Adobe After Effects CS5 ACE Exam [9A0-152]

Test Result - Diagnostic Test

700	
1000	

Start Time: 26-Dec-11, 21:43   End Time: 26-Dec-11, 21:47

Total Items: 15   Correct Items: 15

Passing Score: 700   Max Score: 1000

Your Score: 1000   Result: Pass

It is a good practice to review answers and analysis. To review, click on individual items below. please rate and provide feedback as your review. Your feedback we will help us improve this PrepKit and provide you with upgrades.

- Items
- Chapters

Item Details

#	Item	Result	BookMark
1	Which of the following is an arrangement in which the panels are organized in the application win...	Correct	
2	Mark works as an After Effects artist for uCertify Inc. and is working on After Effects CS5. Mark...	Correct	
3	Mark works as an After Effects Artist for uCertify Inc. He is using Adobe After Effects CS5 to cr...	Correct	
4	Mark works as an Adobe After Effects artist for uCertify Inc. He is using Adobe After Effects CS5...	Correct	

5	[Which of the following tracking options is used to track skew and rotation, but not the perspective?](#)	Correct
6	[Choose and reorder the correct ways to save and back up projects.](#)	Correct
7	[Choose and reorder the correct steps to undo changes.](#)	Correct
8	[Which of the following shortcut keys should you press to cycle forward or backward through items ...](#)	Correct
9	[Mark works as an After Effects artist and is using After Effects CS5. Mark has been assigned the ...](#)	Correct
10	[Which of the following steps will you perform to replace the source footage item for a layer with...](#)	Correct
11	[Mark works as an After Effects artist for uCertify Inc. He is using After Effects CS5. Mark has b...](#)	Correct
12	[Which of the following are the ways of placing the insertion point in a search field? Each c...](#)	Correct
13	[Mark works as an After Effects artist for uCertify Inc. He is using After Effects CS5. Mark wants...](#)	Correct
14	[Choose and reorder the correct ways of managing OpenGL in After Effects CS5.](#)	Correct
15	[Various types of axis mode are used to specify on which set of axes is a 3D layer transformed. A ...](#)	Correct

Item Details

# Chapter		Total Correct
1 Working with Effects		1 1
2 Memory, storage, and performance		1 1
3 Tracking		1 1
4 Rendering and exporting		1 1
5 User interface and Workflows		3 3
6 Importing and organizing footage items		5 5
7 Working with other software		1 1
8 Projects and compositions		1 1
9 Building 3D compositions		1 1

1. # Start Time

Gives the time test started at.

2. # End Time

Gives the time test ended at.

3. **Total Items**

Total numbers of questions in the given test.

4. **Correct Items**

Total number questions correctly answered.

5. **Passing Score**

Passing Score of the Test.

6. **Maximum Score**

Maximum Score of the Test.

7. **Your Score**

Total Score Got in the Test.

8. **Result**

Result either Pass or Fail.

9. **Items**

Can review the questions again after test to avoid mistakes in other test.

10. **Result**

Traverse the wrong and right answers.

11. **Bookmark**

Can traverse through bookmarked questions.