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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_Usi
ng_the_ViewCube.htm,topicNumber=d0e70082

QUESTION 2

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 3

"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_Usi
ng_the_ViewCube.htm,topicNumber=d0e70082

QUESTION 4

Which of the following is true of the Specular Color Attribute in a Blinn Shader?

A. Has a default value of 0.5.

B. Controls the color of shiny highlights on the surface.

C. Controls the spread of the specular highlight.

D. Both A and B

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

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\\')