



MAYA12-A^{Q&As}

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QUESTION 1

Which light(s) can be positioned using Look Through Selected Camera?

- A. Spot Lights.
- B. Directional Lights.
- C. Area Lights.
- D. All Maya Lights

Correct Answer: D

QUESTION 2

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 3

What will a Dmap shadow do that a Raytrace Shadow will not?

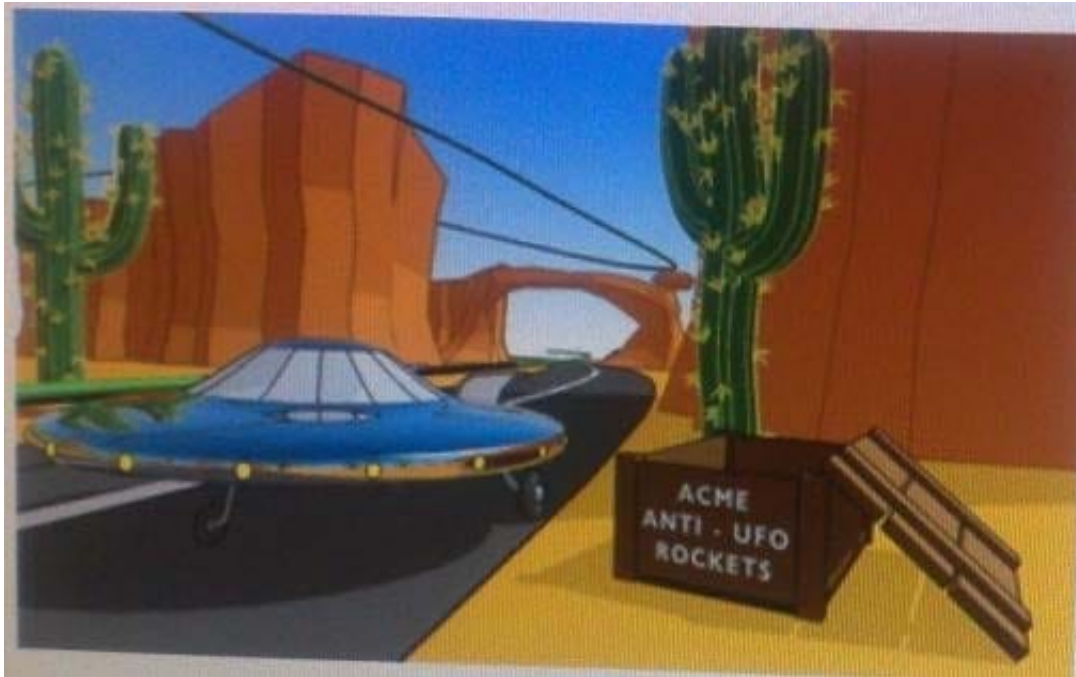
A Dmap shadow will...

- A. be visible in an IPR
- B. create volumetric shadows through a light fog
- C. produces correct shadows from transparent colored surfaces
- D. produces correct shadows from Cloud Render Type particles

Correct Answer: B

QUESTION 4

A suitable method to have the spaceship move along the green line shown in the image is:



- A. Animated Sweep
- B. Motion Path
- C. Turntable
- D. Animation Snapshot

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 5

The shading network in a Normal 2DTexture Map is made up of which of the following?

- A. One file texture node and a projection node that defines the texture's placement
- B. One file texture node and the place2DTexture node that defines the texture's placement.
- C. Two place 2DTexture nodes.
- D. One place 2DTexture node and one place 3Dtexture node

Correct Answer: B

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Asts_Mapping_methods.htm,topicNumber=d0e520981 (4th paragraph)