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QUESTION 1

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 2

When choosing an NISC Video Image preset, in addition to image width and height, which other setting is changed

- A. Pixel Aspect Ratio
- B. Renderable Camera
- C. File format becomes TGA
- D. Device Aspect Ratio

Correct Answer: A

QUESTION 3

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 4

What is the purpose of clipping planes in cameras?

- A. Special effects attributes such as '\\Barn Doors\\' for the rendering camera
- B. Clipping planes are essentially the boundaries of the camera determining which objects will be rendered and which



won't be rendered.

C. They define the point at which the shutter closes within the frame interval.

D. They determine the Depth of Field focal point.

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 5

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.

Correct Answer: A

Reference: <http://www.expertrating.com/courseware/MAYACourse/MAYA-Animation-Basics-1.asp> (search `break tangents`)

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