



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

Maya 2012 Certified Associate Examination

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### QUESTION 1

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](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 2

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)

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### QUESTION 3

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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### QUESTION 4



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=XR5SFS0\\_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPleF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false](http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+sampling+is+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B85uBPvw2andsig=XR5SFS0_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPleF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false) (first paragraph)

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#### QUESTION 5

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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