



ADOBE

9A0-068

After Effects(R) CS3 ACE

D. Increase the Maximum RAM Cache Size to 100%.

Answer: B

Question: 71

For a presentation, you want to have an animation preview completely fill the viewable area of the computer monitor, without displaying the interface elements. What should you do?

- A. Place the cursor over the Composition panel and press the tilde (~) key.
- B. Click the Maximize button on the title bar.
- C. Select the Full Screen option in the Time Controls panel.
- D. Open View Options from the Composition panel menu.

Answer: C

Question: 72

You are working on a composition in which many layers utilize blend modes. You want to eliminate the fringing that occurs when high-contrast, vibrant colors are blended together. What should you do in the Project Settings dialog box?

- A. Change the Depth value to 16 bits per channel.
- B. Select Blend Colors Using 1.0 Gamma.
- C. Select Match Legacy After Effects QuickTime Gamma Adjustments.
- D. Choose sRGB as the Working Space.

Answer: B

Question: 73

You animate a mask on a layer that contains interlaced video. You want to create a smoother interpolation for the mask. What should you do?

- A. In the Project panel, open the interpretation for the video and increase the frame rate.
- B. In the Smart Mask Interpolation panel, change the Keyframe Rate value to Auto.
- C. In the Smart Mask Interpolation panel, select Keyframe Fields.
- D. In the Timeline panel, change the Mask Mode to Difference.

Answer: C

Question: 74

You want to use kerning to adjust the text you have created. However, the kerning value in the Character panel is grayed out. What should you do?

- A. Select a text layer in the Timeline panel.
- B. Click an insertion point in the text between two characters.
- C. Use the Horizontal Type tool to select an entire word.
- D. Double-click a text layer in the Timeline panel to select all the characters.

Answer: B

Question: 75

You create a text layer. You want to animate the characters so that they are replaced by the same Unicode value. What should you do before animating?

- A. Add a Character Offset animator and change the Character Range drop-down list to Full Unicode.

- B. Add a Character Offset animator and change the characters in the Character panel.
- C. Add a Character Value animator and change the Character Range drop-down list to Full Unicode.
- D. Add a Character Value animator and change the Character Value property.

Answer: D

Question: 76

What should you do to preview the text animation presets that ship with After Effects?

- A. In the Effects and Presets panel menu, select Browse Presets.
- B. From the File menu, select Browse Template Projects.
- C. Launch Adobe Bridge and select Slideshow from the View menu.
- D. Choose File > Browse. In Adobe Bridge, select Bridge Home from the Favorites panel.

Answer: A

Question: 77

In what ways does enabling per-character 3D text affect a text layer?

- A. The entire layer and its contents can now animate in three dimensions.
- B. The Enable 3D layer switch in the Timeline panel must now be clicked to enable the layer as a 3D layer.
- C. The layer is not affected by light layers.
- D. The text on the layer now has three-dimensional volume.

Answer: A

Question: 78

You want to apply an effect from the Effects and Presets panel to a layer. What should you do?

- A. Drag and drop the effect onto the source footage in the Project panel.
- B. Use a context menu in the Effects and Presets panel.
- C. Select an effect and then apply it from the Effects and Presets panel menu.
- D. Drag and drop the effect onto the layer's duration bar in the Timeline panel.

Answer: D

Question: 79

You apply the Card Wipe effect to a layer. You want to animate the cards coming closer and going farther away from the viewer. You also want the animation to be random and you do NOT want to set keyframes. What should you do?

- A. Increase the Z Jitter Amount value.
- B. Increase the X Rot Jitter Amount value.
- C. Increase the Timing Randomness value.
- D. Increase the Random Seed value.

Answer: A

Question: 80

You want to create an animated signature. You want After Effects to capture your motion automatically to create the signature. What should you do?

- A. Select the Brush tool and in the Paint panel and change the Duration value to Write On.

- B. Select the Brush tool and in the Paint panel and change the Duration value to Custom and specify the value.
- C. Apply the Write-on effect and animate the Brush Position property.
- D. Apply the Vector Paint effect and change the Playback Mode to All Strokes.

Answer: A

Question: 81

You want to use the Shatter effect to simulate an explosion. You want the layer to pause during the explosion and then continue exploding. Which two Shatter properties should you animate to achieve this effect? (Choose two.)

- A. Depth
- B. Radius
- C. Strength
- D. Viscosity
- E. Gravity

Answer: D, E

Question: 82

What is the difference between a DV preset and a DV widescreen preset?

- A. Width
- B. Height
- C. Pixel Aspect Ratio
- D. Frame Rate

Answer: C

Question: 83

You import a .swf file from Adobe Flash. As you scale up the .swf file in a composition, the edges lose their details and become pixelated. What should you do to fix this problem?

