



# MAYA12\_A<sup>Q&As</sup>

Maya 2012 Certified Associate Examination

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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\\_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

The ViewCube is an on-screen 3D navigation element that does which of the following?

- A. Creates a multicamera rig to navigate through your scene
- B. Provides feedback about stereo cameras and performs calculations to produce anaglyph images
- C. Enables you to quickly and easily switch between views.
- D. Provides feedback about the current camera view in relation to the 3D scene

Correct Answer: D

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 3

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 4

How is a Soft Body different from a Rigid Body?

- A. A field can't be connected to Soft Body particles.
- B. Rigid Bodies can't be affected by a Dynamic constraint.
- C. A Soft Body can be keyframed using the Set Active Key command.
- D. Rigid Bodies don't deform.

Correct Answer: D

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 5

Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

- A. OBJ
- B. FBX
- C. DXF
- D. None of the above

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) (first paragraph)

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