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QUESTION 1

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 2

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 3

Which light(s) can be positioned using Look Through Selected Camera?

A. Spot Lights.

B. Directional Lights.

C. Area Lights.

D. All Maya Lights

Correct Answer: D

QUESTION 4

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

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 statement is most accurate? DmapAutofocus...

A. adjusts the size of the square grid of pixels that\\'s placed in front of the light for the first pass Raytrace Shadow calculation

B. is the attribute that controls the focal point used in depth of field calculation

C. controls the shadow anti-aliasing level used for the Raytrace Shadow calculation

D. is the attribute that automatically controls where the Dmap will be focused.

Correct Answer: B

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