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.

Answer: A

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

Question: 2

Identify the Tumble camera Icon in the images below.
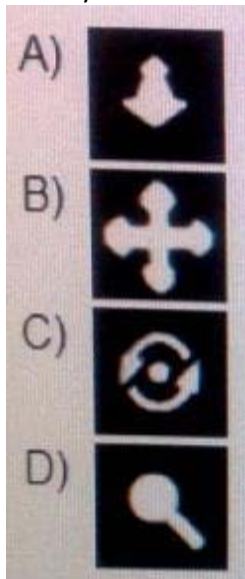
A. Option A
B. option B
C. Option C
D. Option D

Answer: C

Question: 3

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

Reference: http://books.google.com.pk/books?id=-
PNMcDuEcFQC&pg=PA149&lpg=PA149&dq=flexor+control+deformations+using+a+Smoo
th+Bind&source=bl&ots=52RxQtUX-
2&sig=8S18HcnXEbaECQ7TRkFJcU4Gkac&hl=en&sa=X&ei=zID7TqOuI4jl4QTt69CNCA&
ved=0CBoQ6AEwAA#v=onepage&q=flexor%20control%20deformations%20using%20a%2
0Smooth%20Bind&f=false (topic: smooth bind)

Question: 4

Which of the following is NOT a Glow type with the Optical FX attribute?

A. None
B. Linear
C. Star
D. Exponential

Answer: C

Reference:
http://download.autodesk.com/us/maya/2009help/index.html?url=Lighting_nodes_Optical_
FX_Attributes.htm,topicNumber=d0e570003

Question: 5

To control a Soft Body simula-tion that is out of hand, you can...

A. use Springs to control the simulation if it gets erratic
B. use a Pin Constraint to 'pin down' the particles that act erratically during the simulation
C. use an nDynamics solver to control the simulation
D. use rigid bodies and converts them to soft bodies.

Question: 6

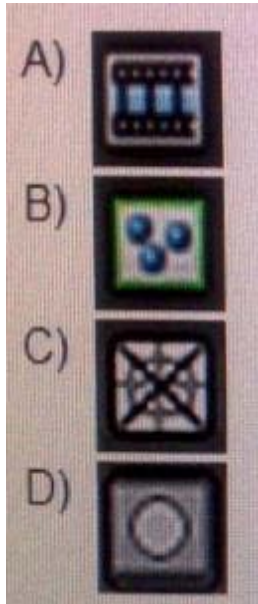Which is the correct method to make the current transformations on the selected object be the object's zero position

A. Edit>Delete option
B. Modify>Freeze Transformations option.
C. Modify>Delete Attribute Transformations option.
D. Skeleton>OrientJoint>Freeze Transformations option

Answer: B

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

Question: 7

Which of the following is the button for displaying the Safe Action in Maya?

A. Option A
B. option B
C. Option C
D. Option D

Answer: B

Reference:
http://download.autodesk.com/us/maya/2010help/index.html?url=WS73099cc142f487552a
50a53111913e7c26f-63b3.htm,topicNumber=d0e87875 (search "safe action")

Question: 8

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

Reference: www.autodesk.com/global/docs/maya2012/en_us/index.html
Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

Question: 9

"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

Answer: A,B

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

Question: 10

Which light(s) can be positioned using Look Through Selected Camera?

A. Spot Lights.
B. Directional Lights.
C. Area Lights.
D. All Maya Lights

Answer: D