MAYA12-A^{Q&As}

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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.

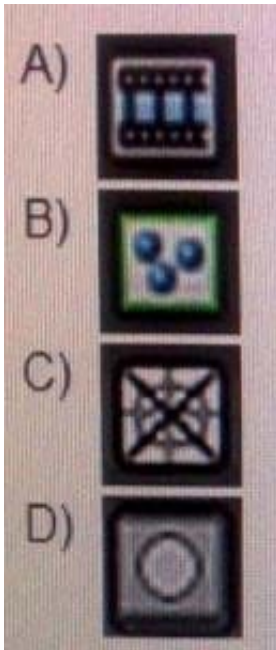C. Multiple objects and hierarchies

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

QUESTION 2

Which of the following is the button for displaying the Safe Action in Maya?

A. Option A

B. option B

C. Option C

D. Option D

Correct Answer: B

Reference: http://download.autodesk.com/us/maya/2010help/index.html?url=WS73099cc142f487552a
50a53111913e7c26f-63b3.htm,topicNumber=d0e87875 (search "safe action")

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\\')

QUESTION 4

What does the nConstraint Membership Tool for nCloth allows users to do?

A. Add vertices to a selected dynamic constraint

B. Remove vertices from a selected dynamic constraint

C. Both of the above.

D. Neither of the above.

Correct Answer: C

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Usi
ng_the_ViewCube.htm,topicNumber=d0e70082 (topic: editing nCloth constraint membership)

QUESTION 5

What is meant by \\'sampling\\'?

A. The amount of Rendering Layers to be calculated in an image

B. The amount of times the software will examine different areas of a pixel

C. The number of photons that get emitted into the scene.

D. None of the above

Correct Answer: C

Reference: http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+

sampling+is +number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B85uBPvw2andsig=XR5SFS
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CAandved=0CDwQ6AEwBQ#v=onepageandqandf=false (first paragraph)

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