



ADOBE

9A0-060

Adobe After Effects 7.0 Professional ACE

QUESTION: 137

You have a composition with five layers. You want to animate a Lens Flare effect independently of the existing layers. Which new layer type should you choose?

- A. null
- B. light
- C. solid
- D. adjustment

Answer: C

QUESTION: 138

What is the result of scaling up a 3D parent layer on the Z-axis?

- A. The child layers move away from the parent in 3D space.
- B. Movement of the child layers becomes exaggerated on the all 3 axes.
- C. The influence of the parent layer over the child layers is decreased exponentially.
- D. The Z-scale property value of the parent layer changes, but there is NO effect to its appearance or its child layers.

Answer: A

QUESTION: 139

What happens when you time-reverse a layer?

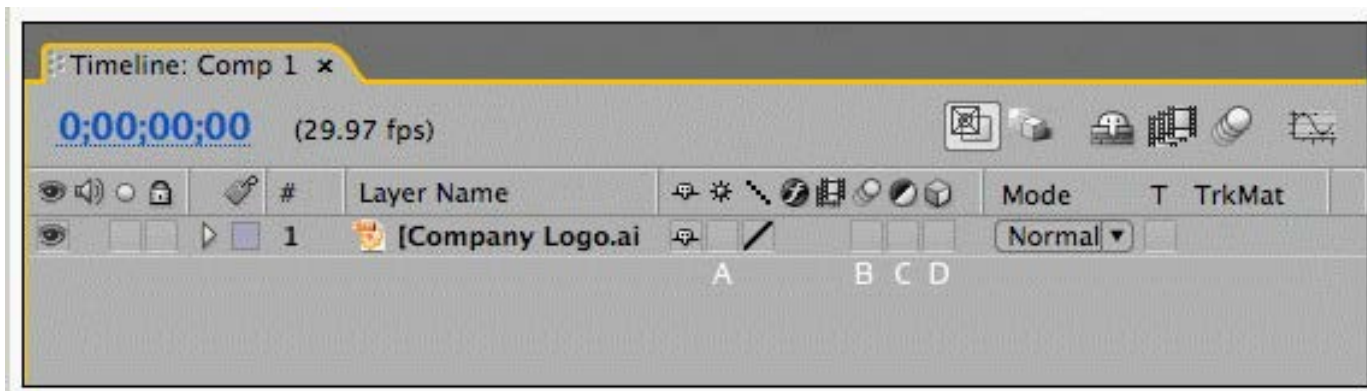
- A. Auto Orientation is reversed.
- B. Partially-linear Hold keyframes work in reverse.
- C. footage running backwards in the Composition window still runs forward in the Layer window.
- D. The in-point for a layer is placed at the end of the timeline and the out-point for a layer is placed at the beginning.

Answer: B

QUESTION: 140

Click the Exhibit button.

Which layer switch should you select to toggle Collapse Transformations?



- A. A
- B. B
- C. C
- D. D

Answer: A

QUESTION: 141

You create a composition with four layers. You want to scale and rotate the composition around a central point. There is also a fifth background layer that will NOT move. You want the four layers to rotate together. You also want the four layers to scale independently of each other. What should you do?

- A. create a new camera object layer; set keyframes to rotate the camera; scale each of the four layers separately
- B. create a new camera object layer; set keyframes for that layer to animate the focal length and rotation of the camera
- C. create a new null object layer; set that layer as the parent for the four animated layers; set keyframes for both scale and rotation for the null object layer
- D. create a new null object layer; set that layer as the parent for the four animated layers; set keyframes for rotation for the null object layer; set Scale keyframes for each of the four layers

Answer: D

QUESTION: 142

Which statement about the Paint panel's Source property is true?

- A. It only works with video footage.
- B. It is only available when using clone tools.
- C. It specifies the layer on which you are painting.

D. It specifies a layer as the source of your brush shape.

Answer: B

QUESTION: 143

What is the function of the Wave Type property on the Radio Waves effect?

- A. It determines the shape of the wave.
- B. It determines if the wave expands or contracts.
- C. It determines whether it uses a 2D or 3D perspective.
- D. It determines how the wave behaves after it leaves its source point.

Answer: A

QUESTION: 144

What is the function of the Referring Presets option in the Effects and Presets panel?

- A. It lists all effects used in a preset, below the preset's name.
- B. It lists presets that contain an effect, below the effect's name.
- C. It lists all layers in the current composition that are using the selected preset.
- D. It list all presets that must have other layers to reference in order to function properly.

Answer: B

QUESTION: 145

You are using the Levels effect to confirm that the RGB values of your layer never exceed 235. Which setting should you use?

- A. Input black 15
- B. Input white 235
- C. Output black 15
- D. Output white 235

Answer: D

QUESTION: 146

You want to create a Depth-of-Field effect for a layer in a composition. The layer you want to blur is named street scene. You create a grayscale image in Photoshop using black to indicate the areas that should stay in focus. You name this image focus_map. You import and place it in your composition below the street scene layer. You add the

Lens Blur effect to the street scene layer. Which setting should you use for the Lens Blur effect?

