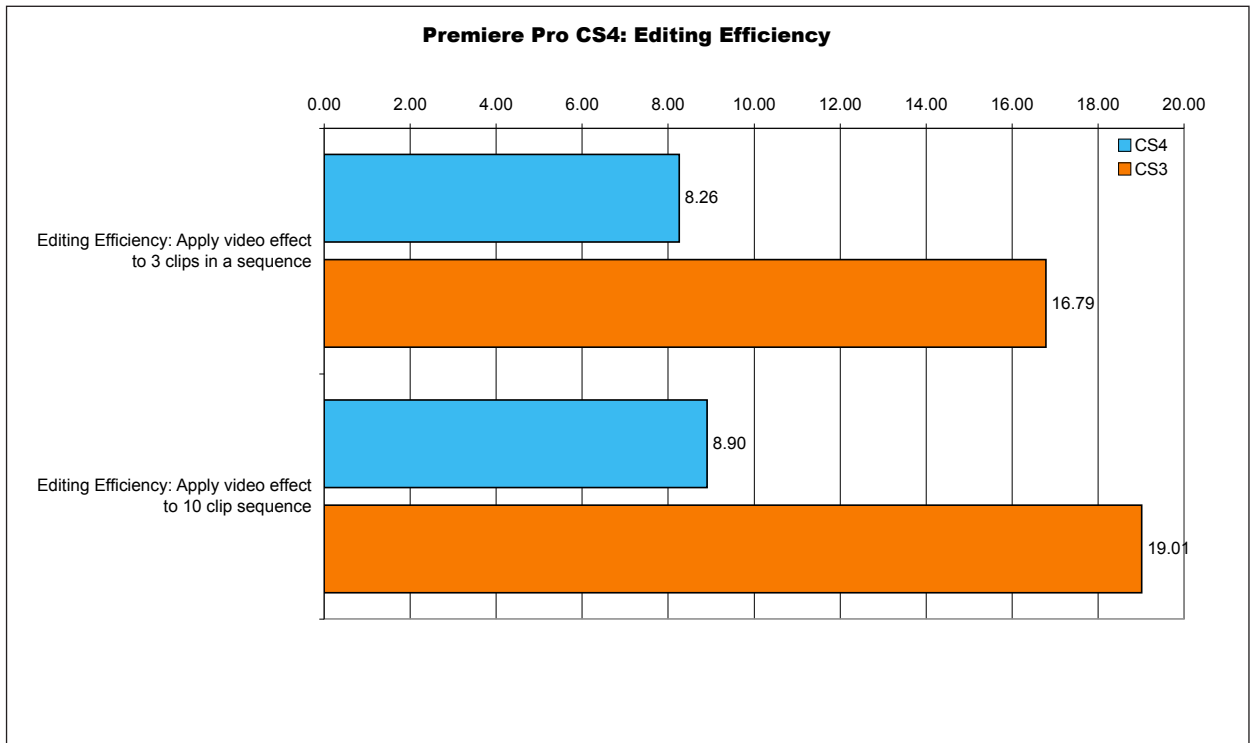


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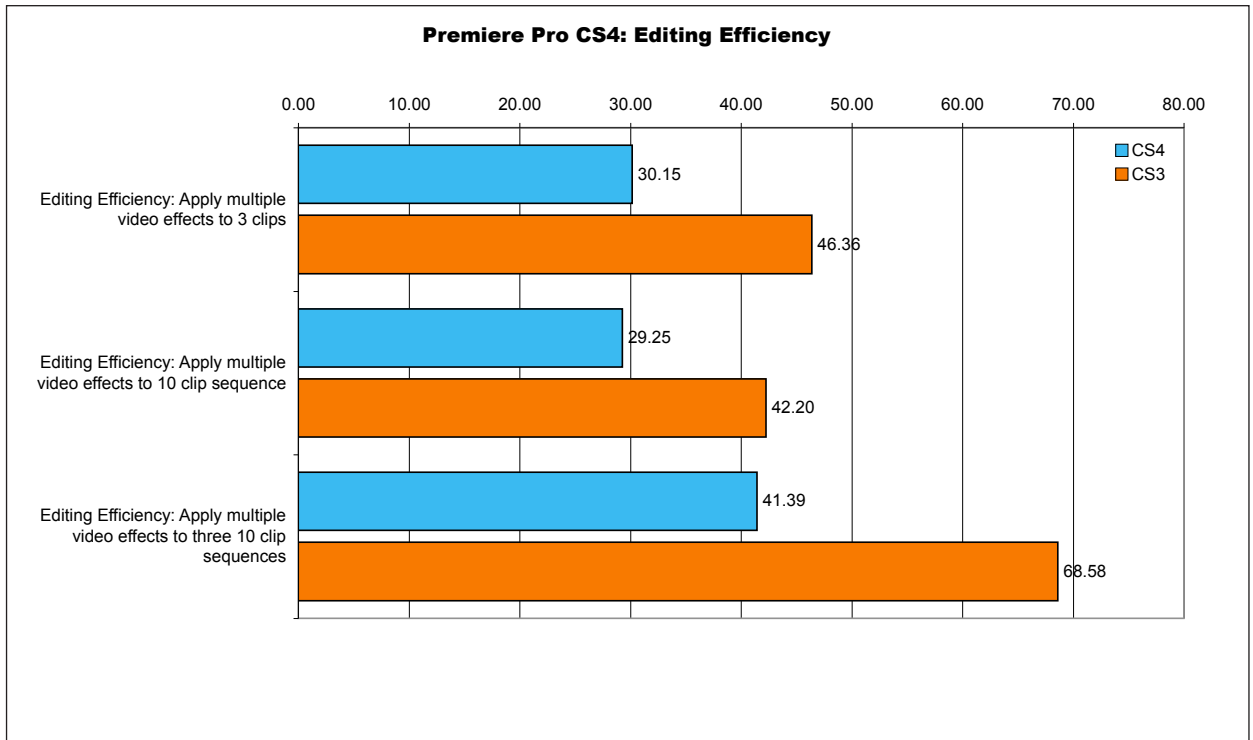


