



# MAYA12-A<sup>Q&As</sup>

Maya 2012 Certified Associate Examination

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### QUESTION 1

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](http://download.autodesk.com/us/maya/2010help/index.html?url=Subdivision_surfaces_overview_Standard_mode_and_polygon_proxy_mode.htm&topicNumber=d0e247193)

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### QUESTION 2

What does the Search and Replace Names option help you rename?

- A. One object at a time,
- B. Multiple objects at a time.
- C. Multiple objects and hierarchies
- D. Objects and Attribute names

Correct Answer: B

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing\\_the\\_scene\\_Using\\_the\\_ViewCube.htm&topicNumber=d0e70082](http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing_the_scene_Using_the_ViewCube.htm&topicNumber=d0e70082)

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### QUESTION 3

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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### QUESTION 4



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](http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the_ViewCube.htm&topicNumber=d0e70082)

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#### QUESTION 5

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. Blend shape deformers let you change the shape of one object into the shapes of other objects.
- 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: [www.autodesk.com/global/docs/maya2012/en-us/index.html](http://www.autodesk.com/global/docs/maya2012/en-us/index.html) Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

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