MAYA12-A^{Q&As}

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QUESTION 1

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\\')

QUESTION 2

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

E. Both C and D

Correct Answer: E

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html

Search Phrase: ViewCube (197: Using the ViewCube)

QUESTION 3

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_Usi ng_the_ViewCube.htm,topicNumber=d0e70082 (first paragraph)

QUESTION 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

Correct Answer: B

Reference: http://www.arch.columbia.edu/work/courses/visual-studies/fudd/maya-tutorial- 02 (step 7)

QUESTION 5

"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_Usi ng_the_ViewCube.htm,topicNumber=d0e70082

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