MAYA12_A^{Q&As}

Maya 2012 Certified Associate Examination

Pass Autodesk MAYA12_A Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

https://www.geekcert.com/maya12_a.html

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Autodesk Official Exam Center

⚙ **Instant Download** After Purchase

⚙ **100% Money Back** Guarantee

⚙ **365 Days** Free Update

⚙ **800,000+** Satisfied Customers

QUESTION 1

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 (first paragraph)

QUESTION 2

"Swimming" is a potential problem with Projected textures. This is an effect where it looks like the animated object is moving or \\'swimming\\' through the texture. What can be done to fix this? Select all that apply.

A. If the object is just transforming and not deforming, parent the 3D Placement node to the animated object

B. If the object is deforming, you can use a Texture Reference object or convert the file to a 2D texture

C. If the object is deforming, you can bake the deformation by using Edit > Keys > Bake Simulation

Correct Answer: AB

Reference:

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

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

Correct Answer: D

Reference:

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

QUESTION 4

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_hPjAXjha2dhlgrdR1j
Qandhl=enandsa=Xandei=4Yr7Tt3oPIeF4gSlnsiNCAandved=0CD wQ6AEwBQ#v=onepageandqandf=false (first
paragraph)

QUESTION 5

What does the Search and Replace Names option help you rename?

A. One object at a time,

B. Multiple objects at a time.

C. Multiple objects and hierarchies

D. Objects and Attribute names

Correct Answer: B

Reference:

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

[MAYA12_A VCE Dumps](#)   [MAYA12_A Practice Test](#)   [MAYA12_A Study Guide](#)