

9A0-096^{Q&As}

Adobe AfterEffects CS4 Exam

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QUESTION 1

You are working on a composition containing a multiple layered Photoshop document. You modify the Photoshop layers within Photoshop, and then save it. Which three layer changes will be reflected in the timeline when you return to After Effects? (Choose three.)

- A. size
- B. opacity
- C. rotation
- D. blending modes
- E. color adjustment
- F. additional layers inserted into the Photoshop file

Correct Answer: ACE

QUESTION 2

Which two features and data are preserved (passed through) when exporting a composition to XFL format, for import to Adobe Flash CS4? (Choose two.)

- A. PNG files
- B. 3D layers
- C. Layer Styles
- D. Shape Layers
- E. FLV video clips

Correct Answer: AE

QUESTION 3

You wish to create a looping animation that uses two key frames, returning to the first keyframe automatically upon exit of the second, for the infinite duration of the layer to which the expression is applied. Which loop expressions should you use?

- A. `loopOut(type = "Offset", numKeyframes = 2)`
- B. `loopOut(type = "Cycle", numKeyframes = 2)`
- C. `loopInDuration(type = "Pingpong", duration = 2)`
- D. `loopOutDuration(type = "Continue", duration = 2)`

Correct Answer: B

QUESTION 4

How can you recognize the vertex designated as the first vertex of a path?

- A. It appears as corner point in the Composition viewer.
- B. It appears as the top-most vertex in the Composition panel.
- C. It appears slightly larger than the other vertices in the Composition panel.
- D. It appears as vertex #1 in the Info panel when that mask vertex is selected in the Composition viewer.

Correct Answer: C

QUESTION 5

Click the Exhibit button.



What should you do in order to create a different wiggle motion for each one of the star shape duplicates of a single Shape Layer, that already has the Repeater operator applied?

- A. add a Wiggle Paths operator before the Repeater operator, then open the Wiggle Paths settings and adjust the Size

value

B. add a Wiggle Paths operator after the Repeater operator, then open the Wiggle Paths settings and adjust the Wiggles/Second value

C. add a Wiggle Transform operator after the Repeater operator, then open the Wiggle Transform settings and adjust the Transform values

D. add a Wiggle Transform operator before the Repeater operator, then open the Wiggle Transform settings and adjust the Transform values

Correct Answer: C

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