



## 9A0-039

(Adobe After Effects 6.0 Professional ACE Exam)

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## Question: 1

**You want to create a light that can be animated along 3D axes but will still keep focus on a specific scene location while animating. What should you do?**

- A - choose Light Settings dialog > Light Type: Spot
- B - choose Light Settings dialog > Light Type: Parallel
- C - choose Layer> Transform >Auto-Orient> Orient Along Path
- D - choose Layer> Transform > Auto-Orient> Orient Towards Point of Interest

Answer: D

## Question: 2

**You want to move a camera along a single axis without moving the Point of Interest. What should you do?**

- A - hold down the Shift key while dragging the axis
- B - hold down the Alt (Windows) or Option (Mac OS) key while dragging the axis
- C - hold down the Ctrl (Windows) or Command (Mac OS) key while dragging the axis
- D - hold down the Alt (Windows) + Shift key (Windows) or Option + Shift key (Mac OS) key while dragging the axis

Answer: C

## Question: 3

**Which statement describes how 3D layers are rendered?**

- A - 3D layers render layer orientation properties first.
- B - 3D layers are rendered according to their z depth value.
- C - 3D layers are rendered according to their timeline stacking order.
- D - 3D layers are rendered according to the Composition Settings > Rendering Plug-In setting.

Answer: B

## Question: 4

**Which statement about using After Effects OpenGL previewing is true?**

- A - Layers are limited to 2000 by 2000 pixels.
- B - OpenGL supports all After Effects blending modes.
- C - OpenGL previews are created by using Adaptive Resolution previewing.
- D - OpenGL previews are limited only by the amount of installed RAM on the system.

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Answer: A

Question: 5

You have placed an effect on a layer that has the visibility property disabled. The layer will NOT show the effect if you:

- A - choose Layer > Show/Hide Layer
- B - choose Layer > Show/Hide Effects
- C - choose Effect > Show/Hide Effect
- D - choose Effect > Show/Hide Effects

Answer: A

Question: 6

- A - ID Matte
- B - Depth Matte
- C - Depth of Field
- D - 3D Channel Expansion

Answer: B

Question: 7

You have selected multiple layers in the Composition window. When you choose Animation > Keyframe Assistant > Shift to Selected Time, what happens when you choose:

- A - All selected layers move to the same position.
- B - The top layer stays in its current position.
- C - The first layer moves to the same position.
- D - The bottom layer moves to the same position.

the position.  
the position.  
time position.

Answer: C

What happens when you select multiple layers in a composition and choose Animation > Keyframe Assistant > Shift to Selected Time? (10 x 240)

- A - The layers do NOT move to the same position.
- B - The layers shift according to their position in the composition.
- C - The layers shift to the upper-right corner of the composition.
- D - The layers shift to the lower-right corner of the composition.

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Answer: B

Question: 9

You have defined a region of interest in the composition. You want to redefine the region of interest.

- A - choose View > Region of Interest > Redefine
- B - choose Composition > Region of Interest > Redefine
- C - drag the Region of Interest tool
- D - Alt (Windows) / Option (Mac) + drag the marquee in the Composition panel

You want to redefine the region of interest.

Which of the following is the correct way to redefine the region of interest?

Answer: D

Question: 10

The motion path of a layer is a straight line. You want to make the motion path a curve.

- A - fast
- B - slower
- C - accelerating; decelerating
- D - decelerating; accelerating

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Answer: B

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