



# 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

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)

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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+i+s+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B5uBPvw2andsig=XR5SFS0\\_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPIeF4gSIInsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false](http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+sampling+i+s+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B5uBPvw2andsig=XR5SFS0_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPIeF4gSIInsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false) (first

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paragraph)

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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

What will a Dmap shadow do that a Raytrace Shadow will not? A Dmap shadow will...

- A. be visible in an IPR.
- B. create volumetric shadows through a light fog.
- C. produces correct shadows from transparent colored surfaces
- D. produces correct shadows from Cloud Render Type particles

Correct Answer: B

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