

# MAYA12\_A<sup>Q&As</sup>

Maya 2012 Certified Associate Examination

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### QUESTION 1

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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### QUESTION 2

Which attribute is used to control the number of specular highlights that appear on a rendered object?

- A. Emit Specular
- B. Define Specular
- C. Illuminates by Default
- D. None of the above.

Correct Answer: A

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### 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](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 4**

What does the nConstraint Membership Tool for nCloth allows users to do?

- A. Add vertices to a selected dynamic constraint
- B. Remove vertices from a selected dynamic constraint
- C. Both of the above.
- D. Neither of the above.

Correct Answer: C

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) (topic: editing nCloth constraint membership)

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**QUESTION 5**

To control a Soft Body simulation that is out of hand, you can...

- A. use Springs to control the simulation if it gets erratic
- B. use a Pin Constraint to \"pin down\" the particles that act erratically during the simulation
- C. use an nDynamics solver to control the simulation
- D. use rigid bodies and converts them to soft bodies.

Correct Answer: B

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