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QUESTION 1

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

Correct Answer: B

Reference:

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

QUESTION 2

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 3

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.

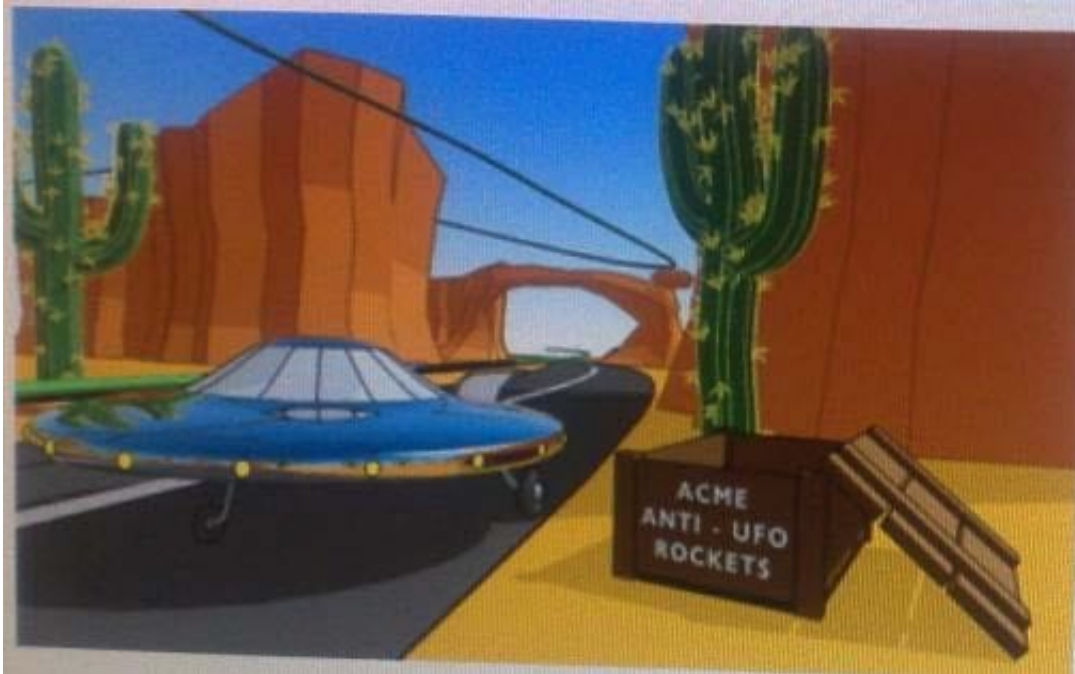D. NURBS mode and Component mode.

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 4

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

QUESTION 5

How is a Soft Body different from a Rigid Body?

A. Afield 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

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