# MAYA12_A^(Q&As)

## Maya 2012 Certified Associate Examination

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**QUESTION 1**

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 2**

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 3**

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 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

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**QUESTION 5**

Which of the following is NOT a type of Flexor?

A. Sculpt

B. Lattice

C. JointCluster

D. Wire

Correct Answer: D

Reference:

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_ViewCube.htm,topicNumber=d0e70082

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