# MAYA12_A<sup>Q&As</sup>

## 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

**QUESTION 1**

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+Bindands ource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU4Gkacandhl=enandsa
=Xandei=zID7TqOuI4jl4QTt69CNCAandved=0CBoQ6A
EwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=fals e (topic:
smooth bind)

**QUESTION 2**

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 3**

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+sin gle+line+comment+in+a+scriptandsource=blandots=5cO8gRhiWBandsig=e0oIq6kikoYQ56GWuTDAQu47t0andhl=enandsa=Xande i=m3f7TqLCIMnj4QSj6s2NCAandved=0CBoQ6AEwAA#v=onepageandq=maya%20s yntax%20single%20line%20comment%20in%20a%20scriptandf=false (topic: adding comments)

---

**QUESTION 4**

Which of the following is true of the Specular Color Attribute in a Blinn Shader?

A. Has a default value of 0.5.

B. Controls the color of shiny highlights on the surface.

C. Controls the spread of the specular highlight.

D. Both A and B

Correct Answer: B

Reference:

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

---

**QUESTION 5**

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

MAYA12_A VCE Dumps          MAYA12_A Study Guide          MAYA12_A Braindumps