- A. Change the alpha channel type in the Interpret Footage dialog box.
- B. Allocate more texture memory to OpenGL in the Previews area of the Preferences dialog box.
- C. Select the Live Update button in the Timeline panel.
- D. Select Continuously Rasterize in the Timeline panel.

Answer: D

Question: 84

You create a mask around a layer depicting an object. Some of the vertices are corner points, but you want to change them to curves. What should you do?

- A. Click the corner point with the Pen tool.
- B. Click the corner point with the Convert Vertex tool.
- C. Press ALT(Windows) or OPTION (Mac) + click the point with the Selection tool.
- D. Press CTRL(Windows) or COMMAND (Mac) + click and drag the point with the Selection tool.

Answer: B

Question: 85

A client asks you to create a widescreen project. What should be the frame aspect ratio?

- A. 0.9
- B. 1.2
- C. 4:3
- D. 16:9

Answer: D

Question: 86

You are working with multiple 3D layers and two cameras in a composition. In some of the 3D views, some layers are not visible. You want to use the View > Look At All Layers option to view layers that are not visible in the currently active view. You also want to do this without changing a single element in the composition. What should you do?

- A. Select the 3D layers in the Timeline and press F11.
- B. Select the Camera layers in the Timeline panel and press ESC.
- C. Choose any of the Custom Views from the 3D View menu in the Composition panel.
- D. Choose Active Camera from the 3D View menu in the Composition panel.

Answer: C

Question: 87

You create a 3D cube in the center of a composition and add a camera layer. The 3D View menu is set to Active Camera. You want to animate the position of the camera to view the cube from different angles and perspectives. The cube must always be at the center of the scene, which is the camera point of interest. What should you do?

- A. In the Timeline panel, create keyframes for the camera zoom and orientation properties.
- B. In the Timeline panel, create keyframes for the camera x, y, and z Point of Interest properties.
- C. Click and drag in the Composition panel with the Orbit Camera tool and set keyframes for the camera position property.
- D. In the Composition panel, choose 4 Views in the Select View Layout menu and set keyframes for the camera rotation property in each view.

Answer: C

Question: 88

You have set up a composition with a group of images as 3D layers. The layers are illuminated by two Spot Lights, which create shadows. You want to increase the brightness of the scene without adding new shadows. What should you do?

- A. Convert one Spot Light to a Point Light.
- B. Set the Cone Feather value to 100 percent for both Spot Lights.
- C. Decrease the Shadow Darkness option for both Spot Lights.
- D. Create an Ambient Light.

Answer: D

Question: 89

You are working on a complex composition involving multiple 3D layers, light layers, and adjustment layers. You note that the preview of your composition takes longer than usual to render, especially when you want to reposition an element in the composition. What should you do to disable temporary lights and reduce the preview rendering time?

- A. Choose Preferences > Previews and deselect Enable Open GL.

- B. Select all layers in the composition and choose Layers>Quality>Draft.
- C. Set the Resolution/Down sample Factor Popup to QUARTER.
- D. Click the Draft 3D button in the Timeline panel and disable the Live Update option.

Answer: D

Question: 90

You create a layer of white text. You want to use this text to mask out a portion of a movie. However, the text is currently revealing the movie layer. What should you do in the Modes area of the Timeline panel?

- A. On the movie layer, change the TrkMat value to Alpha Inverted Matte.
- B. On the movie layer, change the TrkMat value to Luma Matte.
- C. On the text layer, change the TrkMat value to Luma Matte.
- D. On the text layer, change the TrkMat value to Alpha Matte.

Answer: A

Question: 91

You create an animation of a camera moving around a 3D scene. What should you do to preview variations of this animation, with the camera entering the scene from alternate angles?

- A. Select the desired keyframes for two or more properties, open Brainstorm, and press SPACEBAR.
- B. Select the Orientation property of the camera layer, open Brainstorm, and press SPACEBAR.
- C. Apply the random expression to the Point of Interest property.
- D. Apply the random expression to the Position property of the camera.

Answer: A

Question: 92

What is the function of the Satin layer style?

- A. It uses a gradient to create a glow around a layer.
- B. It increases the contrast of a layer's interior pixels.
- C. It enhances the contrast around the edges of a layer.
- D. It creates shadow areas on the interior of a layer.

Answer: D

Question: 93

What should you do to accelerate the rendering of Puppet deformations?

- A. From the Edit menu, select Purge > All.
- B. In the Preferences dialog box, select Enable Disk Cache.
- C. Select the Puppet Pin tool, and decrease the Triangles value.
- D. From the Record Options, select Use Draft Deformation.

Answer: C

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