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Exam : Maya12_A

**Title : Maya 2012 Certified
Associate Examination**

Version : Demo

1.Which of the following BEST describes the Blend Shape deformer?

The Blend Shape deformer...

- A. creates a joint system based on the topology of the surface
- B. Blend shape deformers let you change the shape of one object into the shapes of other objects.
- C. is a special object you use to control the deformation effects of rigid skinning.
- D. lets you manually sculpt NURBS, polygons, or Subdivision surfaces quickly with the stroke of a brush

Answer: B

2.What is the syntax to add a single-line comment in a script.?

- A. //
- B. <>
- C. "
- D. ==

Answer: A

3.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

Answer: E

4.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

Answer: B

5.To composite two layers together you would use...

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

Answer: A