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**Complete Results: Charts**

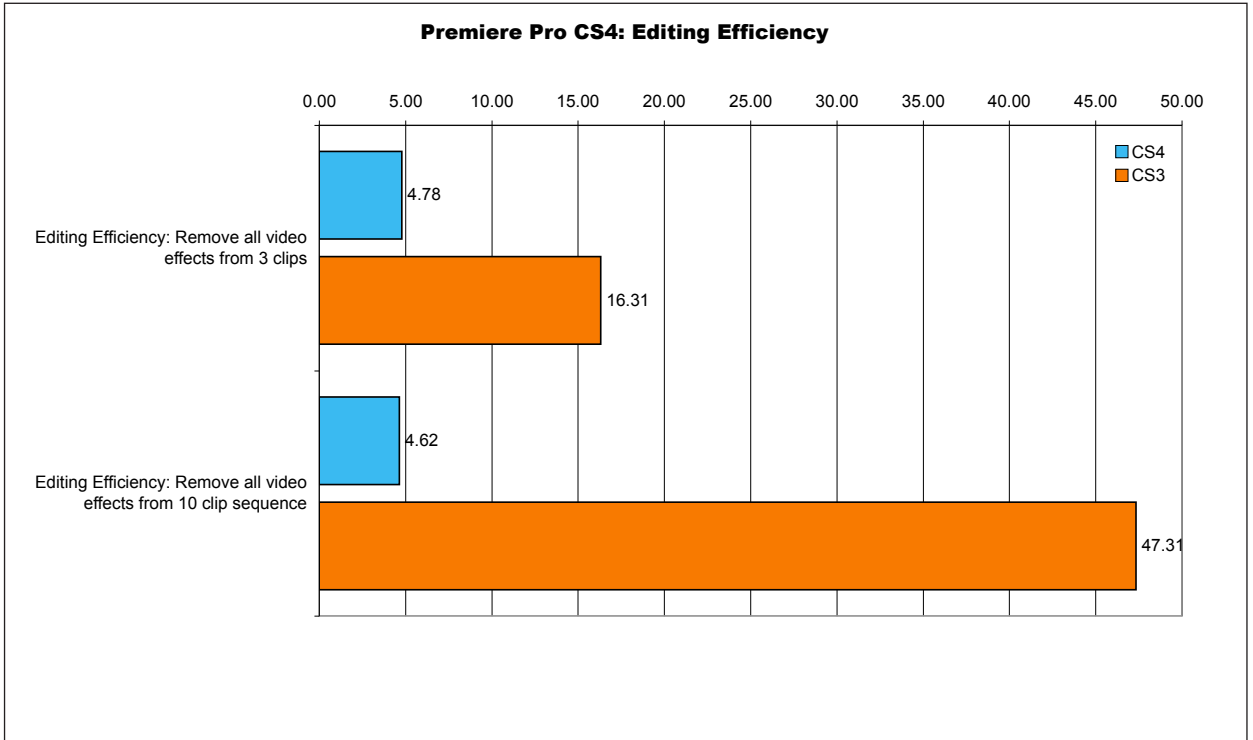


