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Exam : MAYA11-A

Title : Maya 2011 Certified Associate

Vendors : Autodesk

Version : DEMO

NO.1 How is a Soft Body different from a Rigid Body?

- A. A field can't be connected to Soft Body particles.
- B. Rigid Bodies can't be affected by a Dynamic constraint.
- C. A Soft Body can be keyframed using the Set Active Key command.
- D. Rigid Bodies don't deform.

Answer: D

NO.2 What does the nConstraint Membership Tool for nCloth allow 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.

Answer: C

NO.3 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.

Answer: B

NO.4 Which is the correct method to make the current transformations on the selected object be the object's zero position

- A. Edit>Delete option
- B. Modify>Freeze Transformations option.
- C. Modify>Delete Attribute Transformations option.
- D. Skeleton>OrientJoint>Freeze Transformations option

Answer: B

NO.5 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

Answer: B

NO.6 What effect does the Break Tangent action have on a selected animation tangent?

- A. Allows manipulation of the in and out tangent handles individually so you can edit the curve segment entering or exiting the key without affecting its opposite handle.
- B. Causes the manipulation of an in or out tangent handle to affect its opposite handle equally
- C. Specifies that when you move a tangent, only its angle can be changed.
- D. Specifies that when you move a tangent its angle and weight can be changed.

Answer: A

NO.7 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

Answer: C

NO.8 Which file format lets you exchange complex data between Maya and other software while preserving the data's overall behavior?

- A. OBJ
- B. FBX
- C. DXF
- D. None of the above

Answer: B