

MAYA12-A^{Q&As}

Maya 2012 Certified Associate Examination

Pass Autodesk MAYA12-A Exam with 100% Guarantee

Free Download Real Questions & Answers **PDF** and **VCE** file from:

<https://www.leads4pass.com/maya12-a.html>

100% Passing Guarantee
100% Money Back Assurance

Following Questions and Answers are all new published by Autodesk Official Exam Center

-  **Instant Download** After Purchase
-  **100% Money Back** Guarantee
-  **365 Days** Free Update
-  **800,000+** Satisfied Customers



QUESTION 1

Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

- A. OBJ
- B. FBX
- C. DXF
- D. None of the above

Correct Answer: B

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082 (first paragraph)

QUESTION 2

Which of the following is NOT a Glow type with the Optical FX attribute?

- A. None
- B. Linear
- C. Star
- D. Exponential

Correct Answer: C

Reference: http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_FX_Attributes.htm,topicNumber=d0e570003

QUESTION 3

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 4

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
- E. Both C and D

Correct Answer: E

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html

Search Phrase: ViewCube (197: Using the ViewCube)

QUESTION 5

Which light(s) can be positioned using Look Through Selected Camera?

- A. Spot Lights.
- B. Directional Lights.
- C. Area Lights.
- D. All Maya Lights

Correct Answer: D

[MAYA12-A VCE Dumps](#)

[MAYA12-A Practice Test](#)

[MAYA12-A Exam Questions](#)