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**Vendor:**Autodesk

**Exam Code:**MAYA12-A

**Exam Name:**Maya 2012 Certified Associate  
Examination

**Version:**Demo

### QUESTION 1

What does the Interactive Split Tool do?

- A. Splits the selected edges in their winding direction, changing their connectivity one vertex at a time
- B. Specifies the direction in which the curve on the mesh will be projected
- C. Splits one or more faces on a polygon mesh into multiple faces after you specify the split location on the mesh
- D. Transfers vertex information between meshes that have the same topology

Correct Answer: C

Reference: <http://lesterbanks.com/2011/03/autodesk-announces-maya-2012/> (search `interactive split tool\`)

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### QUESTION 2

Which of the following is NOT a type of Flexor?

- A. Sculpt
- B. Lattice
- C. JointCluster
- D. Wire

Correct Answer: D

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing\\_the\\_scene\\_Using\\_the\\_ViewCube.htm,topicNumber=d0e70082](http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082)

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### QUESTION 3

Which of the following is a way to control deformations using a Smooth Bind?

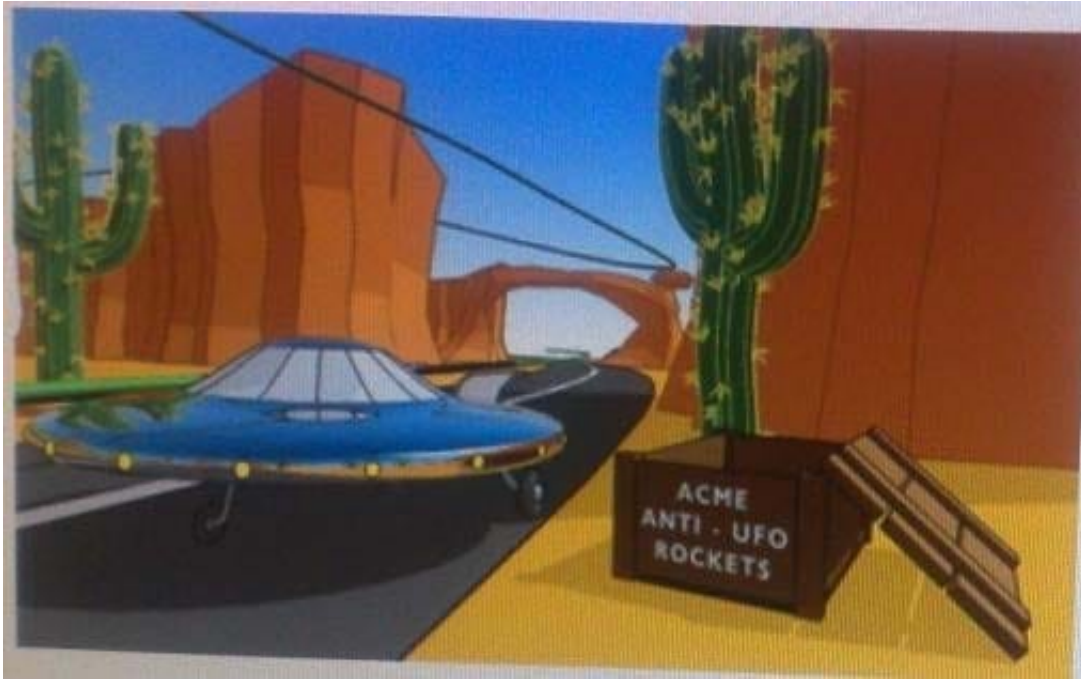
- A. Add Influence
- B. Flexors.
- C. Projection Box.
- D. Both A and B

Correct Answer: B

Reference: <http://books.google.com.pk/books?id=-PNMcDuEcFQCandpg=PA149andlpg=PA149anddq=flexor+control+deformations+using+a+Smooth+Bindandsource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU4Gkacandhl=enandsa=Xandei=zID7TqOul4jl4QTt69CNCAandved=0CBoQ6AEwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bind>

#### QUESTION 4

A suitable method to have the spaceship move along the green line shown in the image is:



- A. Animated Sweep
- B. Motion Path
- C. Turntable
- D. Animation Snapshot

Correct Answer: B

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing\\_the\\_scene\\_Using\\_the\\_ViewCube.htm,topicNumber=d0e70082](http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082)

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#### QUESTION 5

What is meant by \"sampling\"?

- A. The amount of Rendering Layers to be calculated in an image
- B. The amount of times the software will examine different areas of a pixel
- C. The number of photons that get emitted into the scene.
- D. None of the above

Correct Answer: C

Reference: [http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+sampling+is+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B85uBPvw2andsig=XR5SFS0\\_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPleF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false](http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+sampling+is+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B85uBPvw2andsig=XR5SFS0_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPleF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false) (first paragraph)

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### QUESTION 6

How is a Soft Body different from a Rigid Body?