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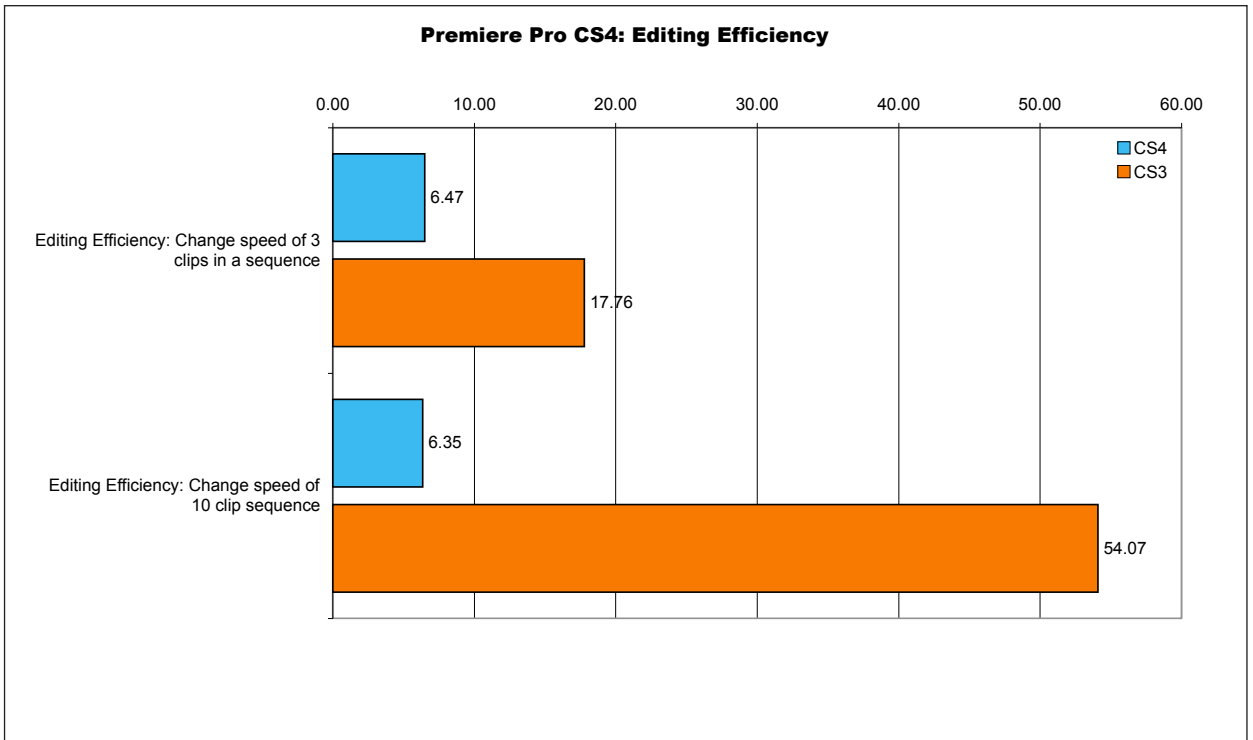


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**Complete Results: Charts**

