

# ACE: After Effects CC



Adobe Training Services provides this exam guide to help prepare partners, customers, and consultants who are actively seeking accreditation as Adobe Certified Experts (ACE). This guide, while designed to describe the exam in detail and provide as much information as possible, is not meant to be the sole means of exam preparation. Adobe Training Services offers courses that provide in-depth training on the exam content. Hands-on experience with the Adobe product suite is also a critical element in preparing to pass any Adobe certification exam.

## ACE: After Effects CC Exam Overview

The ACE: After Effects CC exam audience are users with two or more years' experience creating motion graphics as well as understanding/familiarity with After Effects. You should:

- Understand the basics of good design and typography
- Be able to execute a storyboard or design from a senior designer and render a ready-for-distribution video
- Be familiar with Photoshop, Bridge, and Adobe Media Encoder and CINEMA 4D Lite

## Exam Description

The exam has two parts:

- 50 multiple-choice questions, covering a range of topics listed below
- A short survey that we use to gather information about your product experience

Please note that the survey must be completed to qualify for earning the certification. The certification exam has a time limit of 70 minutes, and includes a timer to mark the remaining time.

## Exam Scoring

The certification consists of achieving the minimum passing score, which is 64%, on a multiple choice test. After completing the test, candidates will be immediately provided with the official score for the exam.

## Scheduling exams

The ACE: After Effects CC exam is delivered through an independent testing company, Pearson VUE. First time candidates can view the step-by-step online scheduling guide here: [http://www.pearsonvue.com/reg\\_guide/](http://www.pearsonvue.com/reg_guide/).

## Exam Preparation

The following are typical tasks that you should already be able to perform:

- Understands the delivery requirements of the job
- Importing and correctly interpret footage sources
- Import CINEMA 4D projects
- Create composition; arrange and animate layers
- Create an efficient composition hierarchy with precomps
- Preview and navigate compositions
- Comfortable using each tool in the Tools panel

- Motion track and stabilize footage
- Work in 3D space inside After Effects
- Render compositions; understand Render Queue options
- Can use scripts and create basic expressions

### Exam topics include:

#### Browsing, Importing, and Interpreting Footage

- Browsing and importing from Bridge
- Importing footage
- Importing projects
- Using the Interpret Footage dialog

#### Managing Projects and Compositions

- Using workspaces
- Organizing the project panel
- Creating a composition
- Using Grids and Guides and other alignment tools
- Synchronizing settings across multiple machines

#### Working With Layers in the Timeline

- Using the Footage panel
- Adding layers to a composition
- Sorting layers and stacking order
- Moving, aligning, and trimming layers
- Time stretching and time remapping
- Frame blending
- Sequence Layers keyframe assistant
- Audio and layers
- Layer quality issues

#### Animating Layer Properties

- Interactively transform layers in the Comp panel
- Scrubbing parameter values in the timeline
- Animating transform properties
- Anchor point
- Understanding keyframe interpolation
- Graph Editor
- Motion blur
- Keyframe assistants and panels
- Targeting, revealing, and searching for properties

#### Caching and Previewing

- Standard and RAM previewing
- Using the work area
- Understanding RAM and disk cache

#### Creating Transparency and Blending

- Understanding Alpha channels
- Masking
- Track mattes

- Keying
- Blending modes
- Stencils
- Other transparency mode options

#### Working With Effects and Layer Styles

- Searching for and applying effects
- Previewing and applying animation presets
- Creating animation presets
- Modifying effect properties
- Using adjustment layers
- Working with compound effects
- Applying layer styles

#### Working in 3D Space

- Moving and rotating layers in 3D space
- 3D views
- Working with 3D cameras
- Working with 3D lights
- Layer material options
- 3D renderers
- Fast previews
- CINEWARE and CINEMA 4D Lite

#### Creating and Animating Text

- Creating text layers
- Creating text animators
- Creating cascading animation
- Text on a path
- Per-character 3D
- Randomizing text animations
- Text animation presets

#### Working With Shape Layers

- Creating a shape layer
- Multiple shapes and shape groups
- Shape operators
- Advanced strokes

#### Using the Paint, Roto Brush, and Puppet Tools

- Paint tools
- Roto Brush & Refine Edge tools
- Puppet tools

#### Stabilizing and Tracking Footage

- Warp Stabilizer VFX
- Point Stabilizer
- Point Tracker
- 3D Camera Tracker
- Mocha Tracking and integration

## Parenting, Nesting, and Precomposing

- Parenting
- Parenting with null objects
- Nesting compositions
- Navigating composition hierarchy
- Precomposing
- Edit this, Look at that (ETLAT)
- Render order
- Continuous rasterization
- Collapse transformations

