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QUESTION 1

What is the purpose of clipping planes in cameras?

A. Special effects attributes such as \\'Barn Doors\\' for the rendering camera

B. Clipping planes are essentially the boundaries of the camera determining which objects will be rendered and which won\\'t be rendered.

C. They define the point at which the shutter closes within the frame interval.

D. They determine the Depth of Field focal point.

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 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

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 4

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 5

Which of the following is NOT a Glow type with the Optical FX attribute?

A. None

B. Linear

C. Star

D. Exponential

Correct Answer: C

Reference:

http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_FX_Attr
ibutes.htm,topicNumber=d0e570003

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