- A. A field 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.

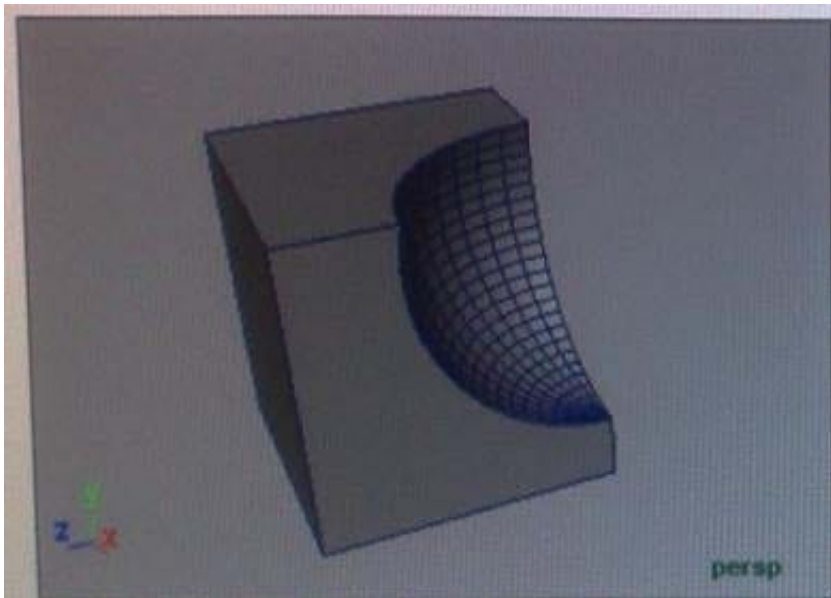
Correct Answer: D

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing\\_the\\_scene\\_Using\\_the\\_ViewCube.htm,topicNumber=d0e70082](http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082)

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### QUESTION 7

A Boolean operation is performed using a Cube and a Sphere. The image below represents:



- A. Intersection of a Sphere and a Cube
- B. Union of a Cube and a Sphere.
- C. Difference of a Sphere out of a Cube.

D. None of the above

Correct Answer: C

Reference: Reference: [http://www.autodesk.com/global/docs/maya2012/en\\_us/index.html](http://www.autodesk.com/global/docs/maya2012/en_us/index.html) Search Phrase: booleans (103: Mesh > Booleans)

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### QUESTION 8

Which of the following is NOT a Glow type with the Optical FX attribute?

A. None

B. Linear

C. Star

D. Exponential

Correct Answer: C

Reference: [http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting\\_nodes\\_Optical\\_FX\\_Attributes.htm&topicNumber=d0e570003](http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_FX_Attributes.htm&topicNumber=d0e570003)

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### QUESTION 9

Which of the following is true of the Specular Color Attribute in a Blinn Shader?

A. Has a default value of 0.5.

B. Controls the color of shiny highlights on the surface.

C. Controls the spread of the specular highlight.

D. Both A and B

Correct Answer: B

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing\\_the\\_scene\\_Using\\_the\\_ViewCube.htm&topicNumber=d0e70082](http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm&topicNumber=d0e70082)

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### QUESTION 10

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

Correct Answer: B

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Asts\\_Mapping\\_methods.htm,topicNumber=d0e520981](http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Asts_Mapping_methods.htm,topicNumber=d0e520981) (4th paragraph)

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### QUESTION 11

When choosing an NISC Video Image preset, in addition to image width and height, which other setting is changed

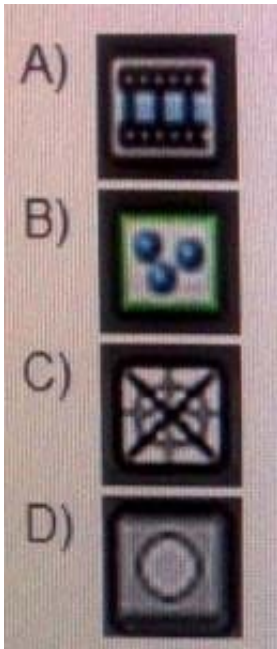
- A. Pixel Aspect Ratio
- B. Renderable Camera
- C. File format becomes TGA
- D. Device Aspect Ratio

Correct Answer: A

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### QUESTION 12

Which of the following is the button for displaying the Safe Action in Maya?



A. Option A

B. option B

C. Option C

D. Option D

Correct Answer: B

Reference: <http://download.autodesk.com/us/maya/2010help/index.html?url=WS73099cc142f487552a50a53111913e7c26f-63b3.htm,topicNumber=d0e87875> (search "safe action")