

Adobe® Certified Expert Program

Product Proficiency Exam Bulletin

Adobe® AfterEffects CS4 Exam # 9A0-096

ACE Certification Checklist

The checklist below will help guide you through the process of obtaining ACE certification.

- Review this bulletin to become familiar with the topic areas and objectives of the exam.
- Identify the topic areas and objectives you need to study.
- Determine which study materials you need to improve your skills.
- For a list of recommended study materials, visit:
<http://www.adobe.com/misc/training.html>
- Study for the exam.
- Contact Pearson VUE to register for an exam: *<http://www.pearsonvue.com/adobe>*
- When registering for the exam, refer to the exam number located at the top of this bulletin.
- Take the exam.

Your score is electronically reported to Adobe. Please allow 2-4 weeks from the date you pass the exam to receive your ACE Welcome Kit.

Exam Structure

The following lists the topic areas and percentage of questions delivered in each topic area:

Topic Area	% of Exam	# of Questions
User interface and Workflows	5%	4
Importing and organizing footage items	8%	6
Working with other software and Dynamic Link	4%	3
Projects and compositions	6%	5
Working with layers in the Timeline	8%	6
Views and previews	6%	5
Building 3D compositions	5%	4
Color and HDR	4%	3
Drawing, painting, and paths	5%	4
Shape Tools	6%	5
Creating and animating Text	5%	4
Transparency and compositing	5%	4
Working with Effects	8%	6
Markers and metadata	5%	4
Memory, storage, and performance	6%	5
Tracking	4%	3
Expressions	5%	4
Rendering and exporting	6%	5

Number of Questions and Passing Score

- 80 questions
- 66% minimum required to pass

Test Content: Topic Areas and Objectives

Following is a detailed outline of the information covered on the exam.

1. User interface and Workflows

- Given a scenario, configure a workspace.
- Given a tool on the Tools panel, explain the purpose of the tool.
- Given a scenario explain how to use the quick search.
- Given a scenario explain how to manage duplicate footage and undo history.

2. Importing and organizing footage items

- List and describe the process and options available for previewing compositions and footage.
- Discuss ways to determine footage field order.

- Explain how to prepare footage for playback on mobile devices.
 - Discuss cross-platform project considerations.
 - Discuss different options for importing files to the project.
 - Given a scenario explain how to replace an existing footage item
- 3. Working with other software and Dynamic Link**
- List and describe the functionality of importing files from other Adobe applications or other supported file types.
 - Discuss export of content for use in Adobe Flash
 - Explain how to link and create compositions using Adobe Dynamic Link.
- 4. Projects and compositions**
- Discuss the uses of a template project.
 - Given a scenario explain how to create and view compositions.
 - Discuss the purpose of the compositions created by Adobe Device Central.
 - Given a scenario explain how to control thumbnails in the Project panel.
 - Explain the purpose and uses of the composition navigator bar.
- 5. Working with layers in the Timeline**
- Given a scenario, discuss the ability to update layers in other Adobe applications.
 - Discuss methods of selecting, moving and aligning layers in the timeline.
 - Explain how to use individual position properties for a layer.
 - List and describe the advantages of Null objects.
 - Given a description, choose which one of the transform modes will deliver the required result.
 - Given a scenario, explain methods of a sizing a solid layer.
- 6. Views and previews**
- Given a scenario, explain the uses of standard preview.
 - Discuss ways to speed up performance when working with complicated compositions.
 - Identify options and define procedures for preview on an external video monitor.
 - Explain ways to avoid rendering unnecessary pixels.
 - Discuss the affect of changing the zero point (origin) for the rulers.
- 7. Building 3D compositions**
- Describe the functionality of the unified camera tool.
 - Discuss ways to edit a 3D model within a live PSD 3D.
 - Discuss viewing and orienting 3D layers.
 - Explain a setting in the Camera Dialog box.
- 8. Color and HDR**
- List and describe High Dynamic Range (HDR) and Color management advantages.

- Explain how to assign a color profile to a footage item.
- Discuss ways to keep colors as broadcast safe.

9. Drawing, painting, and paths

- Discuss attributes in the brushes panel.
- Discuss ways to affect the interpolation of vertices on a mask.
- Given a scenario, explain how to apply a motion blur to a mask.
- Discuss ways to use a mask to create position keyframes.

10. Shape Tools

- Identify and explain options in the line cap for strokes.
- Alter shapes with path operations.
- Discuss the operation of Wiggle Transform for a shape layer.
- Discuss and explain fill and stroke creation.
- Describe the purpose of the first vertex of a path.

11. Creating and animating Text

- Discuss options to use effects with live text.
- List and describe the options available for formatting fill and stroke.
- Discuss the purpose of a value under the range selector properties.
- Explain the process of animating text by using multiple selectors.

12. Transparency and compositing

- Configure transparency values and blend modes where multiple layers or masks intersect
- Discuss the uses of a garbage matte.
- Given a scenario, explain how to use transparent pixels on one layer to affect another.
- Discuss ways to prepare footage when working with keying effects.

