

Autodesk Maya12-A

Maya 2012 Certified Associate Examination

Version: 4.1

QUESTION NO: 1

Which of the following BEST describes the Blend Shape deformer?

The Blend Shape deformer...

- A. creates a joint system based on the topology of the surface
- B. Blend shape deformers let you change the shape of one object into the shapes of other objects.
- C. is a special object you use to control the deformation effects of rigid skinning.
- D. lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush

Answer: B

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html

Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

QUESTION NO: 2

What is the syntax to add a single-line comment in a script?

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

Answer: A

Reference:

<http://books.google.com.pk/books?id=gy6FuUHdmKMC&pg=PA64&lpg=PA64&dq=maya+syntax+single+line+comment+in+a+script&source=bl&ots=5cO8gRhiWB&sig=e0olq6kikoYQ56GWuTDAQ-u47t0&hl=en&sa=X&ei=m3f7TqLCIMnj4QSj6s2NCA&ved=0CBoQ6AEwAA#v=onepage&q=maya%20syntax%20single%20line%20comment%20in%20a%20script&f=false> (topic: adding comments)

QUESTION NO: 3

The ViewCube is an on-screen 3D navigation element that does which of the following?

- A. Creates a multicamera rig to navigate through your scene
- B. Provides feedback about stereo cameras and performs calculations to produce anaglyph images
- C. Enables you to quickly and easily switch between views.
- D. Provides feedback about the current camera view in relation to the 3D scene
- E. Both C and D

Answer: E

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html

Search Phrase: ViewCube (197: Using the ViewCube)

QUESTION NO: 4

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

Answer: B

Reference: <http://books.google.com.pk/books?id=-PNMcDuEcFQC&pg=PA149&lpg=PA149&dq=flexor+control+deformations+using+a+Smooth+Bind&source=bl&ots=52RxQtUX-2&sig=8S18HcnXEbaECQ7TRkFJcU4Gkac&hl=en&sa=X&ei=zID7TqOul4jl4QTt69CNCA&ved=0CBoQ6AEwAA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false> (topic: smooth bind)

QUESTION NO: 5

To composite two layers together you would use...

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