



MAYA12-A^{Q&As}

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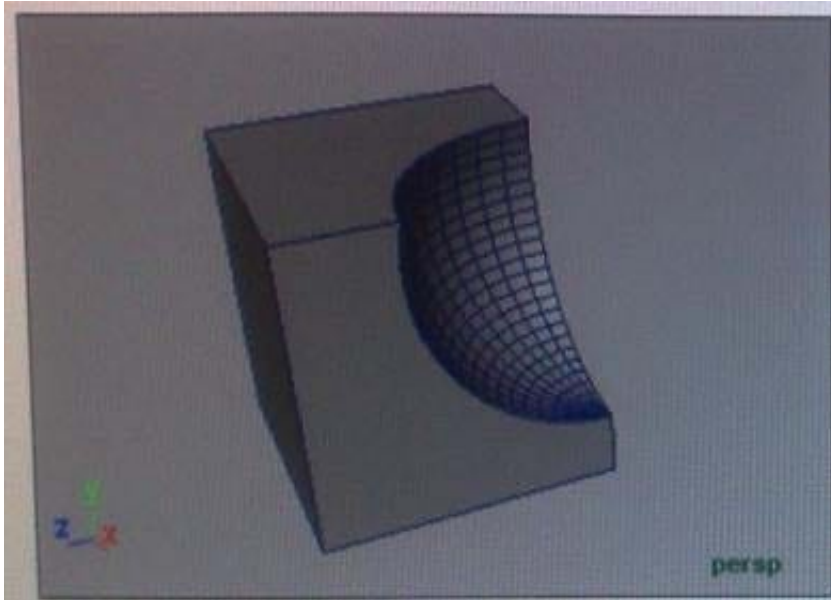
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**QUESTION 1**

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 Search Phrase: booleans (103: Mesh > Booleans)

QUESTION 2

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 3

Which is the correct method to make the current transformations on the selected object be the object's zero position

- A. Edit>Delete option
- B. Modify>Freeze Transformations option.
- C. Modify>Delete Attribute Transformations option.
- D. Skeleton>OrientJoint>Freeze Transformations option

Correct Answer: B

Reference: <http://www.arch.columbia.edu/work/courses/visual-studies/fudd/maya-tutorial-02> (step 7)

QUESTION 4

To control a Soft Body simulation that is out of hand, you can...

- A. use Springs to control the simulation if it gets erratic
- B. use a Pin Constraint to 'pin down' the particles that act erratically during the simulation
- C. use an nDynamics solver to control the simulation
- D. use rigid bodies and convert them to soft bodies.

Correct Answer: B

QUESTION 5

Which attribute is used to control the number of specular highlights that appear on a rendered object?

- A. Emit Specular
- B. Define Specular
- C. Illuminates by Default
- D. None of the above.

Correct Answer: A

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