## ISLEVER

## 9A0-039

## Adobe After Effects 6.0 Professional ACE

## Exam

## DEMO

https://www.islever.com/9a0-039.html
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## QUESTION NO: 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 > OrientAlong Path
D. choose Layer > Transform > Auto-Orient > OrientTowards Point of Interest

## Answer: D

## QUESTION NO: 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 NO: 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 NO: 4

Which statement about using After Effects OpenGL previewing is true?
A. Layers are limited to 2,000 by 2,000 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.

Answer: A

## QUESTION NO: 5

You have placed an effect on a 3D layer that has Continuously Rasterize enabled. The layer will NOT show the effect when casting shadows. What should you do?
A. choose Layer > Pre-compose
B. choose Layer > Preserve Transparency
C. choose Effect > 3D Channel > Depth Matte
D. choose Effect > 3D Channel > 3D Channel Extract

## Answer: A

## QUESTION NO: 6

You want to slice an image that contains 3D channel information along its $z$ depth values. Which 3D Channel effect should you use?
A. ID Matte
B. Depth Matte
C. Depth of Field
D. 3D Channel Extract

## Answer: B

## QUESTION NO: 7

You have selected multiple layers in a composition. What happens when you choose Animation > Keyframe Assistant > Sequence Layers?
A. All selected layers are moved from their original time positions.
B. The top layer selected in the Timeline window maintains its original time position.
C. The first layer you select in the Timeline window maintains its original time position.
D. The bottom layer selected in the Timeline window maintains its original time position.

## Answer: C

## QUESTION NO: 8

What happens to the position of layers within a composition when you resize a $320 \times 240$ composition to $640 \times 480$ ?
A. The layers do NOT move.
B. The layers shift according to the anchor setting.
C. The layers shift to the upper-left corner of the composition.
D. The layers shift to the lower-right corner of the composition.

## Answer: B

## QUESTION NO: 9

You have defined a region of interest in the Composition window. You want to redefine the region of interest. What should you do?
A. choose View > Look At All Layers
B. choose Composition > Trim Comp to Work Area
C. drag the Region of Interest button into the Composition window and drag the Marquee tool
D. Alt (Windows) or Option (Mac OS) click the Region of Interest button, then drag the marquee in the Composition window

Answer: D

## QUESTION NO: 10

Click the Exhibit button. The motion path depicted in the exhibit is $\qquad$ from $A$ to $B$ and $\qquad$ from $B$ to $C$.