13. Working with Effects

- Describe different methods to save an animation preset.
- Suggest a solution for warning icons in the effects panel.
- Name effects that can use a native 3D comp camera.
- Discuss options and categories in the Effects & Presets panel.
- Discuss the operations of common effects properties.
- List the supported formats that can be used with the 3D Channel effects.

14. Markers and metadata

- Discuss options for defining markers on the timeline.
- Describe interpolation of data for Extensible Metadata Platform (MXF) files.
- Explain the different appearance of markers in the timeline.
- List and describe video formats which support XMP metadata upon import.

15. Memory, storage, and performance

- Given a scenario, explain which steps to take when you see an alert message about memory or display.
- Describe the benefits of Media Cache processing.
- Discuss Render Multiple Frames Simultaneously.
- List and describe the options and procedures for memory requirements and optimum performance in After Effects.
- Discuss the main use for the Caps Lock key.

16. Tracking

- Describe a scenario for choosing two track points at the same time.
- Explain the operation of buttons and options in the Tracker Panel.
- Given a scenario, explain the use of the Parallel Corner Pin.

17. Expressions

- List a number of arguments that can be plugged into a given expression.
- Explain how to temporarily disable an expression.
- Given a scenario, discuss when to use an Array object.
- Explain the purpose of motion graph related to expressions.

18. Rendering and exporting

- Describe the options for a rendering process in After Effects.
- Given a scenario, configure the appropriate options in the Render Queue panel to render a movie.
- Explain how to arrange and re-import your render files.
- List supported features of OpenGL rendering.
- List which data is preserved (passed through) when exporting to XFL format.

Practice Exam

Try out these practice questions to get a feel for the types of questions on the ACE exam. Please note that your performance here does not indicate how you will do on the actual exam. To fully

1.1 Given a scenario, configure a workspace

You choose Window > Workspace > Animation and have moved panels around the work area, before saving the composition and quitting After Effects.

Where will After Effects open when you restart it and open a different composition?

- A. in the Standard workspace
- B. in the Undocked Panels workspace
- C. in the Animation workspace with moved panels reset

- D. in the last workspace used in the opened composition
- E. in the Animation workspace with moved panels in their last position

Correct answer: E

3.1 List and describe the functionality of importing files from other Adobe applications or other supported file types.

Where do the sequence markers appear when you copy a Premiere Pro sequence into After Effects?

- A. on a new solid-color layer
- B. on each layer accordingly
- C. on the composition top bar
- D. on the first clip for all layers

Correct answer: A

5.5 Given a description, choose which one of the transform modes will deliver the required result.

You want to mix two layers by using blend modes. You also want to subtract the darker values of the input from the lighter for each color channel.

Which blend mode should you choose?

- A. Hard Mix
- B. Exclusion
- C. Difference
- D. Linear Dodge

Correct answer: C

7.4 Explain a setting in the Camera Dialog box.

You open the Camera Settings dialog box. You want to create more realistic camera focusing effects. What should you do?

- A. enable Lock to Zoom
- B. enable Depth of Field
- C. select the 35mm Preset

D. set the Film Size to 35mm

Correct answer: B

9.1 Discuss attributes in the brushes panel.

You are painting with a brush. You want to control the feathering on the edges of the brush. Which option in the Brushes panel lets you control the feathering of brush edges?

- A. Angle
- B. Spacing
- C. Diameter
- D. Hardness
- E. Roundness

Correct answer: D

11.1 Discuss options to use effects with live text.

Which statement about working with Photoshop Layer Styles in After Effects is true?

- A. You can reorder the Layer Styles.
- B. Importing of Layer Style ASL files is allowed.
- C. You can edit Layer Styles in the Timeline panel.
- D. You can edit the Layer Styles in the Effects Controls panel.
- E. Working with Layer Styles is restricted to imported Photoshop files.

Correct answer: C

13.1 Describe different methods to save an animation preset.

Which After Effects feature lets you create behavior animation presets?

- A. Effects
- B. Keyframes
- C. Expressions
- D. Layer properties

Correct answer: C

14.1 Discuss options for defining markers on the timeline.

You want to define the duration of a marker on the timeline.

What should you do?

- A. double-click the marker, and set its duration in the resulting dialog box
- B. select the marker and drag it while holding down SHIFT until the desired time is reached
- C. select the marker and drag it while holding down ALT/OPTION until the desired time is reached
- D. select the marker, move the Current Time Indicator to the desired time, and press the letter O to mark the out point

Correct answer: A

16.2 Explain the operation of buttons and options in the Tracker Panel.

You are motion tracking footage in an After Effects composition and decide to change the layer being tracked.

Which option in the Tracker panel lets you change the layer in a composition being tracked?

- A. Options
- B. Edit Target
- C. Current Track
- D. Motion Source

Correct answer: D

17.2 Explain how to temporarily disable an expression.

How can you temporarily disable an expression?

- A. click the Enable Expression (=) switch in the timeline
- B. Alt/Option click on the property to which the expression is applied
- C. twirl up the triangle next to the property to which the expression is applied
- D. apply comment-out characters (//) at the beginning of each line in the expression, as used with ActionScript in Flash

Correct answer: A