



# MAYA12\_A<sup>Q&As</sup>

Maya 2012 Certified Associate Examination

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### QUESTION 1

What does the Search and Replace Names option help you rename?

- A. One object at a time,
- B. Multiple objects at a time.
- C. Multiple objects and hierarchies
- D. Objects and Attribute names

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 2

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 3

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 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](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 will a Dmap shadow do that a Raytrace Shadow will not? A Dmap shadow will...

- A. be visible in an IPR.
- B. create volumetric shadows through a light fog.
- C. produces correct shadows from transparent colored surfaces
- D. produces correct shadows from Cloud Render Type particles

Correct Answer: B

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