



MAYA12-A^{Q&As}

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QUESTION 1

The ViewCube is an on-screen 3D navigation element that does which of the following?

- A. Creates a multicamera rig to navigate through your scene
- B. Provides feedback about stereo cameras and performs calculations to produce anaglyph images
- C. Enables you to quickly and easily switch between views.
- D. Provides feedback about the current camera view in relation to the 3D scene
- E. Both C and D

Correct Answer: E

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html

Search Phrase: ViewCube (197: Using the ViewCube)

QUESTION 2

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 3

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 4

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

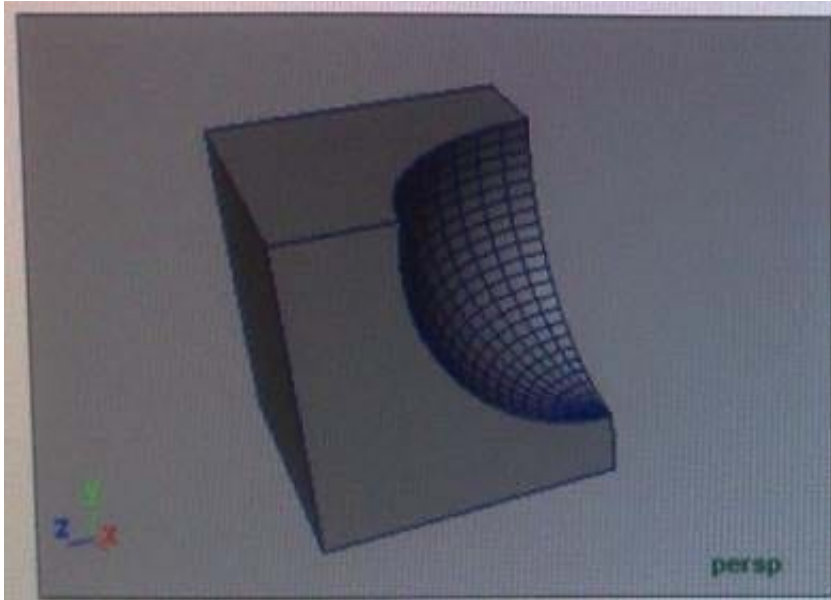
- A. None
- B. Linear
- C. Star
- D. Exponential

Correct Answer: C

Reference: http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_FX_Attributes.htm&topicNumber=d0e570003

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



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

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