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# MAYA12_A$^{Q\&As}$

## Maya 2012 Certified Associate Examination

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**QUESTION 1**

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.

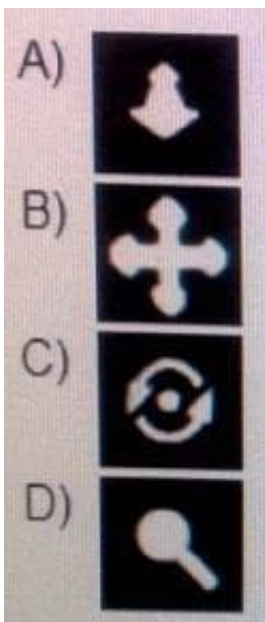D. One place 2DTexture node and one place 3Dtexture node

Correct Answer: B

Reference:

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

**QUESTION 2**

Identify the Tumble camera Icon in the images below.



A. Option A

B. option B

C. Option C

D. Option D

Correct Answer: B

**QUESTION 3**

To composite two layers together you would use...

A. Composition settings

B. Garbage Mask

C. Remap Color

D. Blend and Comp

Correct Answer: A

**QUESTION 4**

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
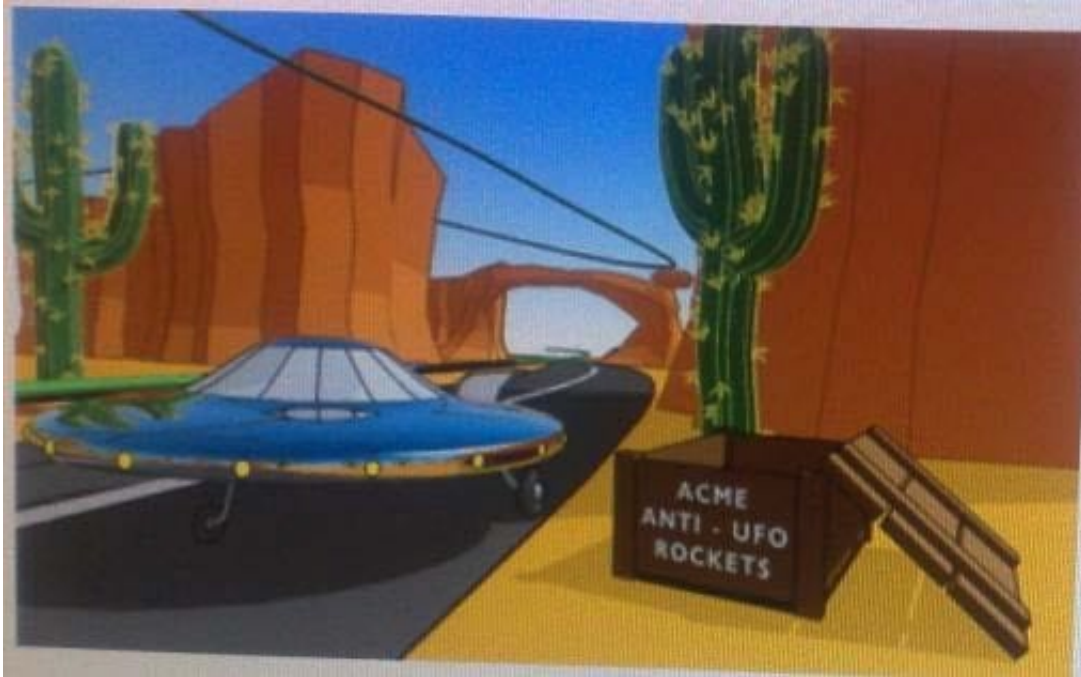
D. Objects and Attribute names

Correct Answer: B

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the
_ViewCube.htm,topicNumber=d0e70082

**QUESTION 5**

A suitable method to have the spaceship move along the green line shown in the image is:

A. Animated Sweep

B. Motion Path

C. Turntable

D. Animation Snapshot

Correct Answer: B

Reference:

http://www.autodesk.com/us/maya/2011help/index.html?url=./files/Viewing_the_scene_Using_the _ViewCube.htm,topicNumber=d0e70082

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