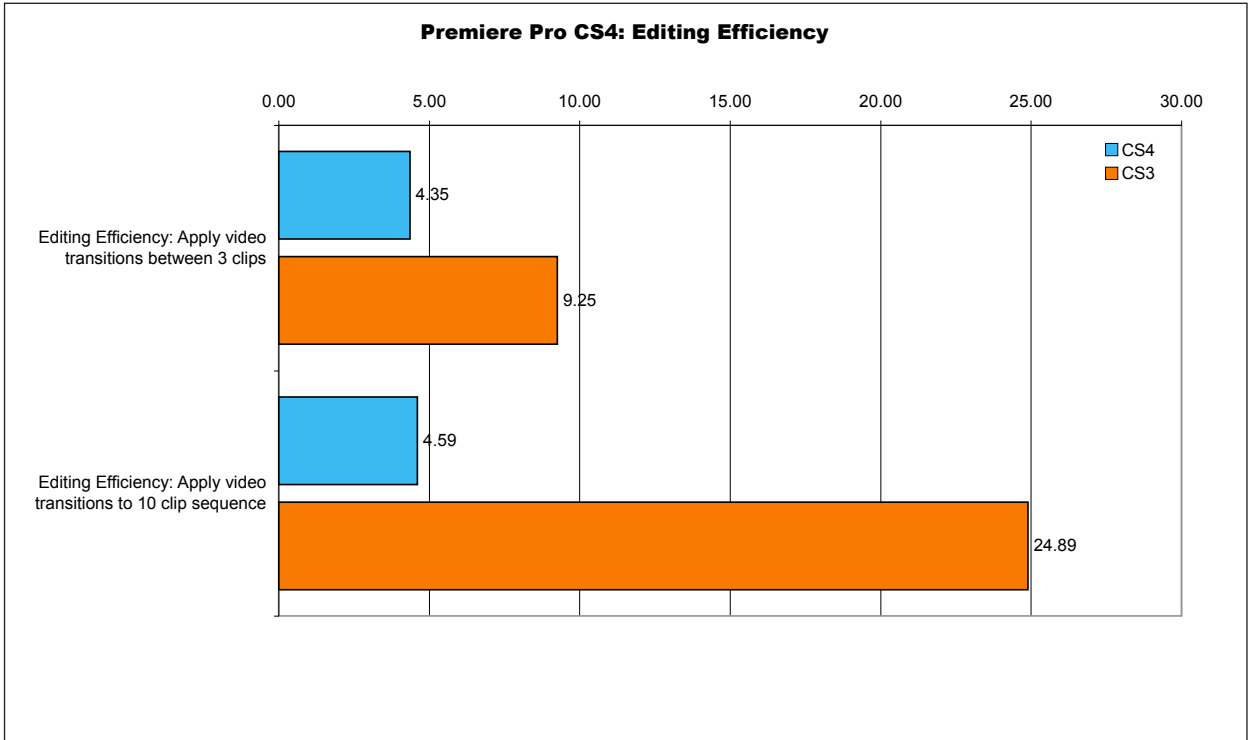


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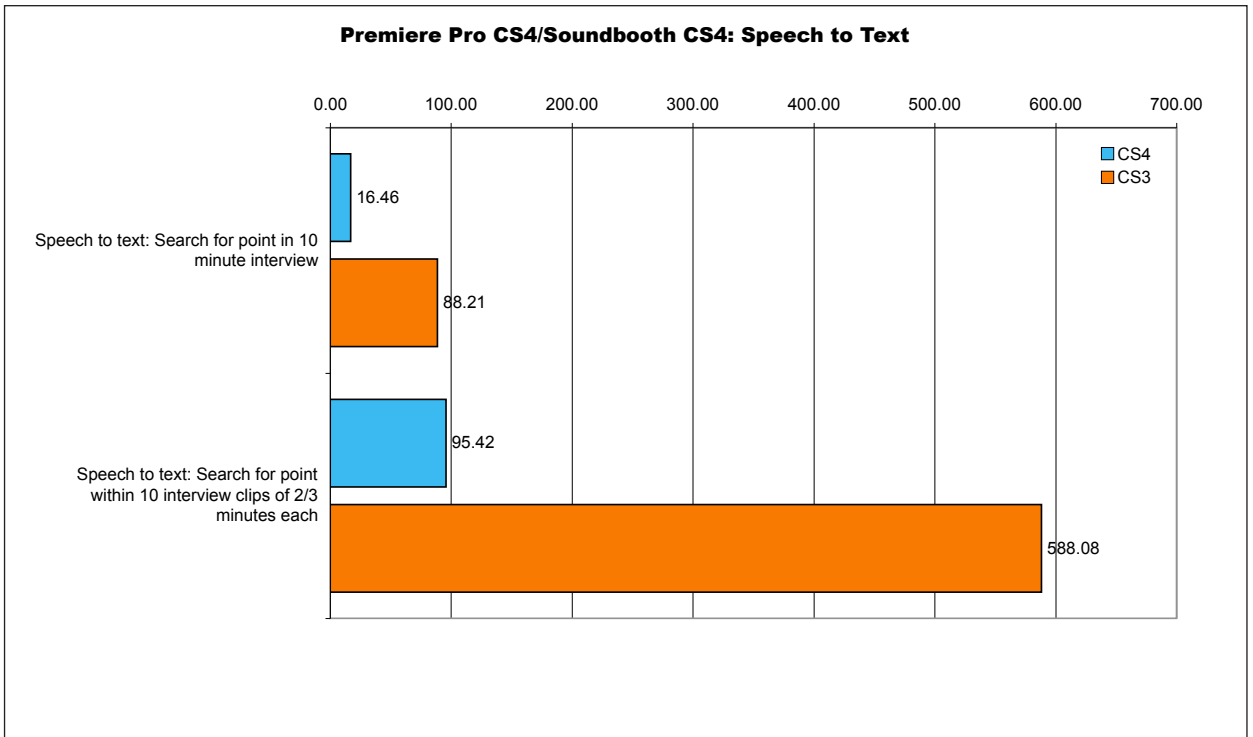


