



## **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 Layer

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 > Pre-compose, what happens when you choose:

- A - All selected layers are pre-composed.
- B - The top layer is pre-composed.
- C - The first layer is pre-composed.
- D - The bottom layer is pre-composed.

the position.  
 the same position.  
 the time position.

Answer: C

What happens when you pre-compose a composition that is 1920 x 240 pixels?

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

# 9A0-039 Demo Exam

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) or Option (Mac OS) + drag the marquee tool in the Composition panel

You want to redefine the region of interest.

Using the Marquee tool, you can drag the marquee tool in the Composition panel.

Answer: D

Question: 10

The motion path of a layer in a composition is a straight line. You want to change the motion path to a curve.

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

Answer: B