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QUESTION 1

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_Usi ng_the_ViewCube.htm,topicNumber=d0e70082

QUESTION 2

What does the nConstraint Membership Tool for nCloth allows users to do?

A. Add vertices to a selected dynamic constraint

B. Remove vertices from a selected dynamic constraint

C. Both of the above.

D. Neither of the above.

Correct Answer: C

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Usi ng_the_ViewCube.htm,topicNumber=d0e70082 (topic: editing nCloth constraint membership)

QUESTION 3

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 4

The shading network in a Normal 2DTexture Map is made up of which of the following?

A. One file texture node and a projection node that defines the texture\\'s placement

B. One file texture node and the place2DTexture node that defines the texture\\'s placement.

C. Two place 2DTexture nodes.

D. One place 2DTexture node and one place 3Dtexture node

Correct Answer: B

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=./files/
Asts_Mapping_methods.htm,topicNumber=d0e520981 (4th paragraph)

QUESTION 5

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_Usi
ng_the_ViewCube.htm,topicNumber=d0e70082 (first paragraph)

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