

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 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

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

QUESTION 3

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. allows you use several target shapes to help reshape another piece of geometry.
- 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: <http://stateofish.com/burgoo/blendshape.pdf> (page 1)

QUESTION 4

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 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

[MAYA12_A VCE Dumps](#)

[MAYA12_A Exam
Questions](#)

[MAYA12_A Braindumps](#)