

# **Adobe**

## Exam 9A0-318

### **Adobe Premiere Pro CS6 Recertification Exam**

Version: 6.0

[Total Questions: 52]



#### **Question No: 1**

You lock a track to avoid moving clips when you perform a ripple edit. Which three actions can you NO longer perform on that track? (Choose three.)

- **A.** Load the clip back into the source monitor from the timeline.
- B. Adjust the opacity
- C. Toggle track output
- D. Reposition clips
- E. Toggle sync lock

Answer: B,D,E

#### **Question No: 2**

Click the Exhibit button.



Where should you click to make Video 1 your target track?

- **A.** A
- **B.** B
- C.C
- D. D

**Answer: C** 

#### **Question No:3**

You have two clips in your timeline. The first clip has plenty of extra media after the out (handles) and the second clip has NO extra media at the beginning of the clip (No handles) What would happen if you added a default transition on the edit point?

**A.** You would get a one frame transition



- B. You would get an End at Cut alignment
- C. You would get a Start at Cut alignment
- **D.** You would get a automatically get Center at Cut alignment with freeze frames for the missing footage.

**Answer: B** 

#### **Question No: 4**

You want a roll or crawl to begin off-screen, wait for a few seconds, then gradually move onto the screen. Which three options should you choose? (Choose three.)

- A. Postroll
- B. Ease-Out
- C. Ease-In
- D. Preroll
- E. End Off Screen
- F. Start Off Screen

Answer: B,C,D

Reference:http://www.premiumbeat.com/blog/rolling-titles-premiere-pro/

#### **Question No:5**

How many angles can have keyboard shortcuts that can be assigned for the Multi-Camera Monitor?

- A. Unlimited
- **B.** 9
- **C.** 4
- **D.** 16

#### **Answer: C**

Reference:http://books.google.com.pk/books?id=a7VvNofJXZUC&pg=PA239&lpg=PA239&dq=adobe+premiere+pro+angles+can+have+keyboard+shortcuts+that+can+be+assigned+for+the+Multi-

Camera+Monitor&source=bl&ots=M5QXuIW59n&sig=SZHyKlcxa524lxsCTVOGzbLvH9A&hl=en&sa=X&ei=P3njU5CVCJTG7AbQmoDgAg&ved=0CEEQ6AEwBQ#v=onepage&q=ad



obe%20premiere%20pro%20angles%20can%20have%20keyboard%20shortcuts%20that %20can%20be%20assigned%20for%20the%20Multi-Camera%20Monitor&f=false(see bullet # 8)

#### **Question No: 6**

Which type of trimming is considered a dynamic trim?

- A. J-K-L Trimming
- B. Ripple Trim Out
- C. Ripple Trim In
- D. Roll Edit

#### **Answer: A**

Reference:http://books.google.com.pk/books?id=zyZzAgAAQBAJ&pg=PA208&lpg=PA208 &dq=adobe+premiere+pro+type+of+trimming+is+considered+a+dynamic+trim&source=bl&ots=haSiVpD6FW&sig=TcD2vaZlb1-

4DGLfzOSalUjkd90&hl=en&sa=X&ei=\_n3jU42cCMzn7Ab3soHQBQ&ved=0CFEQ6AEwBg #v=onepage&q=adobe%20premiere%20pro%20type%20of%20trimming%20is%20conside red%20a%20dynamic%20trim&f=false(page 207)

#### **Question No:7**

What is the default interpolation between two keyframes?

- A. Auto Bezier
- B. Continuous Bezier
- C. Linear
- D. Ease in

#### **Answer: C**

Reference:http://books.google.com.pk/books?id=Jset2\_5yv58C&pg=PA315&lpg=PA315&d q=adobe+premiere+pro+default+interpolation+between+two+keyframes&source=bl&ots=W eWviKc\_zh&sig=0Z\_nxf7VJ7HY58\_g4tBblt84zuE&hl=en&sa=X&ei=xX7jU4PGDILG7Abqro HwBQ&ved=0CDwQ6AEwBA#v=onepage&q=adobe%20premiere%20pro%20default%20i



nterpolation%20between%20two%20keyframes&f=false(page 31, see the bullets in yellow box)

#### **Question No:8**

When ingesting a clip from a tapeless source, what part of a clip is imported?

- A. Just the video or audio as selected
- B. The entire clip
- C. The in/out range with additional handles as specified
- **D.** Just the material between the in/out points

**Answer: A** 

#### **Question No:9**

Click the Exhibit button.



How were the clips in the exhibit modified so the Razor tool cut through all tracks in the most efficient manner?

- A. The Shift key was held down when cutting
- B. The Razor tool automatically cuts all tracks
- C. The Option (Alt) key was held down when cutting
- **D.** Video 3 was targeted

#### **Answer: A**

Reference:http://library.creativecow.net/kobler\_helmut/FCP-vs-Premiere-Pro/1(Editing, second bullet)