Vendor: Autodesk

Exam Code:MAYA12_A

Exam Name: Maya 2012 Certified Associate
Examination

Version: Demo

QUESTION 1

To control a Soft Body simulation that is out of hand, you can...

A. use Springs to control the simulation if it gets erratic

B. use a Pin Constraint to \\'pin down\\' the particles that act erratically during the simulation

C. use an nDynamics solver to control the simulation

D. use rigid bodies and converts them to soft bodies.

Correct Answer: B

QUESTION 2

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+Bindands ource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU4Gkacandhl=enandsa
=Xandei=zID7TqOuI4jl4QTt69CNCAandved=0CBoQ6A
EwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=fals e (topic:
smooth bind)

QUESTION 3

What is the purpose of clipping planes in cameras?

A. Special effects attributes such as \\'Barn Doors\\' for the rendering camera

B. Clipping planes are essentially the boundaries of the camera determining which objects will be rendered and which
won\\'t be rendered.

C. They define the point at which the shutter closes within the frame interval.

D. They determine the Depth of Field focal point.

Correct Answer: B

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082

QUESTION 4

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

QUESTION 5

To composite two layers together you would use...

A. Composition settings

B. Garbage Mask

C. Remap Color

D. Blend and Comp

Correct Answer: A

QUESTION 6

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

QUESTION 7

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.

Correct Answer: B

Reference:

http://download.autodesk.com/us/maya/2010help/index.html?url=Subdivision_surfaces_overview_
Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193

QUESTION 8

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,t
opicNumber=d0e520981 (4th paragraph)

QUESTION 9

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.

Correct Answer: D

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the
_ViewCube.htm,topicNumber=d0e70082

QUESTION 10

"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

Correct Answer: AB

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the
_ViewCube.htm,topicNumber=d0e70082

QUESTION 11

Which attribute is used to control the number of specular highlights that appear on a rendered object?

A. Emit Specular

B. Define Specular

C. Illuminates by Default

D. None of the above.

Correct Answer: A

QUESTION 12

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

Correct Answer: B

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the _ViewCube.htm,topicNumber=d0e70082 (first paragraph)