

MAYA12_A^{Q&As}

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QUESTION 1

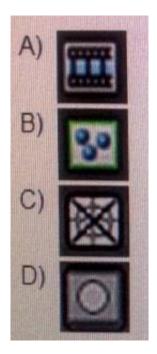
Which light(s) can be positioned using Look Through Selected Camera?

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

Correct Answer: D

QUESTION 2

Which of the following is the button for displaying the Safe Action in Maya?



- A. Option A
- B. option B
- C. Option C
- D. Option D

Correct Answer: B

Reference:

http://download.autodesk.com/us/maya/2010help/index.html?url=WS73099cc142f487552a50a531



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11913e7c26f-63b3.htm,topicNumber=d0e87875 (search "safe action")

QUESTION 3

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

QUESTION 4

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

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

Correct Answer: C

Reference:

 $http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_FX_Attributes.htm, topicNumber=d0e570003$

QUESTION 5

Which statement is most accurate? DmapAutofocus...

- A. adjusts the size of the square grid of pixels that\\'s placed in front of the light for the first pass Raytrace Shadow calculation
- B. is the attribute that controls the focal point used in depth of field calculation
- C. controls the shadow anti-aliasing level used for the Raytrace Shadow calculation
- D. is the attribute that automatically controls where the Dmap will be focused.

Correct Answer: B



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