

Autodesk - MAYA11-A

Maya 2011 Certified
Associate
Version: 4.0

QUESTION: 1

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. allows you use several target shapes to help reshape another piece of geometry.
- 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

Answer(s): B

Reference:

<http://stateofish.com/burgoo/blendshape.pdf> (page 1)

QUESTION: 2

What is the syntax to add a single-line comment in a script?

- A. //
- B. <>
- C. "
- D. ==

Answer(s): A

Reference:

<http://books.google.com.pk/books?id=gy6FuUHdmKMC&pg=PA64&lpg=PA64&dq=maya+syntax+single+line+comment+in+a+script&source=bl&ots=5cO8gRhiWB&sig=e0olq6kikoYQ56GWuTDAQ>

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u47t0&hl=en&sa=X&ei=m3f7TqLCIMnj4QSj6s2NCA&ved=0CBoQ6AEwAA#v=onepage&q=maya %20syntax%20single%20line%20comment%20in%20a%20script&f=false (topic: adding comments)

QUESTION: 3

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

Answer(s): D

Reference:

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

QUESTION: 4

Which of the following is a way to control deformations using a Smooth Bind?

- A. Add Influence
- B. Flexors.
- C. Projection Box.
- D. Both A and B

Answer(s): B

Reference:

<http://books.google.com.pk/books?id=PNMcDuEcFQC&pg=PA149&lpg=PA149&dq=flexor+control+deformations+using+a+Smooth+Bin+d&source=bl&ots=52RxQtUX-2&sig=8S18HcnXEbaECQ7TRkFJcU4Gkac&hl=en&sa=X&ei=zID7TqOul4jl4QTt69CNCA&ved=0CBoQ6AEwAA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false> (topic: smooth bind)

QUESTION: 5

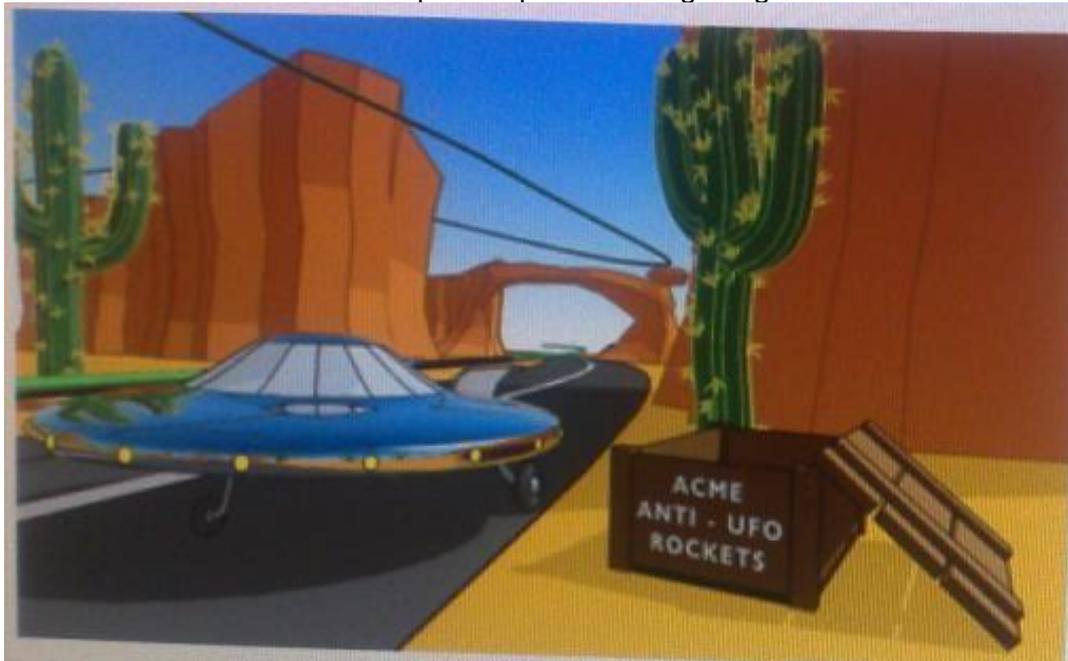
To composite two layers together you would use...

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

Answer(s): A

QUESTION: 6

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

Answer(s): B

Reference:

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

QUESTION: 7

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

Answer(s): B

Reference:

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

QUESTION: 8

Which light(s) can be positioned using Look Through Selected Camera?

- A. Spot Lights.
- B. Directional Lights.
- C. Area Lights.
- D. All Maya Lights

Answer(s): D

QUESTION: 9

What does the nConstraint Membership Tool for nCloth allows users to do?

- A. Add vertices to a selected dynamic constraint
- B. Remove vertices from a selected dynamic constraint
- C. Both of the above.
- D. Neither of the above.

Answer(s): C

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082 (topic: editing nCloth constraint membership)

QUESTION: 10

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

Answer(s): B

Reference:

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

QUESTION: 11

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

Answer(s): C

Reference:

http://books.google.com.pk/books?id=Kzjnv9kKHKEC&pg=PA106&lpg=PA106&dq=maya+sampling+g+is+number+of+photons+that+get+emitted+into+the+scene&source=bl&ots=B-85uBPvw2&sig=XR5SFS0_hPjAXjha2dhlgrdR1jQ&hl=en&sa=X&ei=4Yr7Tt3oPleF4gSlnsiNCA&ved=0CDwQ6AEwBQ#v=onepage&q&f=false (first paragraph)

QUESTION: 12

The shading network in a Normal 2DTexture Map is made up of which of the following?

- A. One file texture node and a projection node that defines the texture's placement
- B. One file texture node and the place2DTexture node that defines the texture's placement.
- C. Two place 2DTexture nodes.
- D. One place 2DTexture node and one place 3Dtexture node

Answer(s): B

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Asts_Mapping_methods.htm,topicNumber=d0e520981 (4th paragraph)

QUESTION: 13

Which of the following is NOT a Glow type with the Optical FX attribute?

- A. None
- B. Linear
- C. Star