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QUESTION 1

Which is the correct method to make the current transformations on the selected object be the object's zero position

- A. Edit>Delete option
- B. Modify>Freeze Transformations option.
- C. Modify>Delete Attribute Transformations option.
- D. Skeleton>OrientJoint>Freeze Transformations option

Correct Answer: B

Reference: <http://www.arch.columbia.edu/work/courses/visual-studies/fudd/maya-tutorial-02> (step 7)

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

To control a Soft Body simulation that is out of hand, you can...

- A. use Springs to control the simulation if it gets erratic
- B. use a Pin Constraint to 'pin down' the particles that act erratically during the simulation
- C. use an nDynamics solver to control the simulation
- D. use rigid bodies and convert them to soft bodies.

Correct Answer: B

QUESTION 4

How is a Soft Body different from a Rigid Body?

- A. A field can't be connected to Soft Body particles.



- B. Rigid Bodies can't be affected by a Dynamic constraint.
- C. A Soft Body can be keyframed using the Set Active Key command.
- D. Rigid Bodies don't deform.

Correct Answer: D

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

QUESTION 5

Which attribute is used to control the number of specular highlights that appear on a rendered object?

- A. Emit Specular
- B. Define Specular
- C. Illuminates by Default
- D. None of the above.

Correct Answer: A

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