PassQueen
a.k.a dumpsqueen.com

Maya 2012 Certified Associate Examination

Autodesk Maya12-A

Version Demo

Total Demo Questions: 5

Total Premium Questions: 57

Buy Premium PDF

https://passqueen.com

support@passqueen.com

Topic Break Down

Topic	No. of Questions
Topic 1, Maya User Interface	12
Topic 2, Basic Modeling	9
Topic 3, Basic Animation	16
Topic 4, Basic Rendering	20
Total	57

QUESTION NO: 1

Which tasks can be performed in the Graph Editor? Select all that apply.

A. Edit keyframe values.

B. Modify animation tangents.

C. View animation curves.

D. Create render layers.

ANSWER: A B C

Explanation:

The Graph Editor is used to edit animation curves. An animator can adjust keyframe values, modify tangent behavior, and view the curve relationships that control animated attributes. These operations allow precise control over timing, interpolation, acceleration, and deceleration.

Creating render layers is performed through the rendering workflow rather than in the Graph Editor. Autodesk describes animation-curve editing and tangent controls in the Maya Graph Editor documentation.

QUESTION NO: 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. Enables you to quickly and easily switch between views and provides feedback about the current camera view in relation to the 3D scene.

ANSWER: E

Explanation:

Enables you to quickly and easily switch between views and provides feedback about the current camera view in relation to the 3D scene is correct. The ViewCube is an interactive viewport navigation control that represents the orientation of the current camera relative to the scene's world axes. Its labeled faces, edges, and corners visually communicate the current viewing direction, so an artist can immediately recognize whether the camera is aligned with a front, side, top, bottom, or angled perspective orientation. Clicking a face, edge, or corner changes the camera to the corresponding standard orthographic or angled view, making it a fast alternative to manually orbiting or selecting views through menus. The ViewCube therefore serves both as orientation feedback and as a direct mechanism for switching the viewport camera to useful predefined views. This supports accurate modeling, layout, and scene inspection by making camera orientation visible and quickly controllable. Autodesk's Maya 2012 documentation lists the ViewCube under its navigation tools; see the Autodesk Maya 2012 Help. Autodesk's current Maya documentation also provides the product help context for viewport navigation features in the Maya Help.

QUESTION NO: 3

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

A. Spot Lights.

B. Directional Lights.

C. Area Lights.

D. All Maya Lights

E. Spot Lights, Directional Lights, and Area Lights.

ANSWER: E

Explanation:

Spot Lights, Directional Lights, and Area Lights can be positioned with Look Through Selected Camera because each of these light types has a defined direction. When Maya switches the active panel to look through one of these selected lights, viewport navigation can be used to establish the light's placement and orientation from its projected or emitted direction. This is especially useful for aiming a spot light, setting the incoming direction of a directional light, or orienting an area light toward the intended subject. The workflow provides an interactive, camera-like view for adjusting the light transform, allowing the artist to compose illumination directly in the scene rather than relying solely on transform values. Maya's viewport and camera tools support looking through selected directional light types as part of lighting setup; see the Autodesk Maya documentation at Maya 2012 Help and the current Autodesk Maya Help.

QUESTION NO: 4

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

C. None of the above.

ANSWER: A

Explanation:

Emit Specular is the correct attribute because it determines whether an individual Maya light contributes specular illumination to the surfaces it lights. Specular highlights are the bright, view-dependent reflections produced when a material's specular response is evaluated against a light. Since each light can independently be enabled or disabled for specular contribution, enabling Emit Specular on multiple lights can result in multiple visible highlights on the same rendered object; disabling it for a particular light prevents that light from adding a specular highlight while allowing its other applicable lighting contribution to remain available.

This control is especially useful in a multi-light setup. An artist may use a key light to create the primary highlight and then disable specular emission on fill or rim lights to avoid unwanted extra highlights, while retaining the intended overall illumination. The attribute is a property of Maya light nodes and is commonly exposed in the light's Attribute Editor, allowing highlight contribution to be controlled per light rather than globally. Autodesk's technical documentation lists light-node attributes and their rendering roles in the Maya light node reference. Related lighting and shading concepts are also covered in the Maya Lighting and Shading documentation.

QUESTION NO: 5

Which attributes can be adjusted on a Maya particle emitter? Select all that apply.

A. Rate

B. Speed

C. Direction

D. Lifespan

ANSWER: A B C

Explanation:

An emitter controls how particles are introduced into a particle system. The Rate attribute determines how many particles are emitted over time, while Speed controls the initial velocity of emitted particles. Direction determines the orientation in which particles are emitted, which is particularly important when creating directional effects such as a spray, jet, or stream.

These settings establish the initial emission behavior before forces, fields, collisions, and other dynamic influences affect the particles. Particle lifespan is controlled on the particle shape node rather than being an emitter attribute. Autodesk's particle documentation is available in the Maya 2012 Particles documentation.