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Exam : Maya12-A

Title : Maya 2012 Certified
Associate Examination

Vendors : Autodesk

Version : DEMO

NO.1 When choosing an NISC Video Image preset, in addition to image width and height, which other setting is changed

- A. Pixel Aspect Ratio
- B. Renderable Camera
- C. File format becomes TGA
- D. Device Aspect Ratio

Answer: A

NO.2 What is the syntax to add a single-line comment in a script?

- A. //
- B. <>
- C. "
- D. ==

Answer: A

NO.3 What does the nConstraint Membership Tool for nCloth allows users to do?

- A. Add vertices to a selected dynamic constraint
- B. Remove vertices from a selected dynamic constraint
- C. Both of the above.
- D. Neither of the above.

Answer: C

NO.4 "Swimming" is a potential problem with Projected textures. This is an effect where it looks like the

animated object is moving or 'swimming' through the texture.

What can be done to fix this? Select all that apply.

- A. If the object is just transforming and not deforming, parent the 3D Placement node to the animated object
- B. If the object is deforming, you can use a Texture Reference object or convert the file to a 2D texture
- C. If the object is deforming, you can bake the deformation by using Edit > Keys > Bake Simulation

Answer: A,B

NO.5 To composite two layers together you would use...

- A. Composition settings
- B. Garbage Mask
- C. Remap Color
- D. Blend & Comp

Answer: A

NO.6 What modes can you work in when modeling with Subdivision surfaces?

- A. Polygon mode and NURBS mode
- B. Standard mode and Polygon mode.

- C. Standard mode and Coarser mode.
- D. NURBS mode and Component mode.

Answer: B

NO.7 The shading network in a Normal 2DTexture Map is made up of which of the following?

- A. One file texture node and a projection node that defines the texture's placement
- B. One file texture node and the place2DTexture node that defines the texture's placement.
- C. Two place 2DTexture nodes.
- D. One place 2DTexture node and one place 3Dtexture node

Answer: B

NO.8 How is a Soft Body different from a Rigid Body?

- A. Afield can't be connected to Soft Body particles.
- B. Rigid Bodies can't be affected by a Dynamic constraint.
- C. A Soft Body can be keyframed using the Set Active Key command.
- D. Rigid Bodies don't deform.

Answer: D

NO.9 Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

- A. OBJ
- B. FBX
- C. DXF
- D. None of the above

Answer: B

NO.10 Which statement is most accurate?

DmapAutofocus...

- A. adjusts the size of the square grid of pixels that's placed in front of the light for the first pass

Raytrace

Shadow calculation

- B. is the attribute that controls the focal point used in depth of field calculation
- C. controls the shadow anti-aliasing level used for the Raytrace Shadow calculation
- D. is the attribute that automatically controls where the Dmap will be focused.

Answer: B