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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 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=0CBoQ6AEwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=false> (topic: smooth bind)

QUESTION 3

How is a Soft Body different from a Rigid Body?

- A. A field can't be connected to Soft Body particles.
- B. Rigid Bodies can't be affected by a Dynamic constraint.
- C. A Soft Body can be keyframed using the Set Active Key command.
- D. Rigid Bodies don't deform.

Correct Answer: D

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

QUESTION 4

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 5

Which of the following is NOT a type of Flexor?

- A. Sculpt
- B. Lattice
- C. JointCluster
- D. Wire

Correct Answer: D

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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