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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+Smoo th+Bindandsource=blandots=52RxQtUX2andsig=8S18HcnXEbaECQ7TRkFJcU
4Gkacandhl=enandsa=Xandei=zID7TqOuI4jl4QTt69CNCAand
ved=0CBoQ6AEwAA#v=onepageandq=flexor%20control%20deformations%20using%20a%2 0Smooth%
20Bindandf=false (topic: smooth bind)

QUESTION 2

Which attribute is used to control the number of specular highlights that appear on a rendered object?

A. Emit Specular

B. Define Specular

C. Illuminates by Default

D. None of the above.

Correct Answer: A

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

"Swimming" is a potential problem with Projected textures. This is an effect where it looks like the animated object is moving or \\'swimming\\' through the texture.

What can be done to fix this? Select all that apply.

A. If the object is just transforming and not deforming, parent the 3D Placement node to the animated object

B. If the object is deforming, you can use a Texture Reference object or convert the file to a 2D texture

C. If the object is deforming, you can bake the deformation by using Edit > Keys > Bake Simulation

Correct Answer: AB

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

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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