



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

Maya 2012 Certified Associate Examination

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**QUESTION 1**

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 2**

How is a Soft Body different from a Rigid Body?

- A. A field 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](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 3**

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

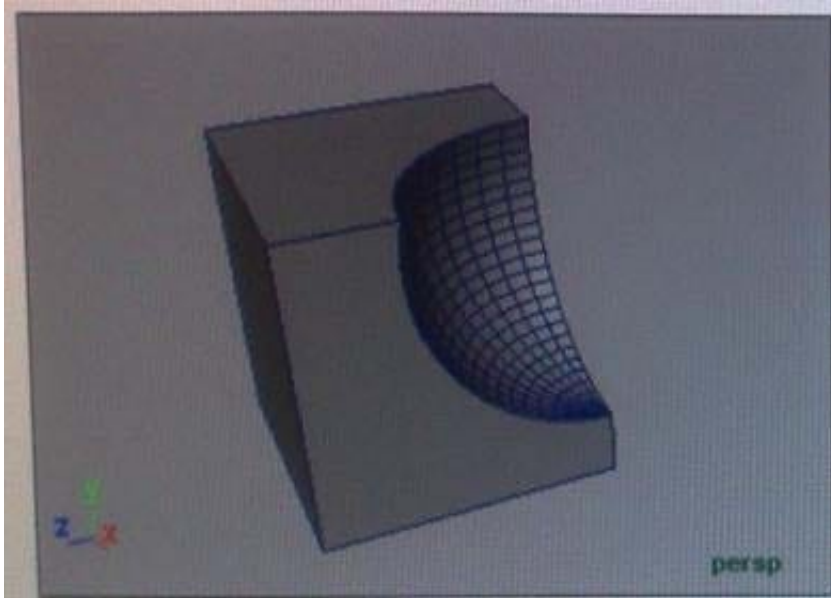
Reference: [http://download.autodesk.com/us/maya/2010help/index.html?url=Subdivision\\_surfaces\\_overview\\_Standard\\_mode\\_and\\_polygon\\_proxy\\_mode.htm,topicNumber=d0e247193](http://download.autodesk.com/us/maya/2010help/index.html?url=Subdivision_surfaces_overview_Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193)

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#### 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

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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