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QUESTION 1

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 2

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

QUESTION 3

"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 4

What modes can you work in when modeling with Subdivision surfaces?

- A. Polygon mode and NURBS mode
- B. Standard mode and Polygon mode.
- C. Standard mode and Coarser mode.
- D. NURBS mode and Component mode.

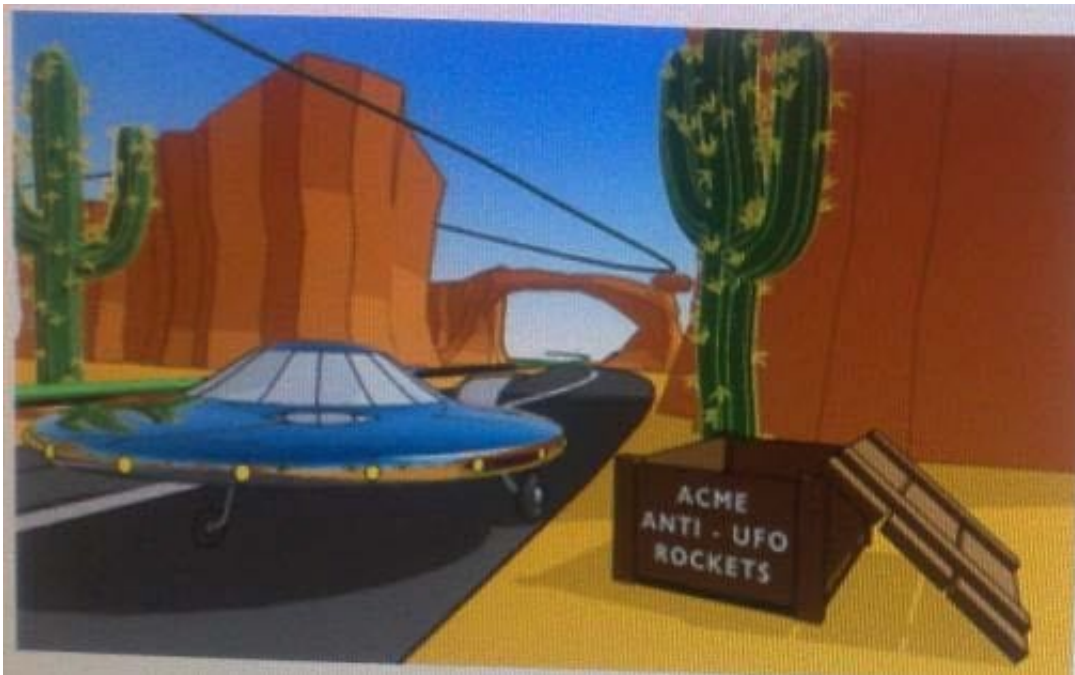
Correct Answer: B

Reference:

http://download.autodesk.com/us/maya/2010help/index.html?url=Subdivision_surfaces_overview_Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193

QUESTION 5

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

Correct Answer: B

Reference:

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

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