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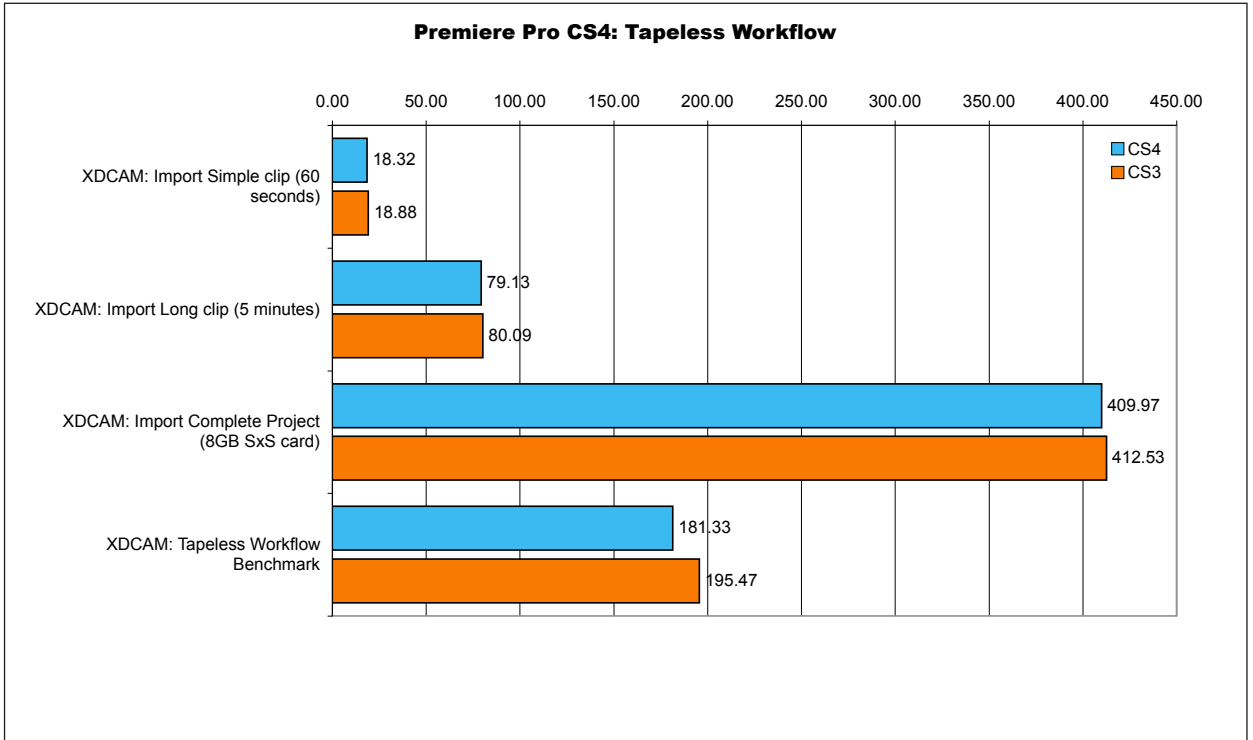


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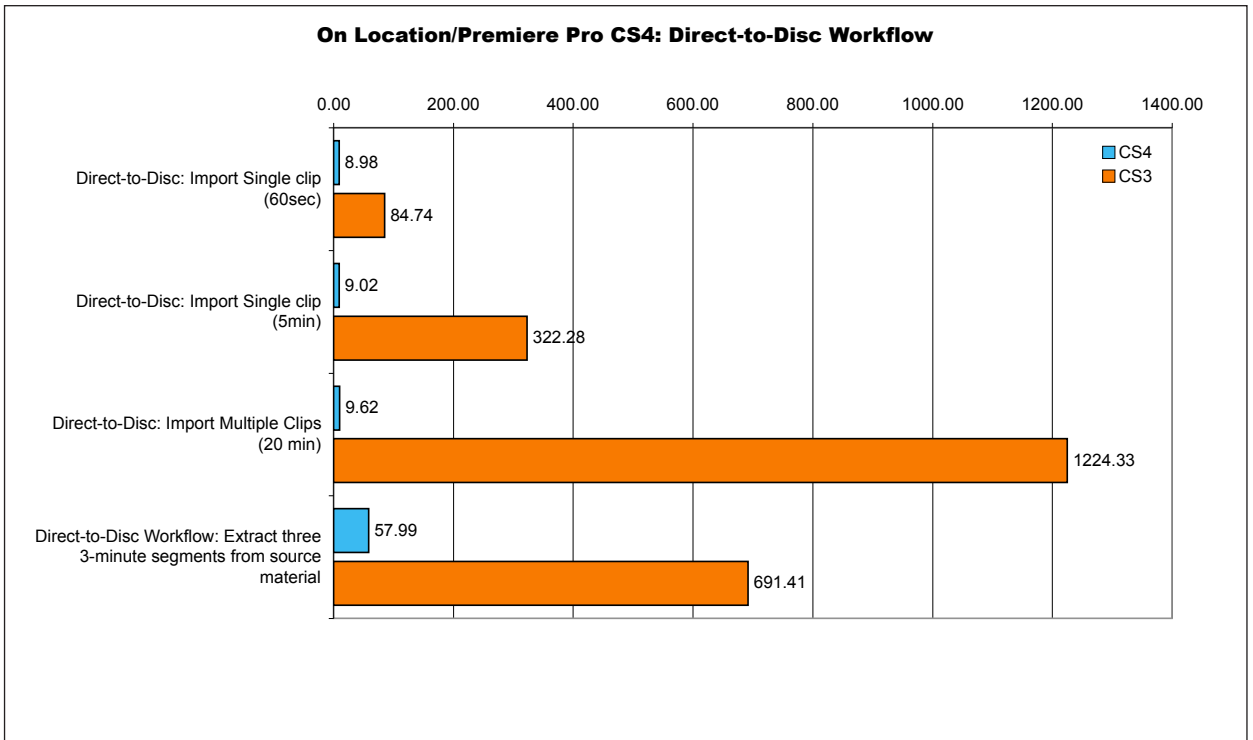


