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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 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

Explanation: Autodesk's Official Answer: If on, Maya automatically scales the depth map so that it only fills the area of the light's illumination that contains shadow casting objects. For example, if shadow casting objects are only in the center of a spot light's beam, the depth map only covers the region occupied by those objects. Because the Resolution is an absolute resolution (that is, pixels, not pixels per inch), decreasing the size of the depth map effectively increases the resolution of the depth map and the quality of the shadows without increasing rendering times. If off, you can manually scale the depth map within the area of the light's illumination using the Focus attribute (for point lights and spot lights) or the Width Focus attribute (for directional lights). Use Auto Focus is on by default.

QUESTION 3

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

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

"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

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