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**QUESTION 1**

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 (first paragraph)

QUESTION 2

What does the Interactive Split Tool do?

- A. Splits the selected edges in their winding direction, changing their connectivity one vertex at a time
- B. Specifies the direction in which the curve on the mesh will be projected
- C. Splits one or more faces on a polygon mesh into multiple faces after you specify the split location on the mesh
- D. Transfers vertex information between meshes that have the same topology

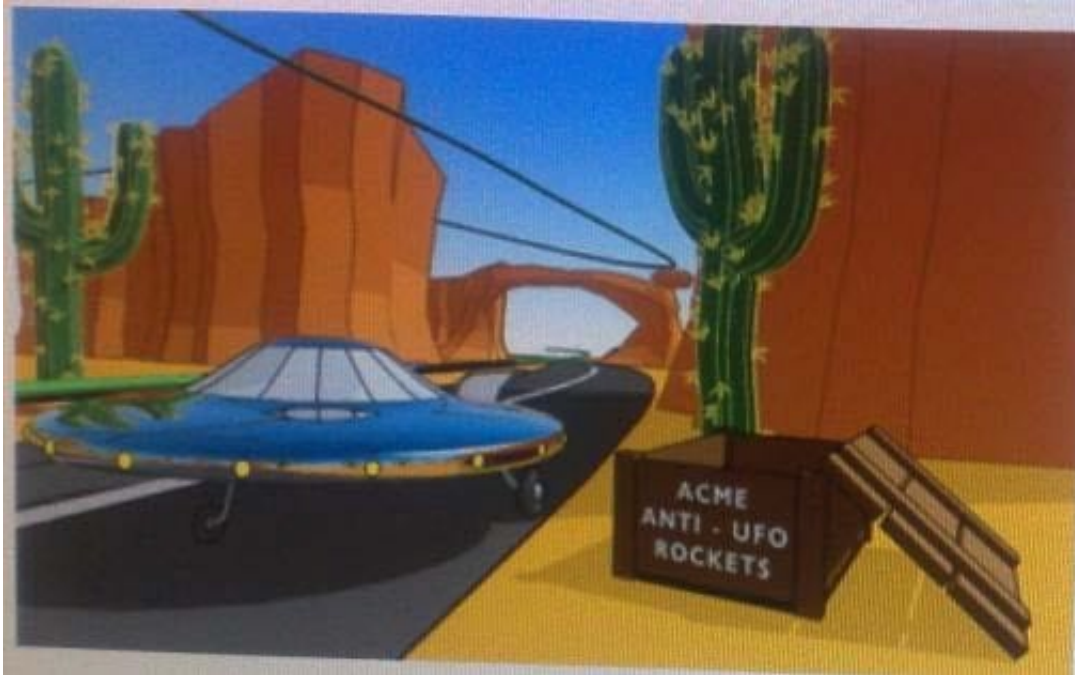
Correct Answer: C

Reference:

<http://lesterbanks.com/2011/03/autodesk-announces-maya-2012/> (search 'interactive split tool')

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

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 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=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=false\(topic:smooth bind\)](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=onepageandq=flexor%20control%20deformations%20using%20a%20Smooth%20Bindandf=false(topic:smooth%20bind))

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