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**Complete Results: Charts**

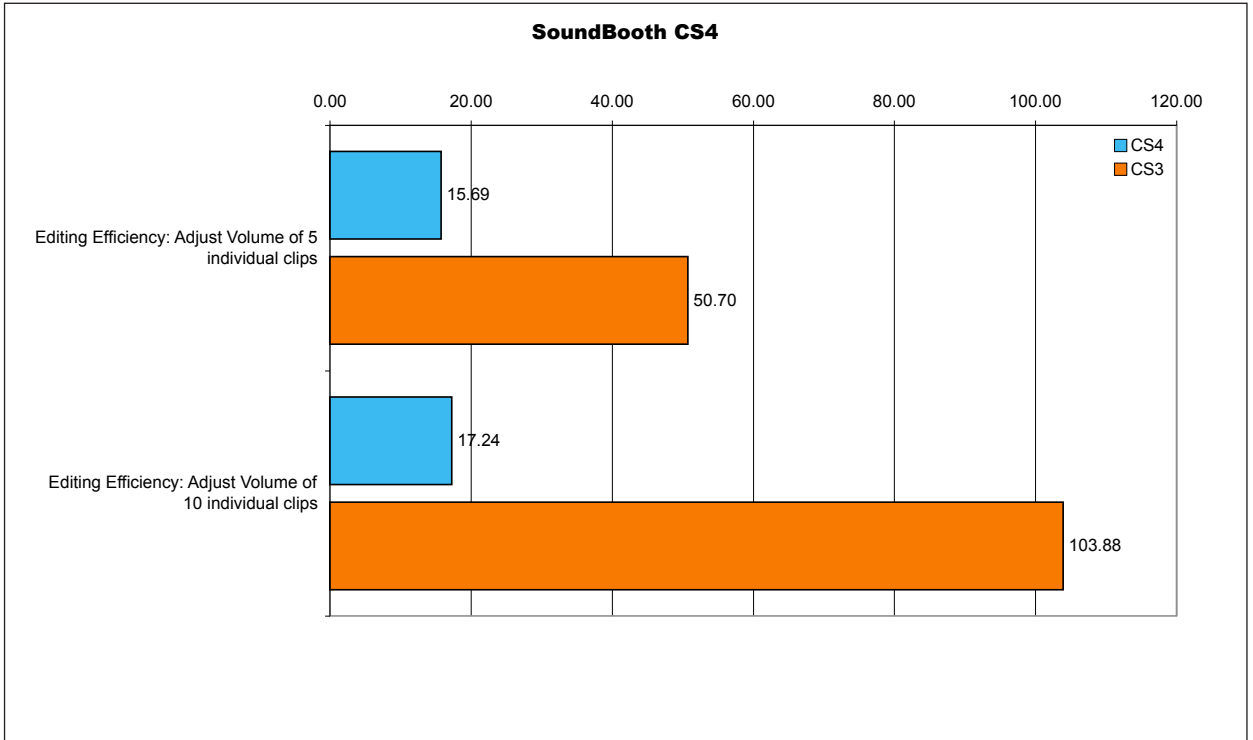


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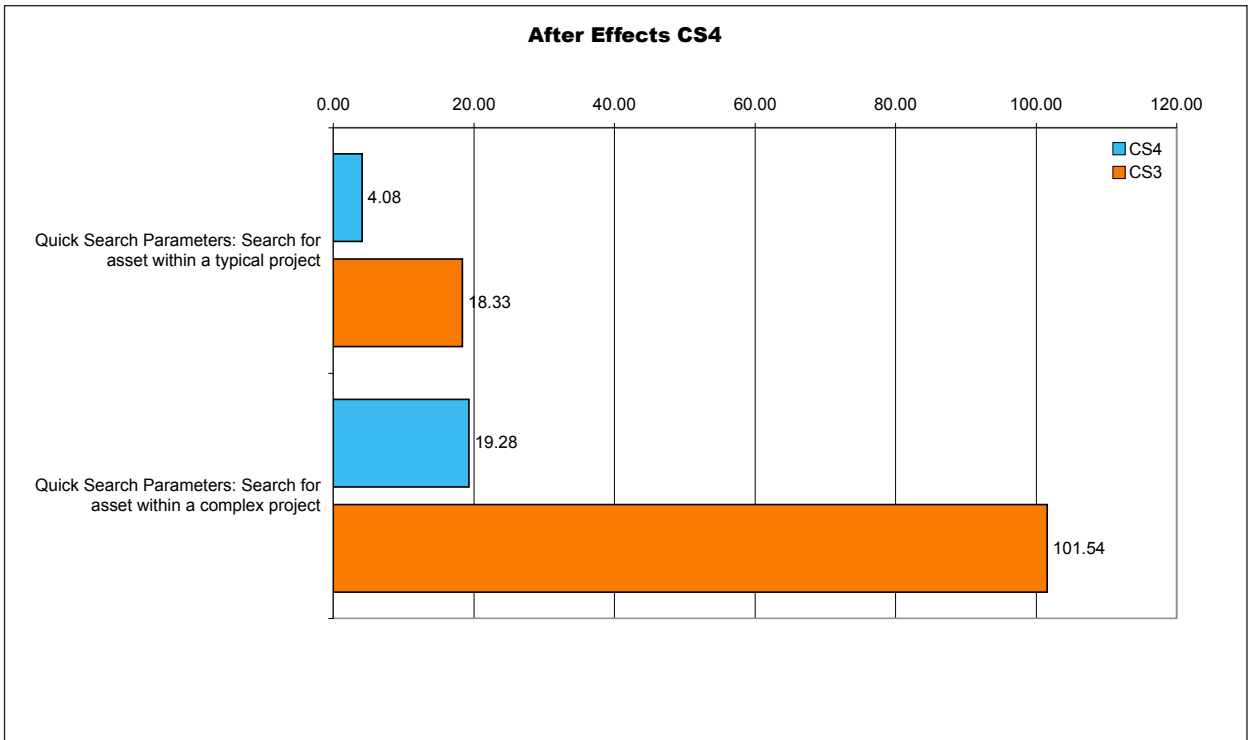


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**Complete Results: Charts**

