

# **Exam 9A0-068 study material**

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## **Free 9A0-068 Exam Preparation Questions**

**Exam 9A0-068: After Effects@ CS3 ACE EXAM**

**Question: 1**

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: 2**

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: 3**

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: 4**

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: 5**

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: 6**

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: 7**

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: 8**

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: 9**

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: 10**

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: 11**

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: 12**

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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