# MAYA12_A<sup>Q&As</sup>

## Maya 2012 Certified Associate Examination

## Pass Autodesk MAYA12_A Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

**https://www.passapply.com/maya12_a.html**

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Autodesk
Official Exam Center

✪ **Instant Download** After Purchase

✪ **100% Money Back** Guarantee

✪ **365 Days** Free Update

✪ **800,000+** Satisfied Customers

**QUESTION 1**

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 2**

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

A. //

B.

C. "

D. ==

Correct Answer: A

Reference:

http://books.google.com.pk/books?id=gy6FuUHdmKMCandpg=PA64andlpg=PA64anddq=maya+syntax+sin gle+line+co
mment+in+a+scriptandsource=blandots=5cO8gRhiWBandsig=e0oIq6kikoYQ56GWuTDAQu47t0andhl=enandsa=Xande
i=m3f7TqLCIMnj4QSj6s2NCAandved=0CBoQ6AEwAA#v=onepageandq=maya%20s
yntax%20single%20line%20comment%20in%20a%20scriptandf=false (topic: adding comments)

**QUESTION 3**

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.

Correct Answer: B

**QUESTION 4**

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

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 5**

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)

[MAYA12_A VCE Dumps](link)          [MAYA12_A Exam Questions](link)          [MAYA12_A Braindumps](link)