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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_ov
erview_Standard_mode_and_polygon_proxy_mode.htm,topicNumber=d0e247193

QUESTION 2

Which of the following is true of the Specular Color Attribute in a Blinn Shader?

A. Has a default value of 0.5.

B. Controls the color of shiny highlights on the surface.

C. Controls the spread of the specular highlight.

D. Both A and B

Correct Answer: B

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

QUESTION 3

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

Explanation: Autodesks Official Answer: If on, Maya automatically scales the depth map so that it only fills the area of the light\\'s illumination that contains shadow casting objects. For example, if shadow casting objects are only in the center of a spot light\\'s beam, the depth map only covers the region occupied by those objects. Because the Resolution is an absolute resolution (that is, pixels, not pixels per inch), decreasing the size of the depth map effectively increases the resolution of the depth map and the quality of the shadows without increasing rendering times. If off, you can manually scale the depth map within the area of the light\\'s illumination using the Focus attribute (for point lights and spot lights) or the Width Focus attribute (for directional lights). Use Auto Focus is on by default.

QUESTION 4

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 5

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

Correct Answer: B

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

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