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QUESTION 1

How is a Soft Body different from a Rigid Body?

A. Afield 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 2

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_overview_
Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193

QUESTION 3

"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

QUESTION 4

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 5

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