

MAYA12-A^{Q&As}

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QUESTION 1

Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

- A. OBJ
- B. FBX
- C. DXF
- D. None of the above

Correct Answer: B

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

QUESTION 2

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 3

The shading network in a Normal 2DTexture Map is made up of which of the following?

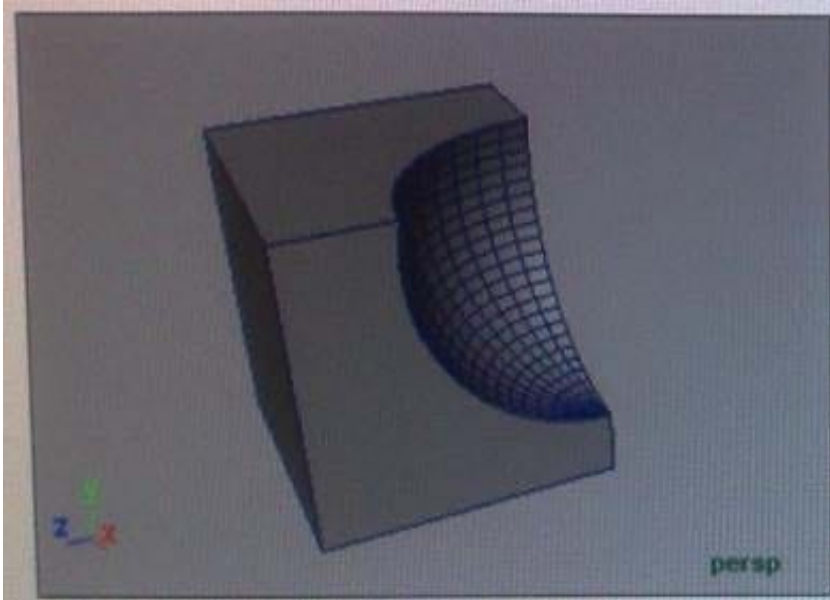
- A. One file texture node and a projection node that defines the texture's placement
- B. One file texture node and the place2DTexture node that defines the texture's placement.
- C. Two place 2DTexture nodes.
- D. One place 2DTexture node and one place 3Dtexture node

Correct Answer: B

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Asts_Mapping_methods.htm,topicNumber=d0e520981 (4th paragraph)

QUESTION 4

A Boolean operation is performed using a Cube and a Sphere. The image below represents:



- A. Intersection of a Sphere and a Cube
- B. Union of a Cube and a Sphere.
- C. Difference of a Sphere out of a Cube.
- D. None of the above

Correct Answer: C

Reference: Reference: http://www.autodesk.com/global/docs/maya2012/en_us/index.html Search Phrase: booleans (103: Mesh > Booleans)

QUESTION 5

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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