

# Adobe<sup>SM</sup> Customer Services

## Hardware Requirements for Using Adobe Premiere

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The Adobe Premiere program is a versatile tool. The type of hardware configuration you need is determined by how you're planning to use the program. This technical note describes the hardware configurations recommended for the three main types of video editing: on-line editing, off-line editing, and editing for inclusion in multimedia applications.

### REQUIREMENTS FOR ON-LINE VIDEO EDITING

With on-line editing, you work with the original video tapes to produce a movie for broadcast or other type of distribution. Using the Adobe Premiere program as a real-time video editing device requires the following high-end video tools:

- A fast computer. To produce full-screen, full-motion (30 frames per second) video, you must have a computer with a 68040 or better processor, such as one from the Centris® or Quadra™ series.
- A large hard disk drive with a sustained data transfer rate of 4 MB per second or more. An array system (a high-speed hard disk drive configuration in which two or more drives act as one) is preferable, but not mandatory.
- A high-end audio-video capture board that supports hardware compression and video output (for capturing and playing back full-screen, full-motion video), such as the boards offered by SuperMac™, Radius™, RasterOps, and TrueVision.
- A device controller (such as ARTI, V-LAN, DQ Animaq, or VISCA) and a controllable tape deck that supports SMPTE (Society of Motion Picture and Television Engineers) time code (both optional). These devices let you control your tape deck from the computer during video capture.
- At least 20 MB of application RAM. If you want to play your QuickTime® movies directly from RAM, you will probably need more than 20 MB of RAM.

### REQUIREMENTS FOR OFF-LINE VIDEO EDITING

With off-line editing, you review video tapes copied from the original tapes. You then edit and sequence the material, and you record editing decisions in an Edit Decision List (EDL). The EDL is used later to build the distribution tape. Off-line editing enables you to use lower-end, lower-cost equipment for the bulk of the editing work, which keeps expensive on-line editing time to a minimum.

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Off-line editing requires considerably less equipment than does on-line editing, as outlined in the following list:

- A midrange computer, such as a Macintosh® IIfx or better, with at least 8 MB of RAM. Although you can run Adobe Premiere on a slower machine, you need at least a IIfx to work with images that are 240 pixels by 160 pixels or more at 10 frames per second or faster.
- A hard disk drive with at least 200 MB of free space. Even small QuickTime movies require a lot of space.
- An audio-video capture card. Full-screen, full-motion capability and video output are not necessary with off-line editing; however, you may want to output your movie to videotape so that you can compare it to the final product generated from the EDL. A capture card such as the SuperMac Video Spigot & Sound™, the RasterOps Media Time, or the Radius VideoVision™ should be sufficient.
- A tape deck, preferably one with device control. If your tape deck supports SMPTE time code, the Adobe Premiere program notes the time code information on your tape. If your tape deck doesn't understand time code, your tapes must have visible time code readings (called *window dubs*) so that you can enter the time code information manually in Adobe Premiere.

## REQUIREMENTS FOR MULTIMEDIA EDITING

When you edit video for inclusion in multimedia applications, you create QuickTime movies and then import them into an application such as MacroMind® Director™ or Aldus® Persuasion®. In this case, you can use the following basic hardware configuration:

- A computer with color capability. Because you don't know the type of computers your multimedia application users will have, you may want to consider developing on a slower computer. Doing so ensures that your application will indeed run on a slow machine.

The drawback to using a slower machine is that putting the application together may be tedious. One solution to this problem is to use a Macintosh IIfx or better for your development work and then to check the application on a slower computer such as a Macintosh LC.

- A hard disk drive with 200 MB or more capacity.
- An audio-video capture card. As in off-line editing, you probably won't be working with clips larger than 240 pixels by 160 pixels; therefore, a high-end capture card and a high-speed hard disk drive are not necessary. A card such as the SuperMac Video Spigot & Sound, the RasterOps Media Time, or the Radius VideoVision should be sufficient. You may want to have a board or converter box with video output capability if you want to export your final product to tape.
- A good multimedia package, such as MacroMind Director, that lets you combine your video clips with full-screen text and graphics.

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