



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

Maya 2012 Certified Associate Examination

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**QUESTION 1**

When choosing an NISC Video Image preset, in addition to image width and height, which other setting is changed

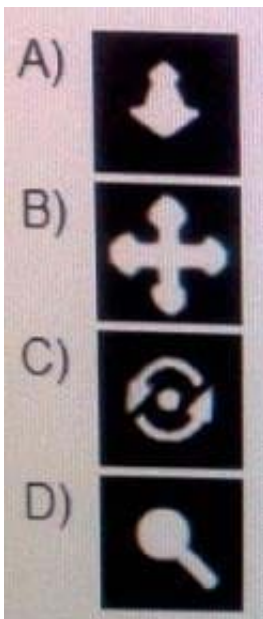
- A. Pixel Aspect Ratio
- B. Renderable Camera
- C. File format becomes TGA
- D. Device Aspect Ratio

Correct Answer: A

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**QUESTION 2**

Identify the Tumble camera Icon in the images below.



- A. Option A
- B. option B
- C. Option C
- D. Option D

Correct Answer: C

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**QUESTION 3**



What is meant by \"sampling\"?

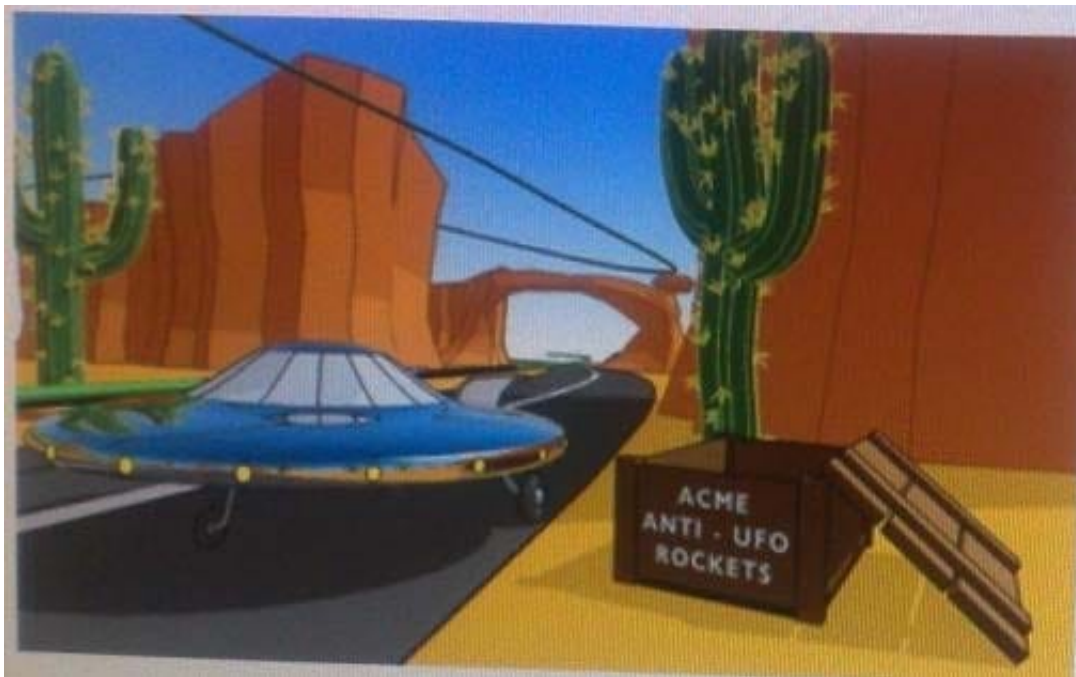
- A. The amount of Rendering Layers to be calculated in an image
- B. The amount of times the software will examine different areas of a pixel
- C. The number of photons that get emitted into the scene.
- D. None of the above

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)

#### 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](http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082)



### QUESTION 5

Which of the following BEST describes the Blend Shape deformer? The Blend Shape deformer...

- A. creates a joint system based on the topology of the surface
- B. Blend shape deformers let you change the shape of one object into the shapes of other objects.
- C. is a special object you use to control the deformation effects of rigid skinning.
- D. lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush

Correct Answer: B

Reference: [www.autodesk.com/global/docs/maya2012/en\\_us/index.html](http://www.autodesk.com/global/docs/maya2012/en_us/index.html) Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

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