

MAYA12-A^{Q&As}

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QUESTION 1

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+is+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B85uBPvw2andsig=XR5SFS0_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPleF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false (first paragraph)

QUESTION 2

The shading network in a Normal 2DTexture Map is made up of which of the following?

- A. One file texture node and a projection node that defines the texture's placement
- B. One file texture node and the place2DTexture node that defines the texture's placement.
- C. Two place 2DTexture nodes.
- D. One place 2DTexture node and one place 3Dtexture node

Correct Answer: B

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Asts_Mapping_methods.htm,topicNumber=d0e520981 (4th paragraph)

QUESTION 3

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_Usi

ng_the_ViewCube.htm,topicNumber=d0e70082 (topic: editing nCloth constraint membership)

QUESTION 4

What effect does the Break Tangent action have on a selected animation tangent?

- A. Allows manipulation of the in and out tangent handles individually so you can edit the curve segment entering or exiting the key without affecting its opposite handle.
- B. Causes the manipulation of an in or out tangent handle to affect its opposite handle equally
- C. Specifies that when you move a tangent, only its angle can be changed.
- D. Specifies that when you move a tangent its angle and weight can be changed.

Correct Answer: A

Reference: <http://www.expertrating.com/courseware/MAYACourse/MAYA-Animation-Basics-1.asp> (search `break tangents\`)

QUESTION 5

To composite two layers together you would use...

- A. Composition settings
- B. Garbage Mask
- C. Remap Color
- D. Blend and Comp

Correct Answer: A

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