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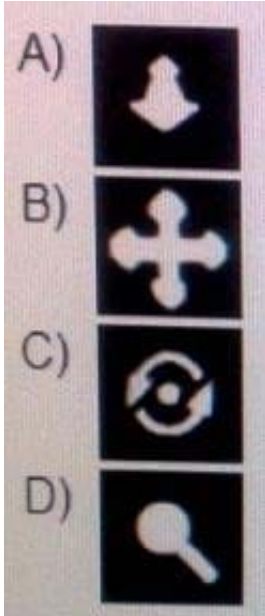
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QUESTION 1

Identify the Tumble camera Icon in the images below.



A. Option A

B. option B

C. Option C

D. Option D

Correct Answer: C

QUESTION 2

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

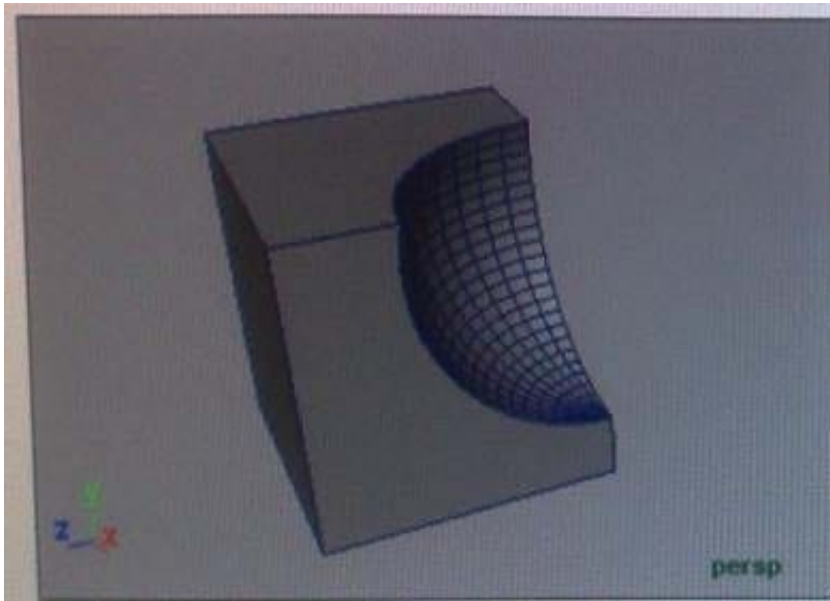
Correct Answer: B

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)



QUESTION 3

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 4

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
- E. Both C and D

Correct Answer: E

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html



Search Phrase: ViewCube (197: Using the ViewCube)

QUESTION 5

To composite two layers together you would use...

- A. Composition settings
- B. Garbage Mask
- C. Remap Color
- D. Blend and Comp

Correct Answer: A

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