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# Avid Certified Instructor Program

Candidate Prewrite Examination

Name:

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## Short Answer

1. What views are available in your bin?
2. Which button do you use to change the thumbnail for a clip in the Avid Explorer?
3. Does the Ripple state affect Overwrite?
4. You have a short clip in your Source monitor and a space in your sequence that you need to fill. You want to use the clip in the Source monitor, but it is too short. How can you fill the entire gap using the clip?
5. How can you digitize from a source without timecode?
6. What does digitizing from a source without timecode prevent you from doing?
7. What is the best way to create a transition that involves a dissolve, a blur and a color-correction?



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15. You drop an audio clip in the timeline and it appears in orange. What does this mean?
16. How do you load the Graphics Combo view?
17. Which of the following will disable real-time playability of a Graphics session (circle all that apply):
- Drop Shadow on text
  - Roll/Crawl
  - Erase mode
  - Changing the opacity of a stroke
18. How do you center text between the right and left edges of a text box?
19. In the Effects Tree, which effect is used to combine one input's RGB channels to another input's alpha channel?
20. Which effect can you use to change the premultiply setting of an input? Where can it be found?



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2. You have an offline edit that was created at 20:1 compression and you recapture the timeline in uncompressed quality. However, the media displayed in the monitor remains compressed. How do you fix this?

3. List three techniques to trim the length of a clip.

4. Does the ripple state affect trimming when using the Slip/Slide mode? If yes, describe how.

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5. Describe one way to create a split edit.

6. Describe a benefit of background tracks over video tracks.

7. What's the difference between the Timewarp's speed and input speed modes?

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8. What is the main difference between a clip and a media file?

9. How do you import a sequence from another project?

10. What is the difference between a media file and a cache file?

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11. Using the v7 Media Tool, describe how to display all of the media associated with a particular sequence.

12. Describe the difference between a clip, track and timeline effect.

13. Describe two ways to load a track effect.

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14. Describe a way to clamp values to a legal video signal (that is, removing SuperBlack and SuperWhite).

15. How can you tell if a source is premultiplied?

16. In the layer view, where do you select whether or not specific layers will participate in a Global DVE?

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17. Name one instance where processing in 16 bits or 32 bits/float might be useful.

18. Describe how the mix to color slider in the masking tab of effects may be used to optimize processing performance.

19. You have drawn a number of strokes in a Graphics session. Describe a way to rotate them all along a common axis while retaining their individual properties.

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20. How do you save an entire graphics session for reuse on another clip?

21. In Graphics, what is the difference between Current Tool mode and Selected Object mode?

22. In the 3D DVE, what is the difference between Direct View mode and Default mode?

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23. In the 3D DVE how can you tell if you're viewing through the main or alternate camera?

24. What two conditions are necessary in order to enable the surround panner?

25. Describe two advantages of creating an Audio Container clip.