

MAYA12-A^{Q&As}

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QUESTION 1

What does the Interactive Split Tool do?

- A. Splits the selected edges in their winding direction, changing their connectivity one vertex at a time
- B. Specifies the direction in which the curve on the mesh will be projected
- C. Splits one or more faces on a polygon mesh into multiple faces after you specify the split location on the mesh
- D. Transfers vertex information between meshes that have the same topology

Correct Answer: C

Reference: <http://lesterbanks.com/2011/03/autodesk-announces-maya-2012/> (search `interactive split tool`)

QUESTION 2

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

QUESTION 3

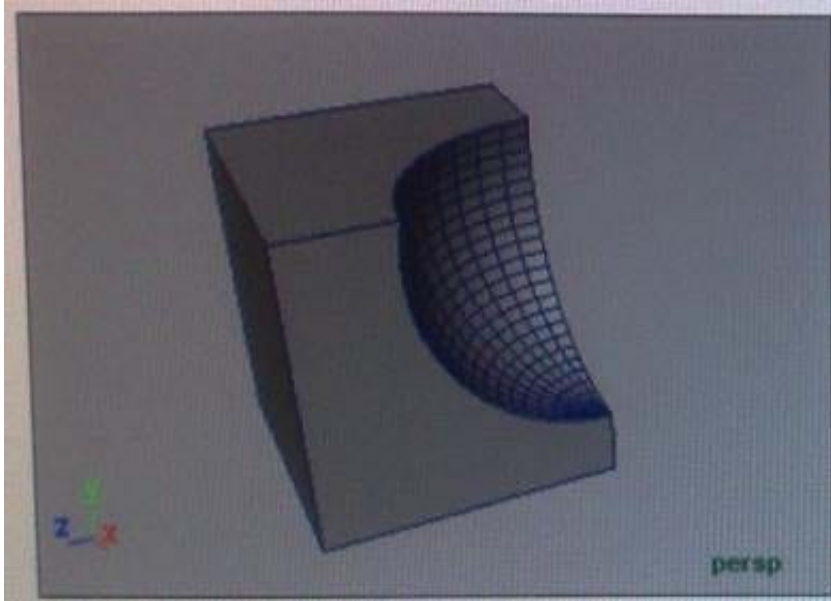
To composite two layers together you would use...

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

Correct Answer: A

QUESTION 4

A Boolean operation is performed using a Cube and a Sphere. The image below represents:



- A. Intersection of a Sphere and a Cube
- B. Union of a Cube and a Sphere.
- C. Difference of a Sphere out of a Cube.
- D. None of the above

Correct Answer: C

Reference: Reference: http://www.autodesk.com/global/docs/maya2012/en_us/index.html Search Phrase: booleans (103: Mesh > Booleans)

QUESTION 5

Which of the following is a way to control deformations using a Smooth Bind?

- A. Add Influence
- B. Flexors.
- C. Projection Box.
- D. Both A and B

Correct Answer: B

Reference: <http://books.google.com.pk/books?id=-PNMcDuEcFQCandpg=PA149andlpg=PA149anddq=flexor+control+deformations+using+a+Smooth+Bindandsource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU4Gkacandhl=enandsa=Xandei=zID7TqOul4jl4QTt69CNCAandved=0CBQ6AEwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=false> (topic: smooth bind)

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