



# MAYA12-A<sup>Q&As</sup>

Maya 2012 Certified Associate Examination

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### QUESTION 1

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

Correct Answer: E

Reference: [www.autodesk.com/global/docs/maya2012/en\\_us/index.html](http://www.autodesk.com/global/docs/maya2012/en_us/index.html)

Search Phrase: ViewCube (197: Using the ViewCube)

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### QUESTION 2

What effect does the Break Tangent action have on a selected animation tangent?

- A. Allows manipulation of the in and out tangent handles individually so you can edit the curve segment entering or exiting the key without affecting its opposite handle.
- B. Causes the manipulation of an in or out tangent handle to affect its opposite handle equally
- C. Specifies that when you move a tangent, only its angle can be changed.
- D. Specifies that when you move a tangent its angle and weight can be changed.

Correct Answer: A

Reference: <http://www.expertrating.com/courseware/MAYACourse/MAYA-Animation-Basics-1.asp> (search `break tangents\`)

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### QUESTION 3

Which of the following is NOT a Glow type with the Optical FX attribute?

- A. None
- B. Linear
- C. Star
- D. Exponential

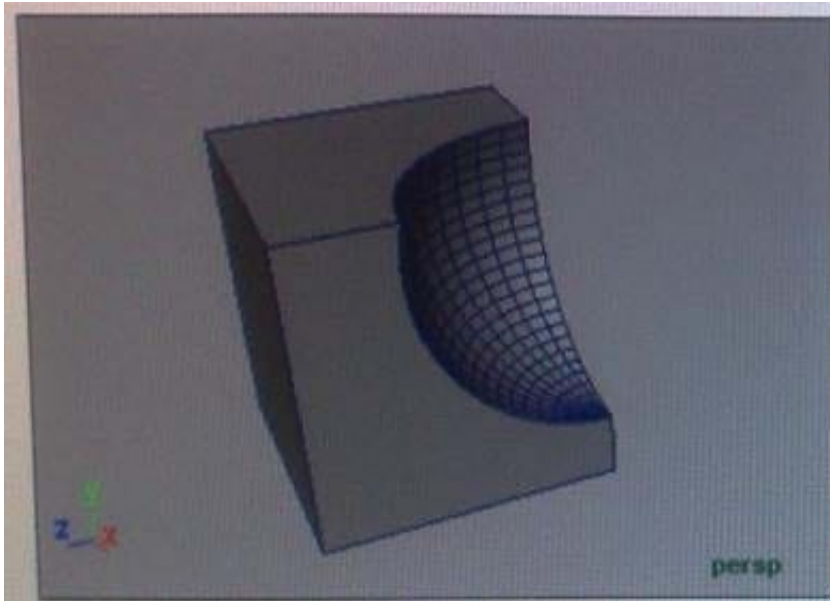
Correct Answer: C



Reference: [http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting\\_nodes\\_Optical\\_FX\\_Attributes.htm,topicNumber=d0e570003](http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_FX_Attributes.htm,topicNumber=d0e570003)

#### QUESTION 4

A Boolean operation is performed using a Cube and a Sphere. The image below represents:



- A. Intersection of a Sphere and a Cube
- B. Union of a Cube and a Sphere.
- C. Difference of a Sphere out of a Cube.
- D. None of the above

Correct Answer: C

Reference: Reference: [http://www.autodesk.com/global/docs/maya2012/en\\_us/index.html](http://www.autodesk.com/global/docs/maya2012/en_us/index.html) Search Phrase: booleans (103: Mesh > Booleans)

#### QUESTION 5

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



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