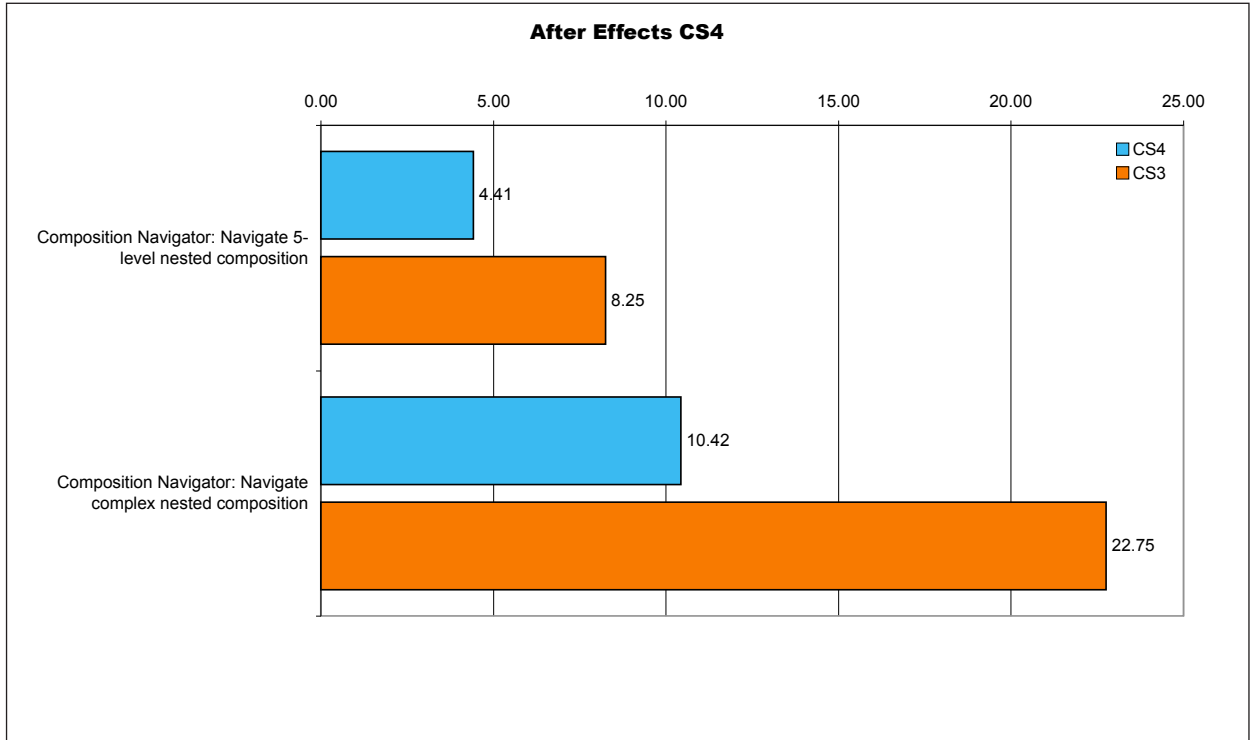


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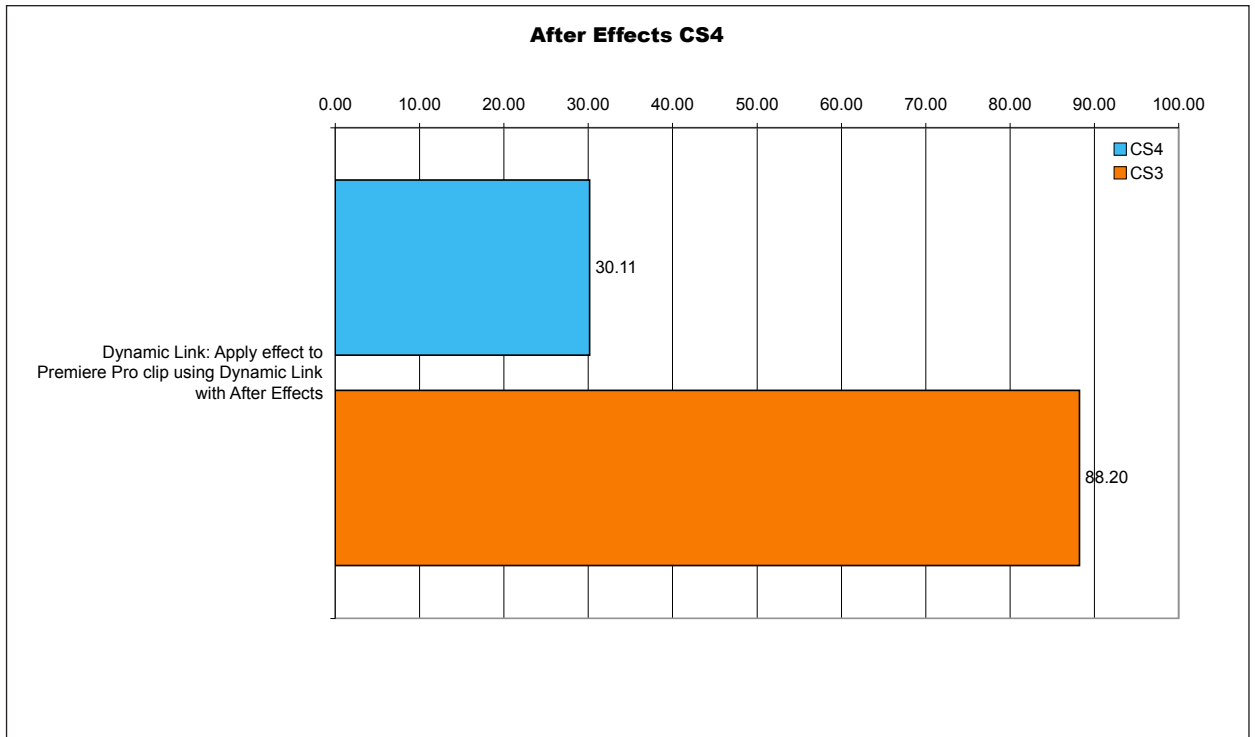


Time scale in seconds. Shorter is better.

**Complete Results: Charts**



Time scale in seconds. Shorter is better.



Time scale in seconds. Shorter is better.

**Complete Results: Charts**