## Working With Color

- Color depth
- Using color profiles and lookup tables
- Broadcast safe colors
- Color Finesse plug-in

## Using Scripts, Plug-ins, and Basic Expressions

- Installing and applying scripts
- Format plug-ins
- Basic expressions
- Essential expressions
- Expression controllers
- Property linking

## Rendering and Exporting

- The Render Queue
- Render Settings
- Output Modules
- Using render templates
- Adobe Media Encoder
- Issues that affect image quality
- Other issues

## Exam Preparation Checklist

- I have two or more years' experience creating motion graphics as well as understanding/familiarity with After Effects.
- I understand the basics of good design and typography.
- I can execute a storyboard or design from a senior designer and render a ready-for-distribution video.
- I am familiar with Photoshop, Bridge, Adobe Media Encoder, and CINEMA 4D Lite.
- I can complete the tasks outlined in the "Exam preparation" section without assistance.
- I have read and studied the topics listed in this exam guide.

## Sample questions

Try out these sample 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 prepare for the exam, closely review the topic areas and objectives in this Exam Guide.

From inside After Effects, you choose File > Browse in Bridge, which opens Adobe Bridge. You have used Labels in Bridge to select several photographs. After using Filter > Labels to view just your chosen images, which is the most efficient, correct way to import these images into After Effects at once?

- A) Select All and press Enter
- B) Select All and choose Label > Approved
- C) Select All, right click any one of the images, and choose Move To
- D) Select All, right click any one of the images, choose New Folder, and with that folder selected press Enter

Correct answer: A

An Illustrator logo has been imported multiple times into the Project panel, and these have been used in multiple compositions. You want to ensure that all instances of the logo in all compositions reference one single footage item. What should you do?

- A) Choose File > Dependencies > Remove Unused Footage
- B) Choose File > Dependencies > Reduce Project
- C) Choose File > Dependencies > Consolidate All Footage
- D) Choose File > Dependencies > Collect Files

Correct answer: C

You have imported an interlaced footage item and separated its fields in its Interpret Footage dialog. Which panel or viewer allows you to step through the individual fields?

- A) Footage
- B) Layer
- C) QuickTime Player
- D) Windows Media Player

Correct answer: A

You want to scale a layer interactively in the Composition panel while maintaining the original image aspect ratio of the layer. What should you do?

- A) Drag any handle, then press the Shift key after you start dragging
- B) Drag only the corner handles instead of the handles in the middle of its sides
- C) First enable the Constrain Proportions switch for the Scale parameter, then drag any handle
- D) First press Alt (Windows) or Option (Mac OS), then drag a corner handle

Correct answer: A

Which shortcut keys are used to set the start time and end time the work area of a composition?

- A) [ and ]
- B) B and N
- C) W and Shift+W
- D) S and E

Correct answer: B

You have two overlapping layers in a composition, with nothing behind them. The Opacity parameter for both layers has been set to 50%. The blending mode for the layers is set to Normal. What is the resulting opacity for the area where they overlap?

- A) 100%
- B) 75%
- C) 50%
- D) 25%

Correct answer: B

You have applied a light rays effect, and notice color banding in the rays during preview. What are the two most effective ways to reduce this banding? (Choose two.)

- A) Add a blur effect
- B) Add a noise effect
- C) Enable frame blending
- D) Increase the color depth in the Project Settings
- E) Choose Layer > Quality > Bicubic

Correct answer: B and D

You have a composition with multiple 3D layers, and a 3D light with a Type of Spot and Falloff set to Smooth. Which two light parameters controls which layers will be illuminated at full value? (Choose two.)

- A) Cone Angle
- B) Cone Feather
- C) Shadow Darkness
- D) Radius
- E) Falloff Distance

Correct answer: A and D

You have a layered Photoshop file that contains a layer with text. You import it into After Effects as a composition. In this resulting composition, you select the layer with the text, and attempt to choose Layer > Convert to Editable Text, but the menu is grayed out. Which is the most likely reason?

- A) You do not have the correct font installed
- B) You have an effect applied to this layer
- C) This layer has been converted to pixels in Photoshop
- D) This layer has not been set to Continuously Rasterize in After Effects

Correct answer: C

You have created a shape layer, and enabled its 3D Layer switch. What must you do before extruding and beveling this shape layer?

- A) Set the Renderer to Ray-traced 3D
- B) Set the Renderer to Classic 3D
- C) Make sure it has a Stroke operator to act as the bevel
- D) Add the Round Corners operator to control the bevel

Correct answer: A



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