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QUESTION 1

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 2

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 3

Which is the correct method to make the current transformations on the selected object be the object's zero position

- A. Edit>Delete option
- B. Modify>Freeze Transformations option.
- C. Modify>Delete Attribute Transformations option.
- D. Skeleton>OrientJoint>Freeze Transformations option

Correct Answer: B

Reference: <http://www.arch.columbia.edu/work/courses/visual-studies/fudd/maya-tutorial-02> (step 7)



QUESTION 4

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

QUESTION 5

"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

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