

# MAYA12-A<sup>Q&As</sup>

Maya 2012 Certified Associate Examination

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## QUESTION 1

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](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)

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## QUESTION 2

What will a Dmap shadow do that a Raytrace Shadow will not?

A Dmap shadow will...

- A. be visible in an IPR
- B. create volumetric shadows through a light fog
- C. produces correct shadows from transparent colored surfaces
- D. produces correct shadows from Cloud Render Type particles

Correct Answer: B

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## QUESTION 3

When choosing an NISC Video Image preset, in addition to image width and height, which other setting is changed

- A. Pixel Aspect Ratio
- B. Renderable Camera
- C. File format becomes TGA
- D. Device Aspect Ratio

Correct Answer: A

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**QUESTION 4**

What is the syntax to add a single-line comment in a script?

- A. //
- B. .
- C. "
- D. ==

Correct Answer: A

Reference:

<http://books.google.com.pk/books?id=gy6FuUHdmKMCandpg=PA64andlpg=PA64anddq=maya+syntax+single>

+line+comment+in+a+scriptandsource=blandots=5cO8gRhiWBandsig=e0olq6kikoYQ56GWuTDAQu47t0andhl=enandsa=Xandei=m3f7TqLCIMnj4QSj6s2NCAandved=0CBoQ6AEwAA#v=onepageandq=maya%

20syntax%20single%20line%20comment%20in%20a%20scriptandf=false (topic:adding comments)

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**QUESTION 5**

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.