



MAYA12-A^{Q&As}

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QUESTION 1

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

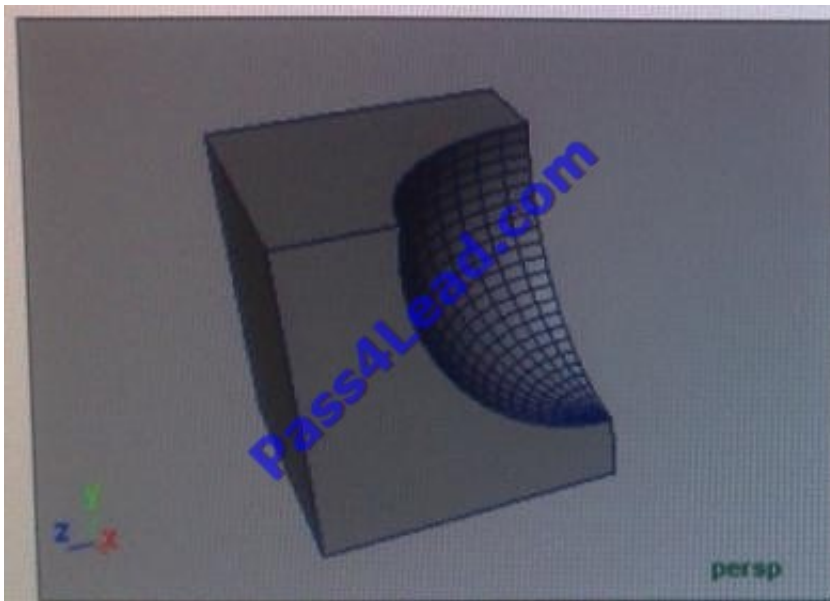
Correct Answer: B

Reference:

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

QUESTION 2

A Boolean operation is performed using a Cube and a Sphere. The image below represents:



- A. Intersection of a Sphere and a Cube
- B. Union of a Cube and a Sphere.
- C. Difference of a Sphere out of a Cube.
- D. None of the above

Correct Answer: C



Reference: Reference: http://www.autodesk.com/global/docs/maya2012/en_us/index.html Search Phrase: booleans (103: Mesh > Booleans)

QUESTION 3

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 4

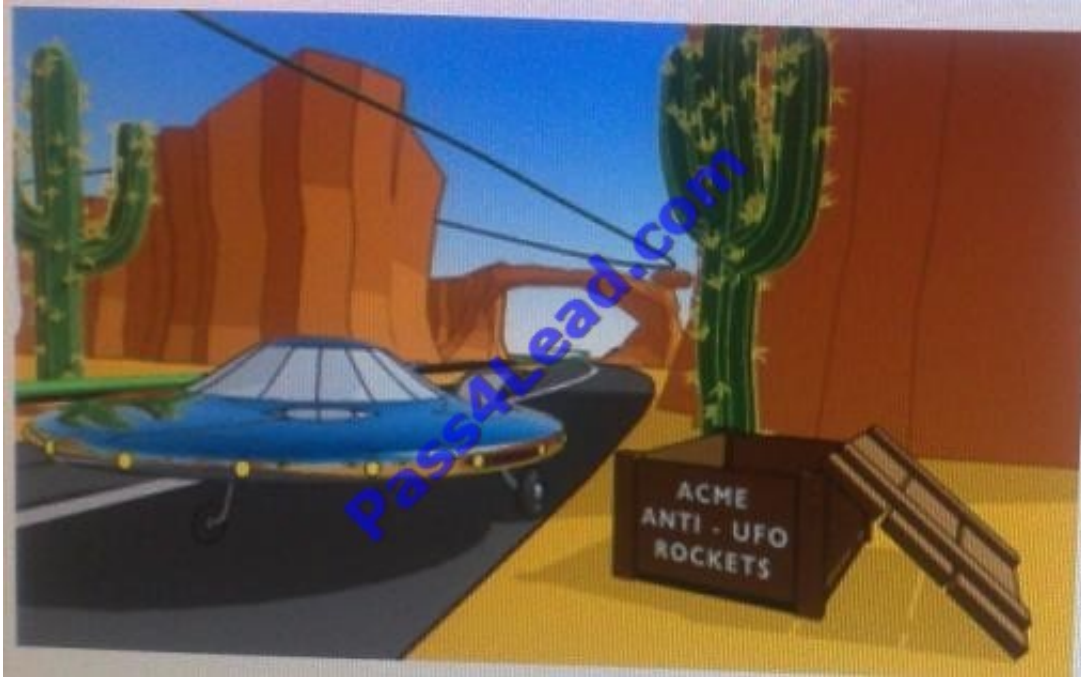
To composite two layers together you would use...

- A. Composition settings
- B. Garbage Mask
- C. Remap Color
- D. Blend and Comp

Correct Answer: A

QUESTION 5

A suitable method to have the spaceship move along the green line shown in the image is: A. Animated Sweep



B. Motion Path

C. Turntable

D. Animation Snapshot

Correct Answer: B

Reference:

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

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