



## **9A0-060**

**(Adobe After Effects 7.0 Professional ACE Exam)**

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## Question: 1

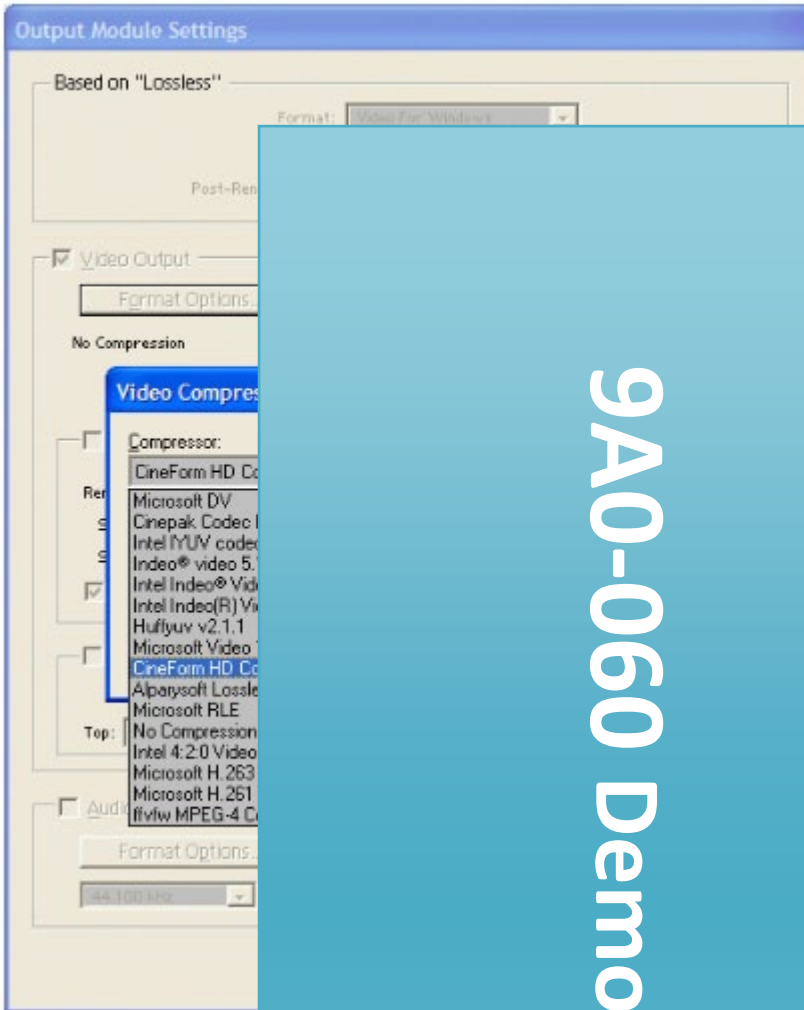
**Which statement about rendering across a network is true?**

- A. If a computer monitoring a watch folder can NOT find fonts, effects, or compressors used in a project, the render fails on that computer.
- B. You can NOT render across a network that includes volumes using different network or operating systems, such as Windows, MAC OS, Novell, and UNIX.
- C. After Effects can copy source files up to 8 GB in size using the Collects Files command to a watch folder that is accessible to all After Effects render engines on the network.
- D. When After Effects finishes rendering all of the queued items in a given project, it saves and closes the project and performs Post Render actions specified in the Output Module settings dialog box.

Answer: A

## Question: 2

**You want to export your composition with an alpha channel for reuse in another composition in your project. Your composition contains NO audio.**



# 9A0-060 Demo Exam

You want to apply compression, but you want to import the file, but not render it.

- A. For Post-Rendered, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.
- B. For Post-Rendered, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.
- C. Under Compression, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.
- D. Under Compression, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.

What do you want to do?

- A. Under Compression, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.
- B. Under Compression, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.
- C. Under Compression, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.
- D. Under Compression, select RGB + Alpha, and for Post-Rendered, select RGB + Alpha, Depth: select Milliseconds, and for Post-Rendered, select Milliseconds.

Answer: C