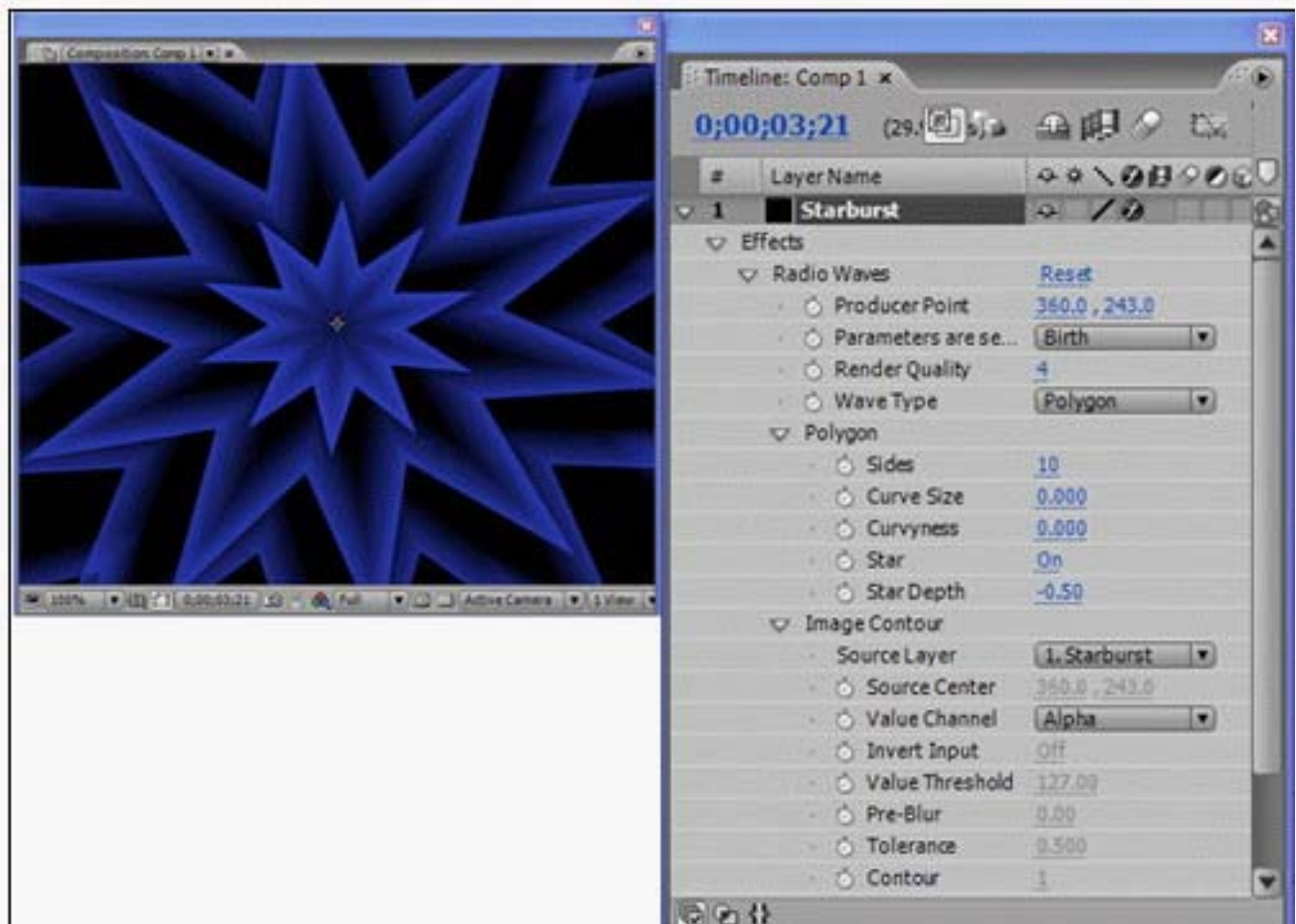
- A. Depth Map Layer: focus_map; Depth Map Channel: Alpha
- B. Depth Map Layer: street scene; Depth Map Channel: Alpha
- C. Depth Map Layer: focus_map; Depth Map Channel: Luminance
- D. Depth Map Layer: street scene, Depth Map Channel: Luminance

Answer: C

QUESTION: 147

Click the Exhibit button.

You apply the Starburst Spin animation preset from the Effects and Presets panel to a solid layer. This effect generates blue starburst shaped waves from a producer point, which increase in size over the animation. You want to change the shape of the waves to that of a circle. What should you do?



- A. under the Radio Waves effect, choose Wave Type > Image Contour; under the Image Contour option, increase both the value for Tolerance and Contour
- B. under the Radio Waves effect, choose Wave Type > Image Contour; under the Image Contour option, increase the value for Value Threshold and Contour
- C. under the Radio Waves effect, choose Wave Type > Polygon; under the Polygon option, increase the value for the Sides property and turn the Star property to OFF
- D. under the Radio Waves effect, choose Wave Type > Polygon; under the Polygon option, increase the value for Curviness and turn the Star property to OFF

Answer: C

QUESTION: 148

Which statement about saving Animation Presets is true?

- A. An Animation Preset must contain animation.
- B. An Animation Preset can NOT include expressions.
- C. By default, Animation Presets are saved as PFX files in the Presets directory of the application folder.
- D. The most recently saved or applied Animation Presets appear under the Recent Animation Presets menu in the Animation menu.

Answer: D

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