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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 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 3

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

QUESTION 4

What modes can you work in when modeling with Subdivision surfaces?

A. Polygon mode and NURBS mode

B. Standard mode and Polygon mode.

C. Standard mode and Coarser mode.

D. NURBS mode and Component mode.

Correct Answer: B

Reference: http://download.autodesk.com/us/maya/2010help/index.html?url=Subdivision_surfaces_overview_Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193

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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