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QUESTION 1

What is the purpose of clipping planes in cameras?

- A. Special effects attributes such as 'Barn Doors' for the rendering camera
- B. Clipping planes are essentially the boundaries of the camera determining which objects will be rendered and which won't be rendered.
- C. They define the point at which the shutter closes within the frame interval.
- D. They determine the Depth of Field focal point.

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 2

Which of the following is NOT a type of Flexor?

- A. Sculpt
- B. Lattice
- C. JointCluster
- D. Wire

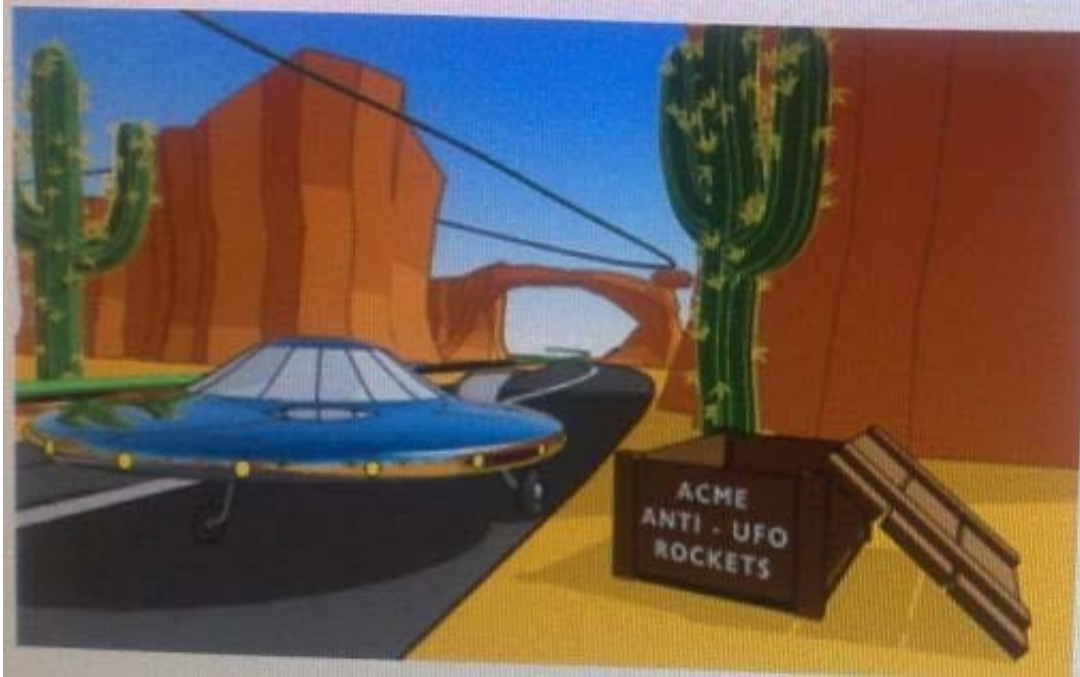
Correct Answer: D

Reference:

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

QUESTION 3

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

QUESTION 4

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_Using_the_ViewCube.htm,topicNumber=d0e70082 (topic: editing nCloth constraint membership)



QUESTION 5

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

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