MAYA12-A Q&As

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QUESTION 1

Which of the following BEST describes the Blend Shape deformer? The Blend Shape deformer...

A. creates a joint system based on the topology of the surface

B. Blend shape deformers let you change the shape of one object into the shapes of other objects.

C. is a special object you use to control the deformation effects of rigid skinning.

D. lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush

Correct Answer: B

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

QUESTION 2

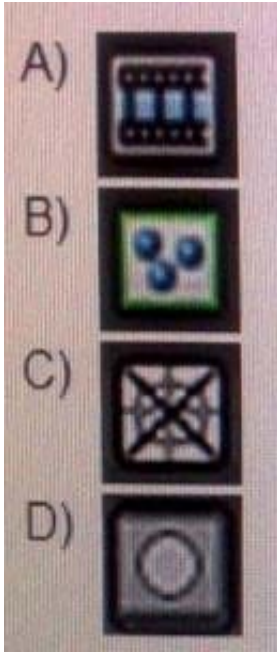Which of the following is true of the Specular Color Attribute in a Blinn Shader?

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 3

Which of the following is the button for displaying the Safe Action in Maya?

A. Option A

B. option B

C. Option C

D. Option D

Correct Answer: B

Reference: http://download.autodesk.com/us/maya/2010help/index.html?url=WS73099cc142f487552a
50a53111913e7c26f-63b3.htm,topicNumber=d0e87875 (search "safe action")

QUESTION 4

"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_Usi
ng_the_ViewCube.htm,topicNumber=d0e70082

QUESTION 5

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_ov
erview_Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193

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