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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+Smooth+Bindandsource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU4Gkacandhl=enandsa=Xandei=zID7TqOul4jl4QTt69CNCAandved=0CBoQ6AEwAA#v=onepageanddq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=false\(topic:smoothbind\)](http://books.google.com.pk/books?id=-PNMcDuEcFQCandpg=PA149andlpg=PA149anddq=flexor+control+deformations+using+a+Smooth+Bindandsource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU4Gkacandhl=enandsa=Xandei=zID7TqOul4jl4QTt69CNCAandved=0CBoQ6AEwAA#v=onepageanddq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=false(topic:smoothbind))

QUESTION 2

What is meant by 'sampling'?

- A. The amount of Rendering Layers to be calculated in an image
- B. The amount of times the software will examine different areas of a pixel
- C. The number of photons that get emitted into the scene.
- D. None of the above

Correct Answer: C

Reference:

[http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+sampling+is+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B5uBPvw2andsig=XR5SFS0_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPIeF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false\(firstparagraph\)](http://books.google.com.pk/books?id=Kzjnv9kKHKECandpg=PA106andlpg=PA106anddq=maya+sampling+is+number+of+photons+that+get+emitted+into+the+sceneandsource=blandots=B5uBPvw2andsig=XR5SFS0_hPjAXjha2dhlgrdR1jQandhl=enandsa=Xandei=4Yr7Tt3oPIeF4gSlnsiNCAandved=0CDwQ6AEwBQ#v=onepageandqandf=false(firstparagraph))

QUESTION 3

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. allows you use several target shapes to help reshape another piece of geometry.



- 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: <http://stateofish.com/burgoo/blendshape.pdf> (page 1)

QUESTION 4

What will a Dmap shadow do that a Raytrace Shadow will not? A Dmap shadow will...

- A. be visible in an IPR.
- B. create volumetric shadows through a light fog.
- C. produces correct shadows from transparent colored surfaces
- D. produces correct shadows from Cloud Render Type particles

Correct Answer: B

QUESTION 5

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

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