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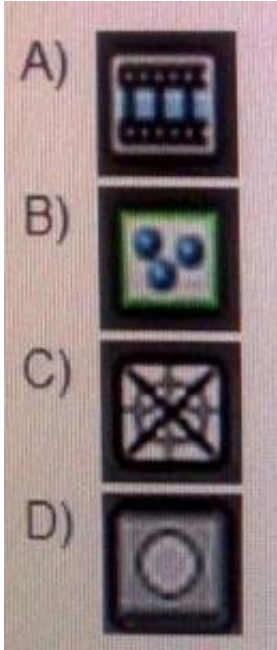Following Questions and Answers are all new published by Autodesk
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QUESTION 1

Which of the following is the button for displaying the Safe Action in Maya?

A. Option A

B. option B

C. Option C

D. Option D

Correct Answer: B

Reference: http://download.autodesk.com/us/maya/2010help/index.html?url=WS73099cc142f487552a
50a53111913e7c26f-63b3.htm,topicNumber=d0e87875 (search "safe action")

QUESTION 2

What does the Interactive Split Tool do?

A. Splits the selected edges in their winding direction, changing their connectivity one vertex at a time

B. Specifies the direction in which the curve on the mesh will be projected

C. Splits one or more faces on a polygon mesh into multiple faces after you specify the split location on the mesh

D. Transfers vertex information between meshes that have the same topology

Correct Answer: C

Reference: http://lesterbanks.com/2011/03/autodesk-announces-maya-2012/ (search `interactive split tool\\')

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 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_Using_the_ViewCube.htm,topicNumber=d0e70082

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 Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

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