MAYA12-A$^{Q\&As}$

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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+Smoo th+Bindandsource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU
4Gkacandhl=enandsa=Xandei=zID7TqOuI4jl4QTt69CNCAand
ved=0CBoQ6AEwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%2 0Smooth%
20Bindandf=false (topic: smooth bind)

QUESTION 2

Which light(s) can be positioned using Look Through Selected Camera?

A. Spot Lights.

B. Directional Lights.

C. Area Lights.

D. All Maya Lights

Correct Answer: D

QUESTION 3

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_Usi
ng_the_ViewCube.htm,topicNumber=d0e70082

QUESTION 4

"Swimming" is a potential problem with Projected textures. This is an effect where it looks like the animated object is moving or \\'swimming\\' through the texture.
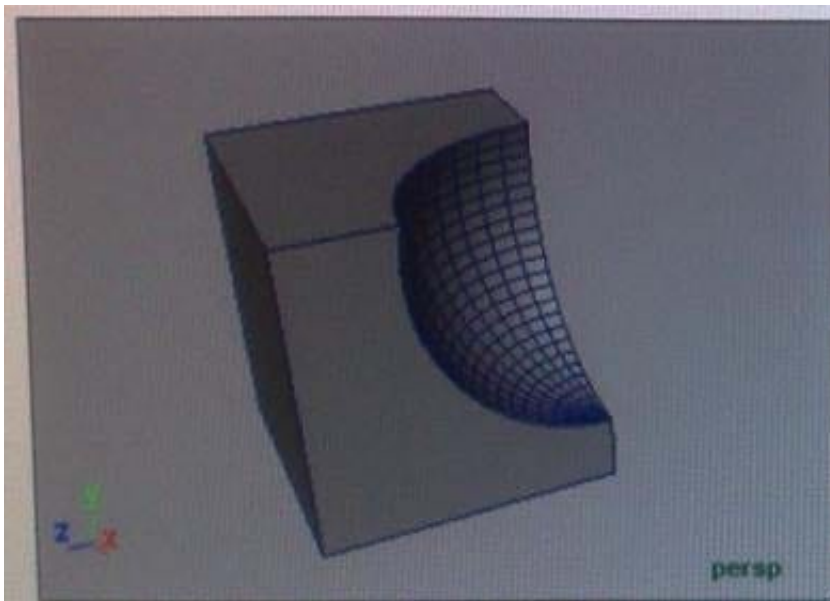
What can be done to fix this? Select all that apply.

A. If the object is just transforming and not deforming, parent the 3D Placement node to the animated object

B. If the object is deforming, you can use a Texture Reference object or convert the file to a 2D texture

C. If the object is deforming, you can bake the deformation by using Edit > Keys > Bake Simulation

Correct Answer: AB

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

QUESTION 5

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)

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