

MAYA12-A^{Q&As}

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QUESTION 1

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 2

What will a Dmap shadow do that a Raytrace Shadow will not?

A Dmap shadow will...

- A. be visible in an IPR
- B. create volumetric shadows through a light fog
- C. produces correct shadows from transparent colored surfaces
- D. produces correct shadows from Cloud Render Type particles

Correct Answer: B

QUESTION 3

The shading network in a Normal 2DTexture Map is made up of which of the following?

- A. One file texture node and a projection node that defines the texture's placement
- B. One file texture node and the place2DTexture node that defines the texture's placement.
- C. Two place 2DTexture nodes.
- D. One place 2DTexture node and one place 3Dtexture node

Correct Answer: B

Reference: http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Asts_Mapping_methods.htm,topicNumber=d0e520981 (4th paragraph)

QUESTION 4

Which statement is most accurate?

DmapAutofocus...

- A. adjusts the size of the square grid of pixels that's placed in front of the light for the first pass Raytrace Shadow calculation
- B. is the attribute that controls the focal point used in depth of field calculation
- C. controls the shadow anti-aliasing level used for the Raytrace Shadow calculation
- D. is the attribute that automatically controls where the Dmap will be focused.

Correct Answer: B

Explanation: Autodesk's Official Answer: If on, Maya automatically scales the depth map so that it only fills the area of the light's illumination that contains shadow casting objects. For example, if shadow casting objects are only in the center of a spot light's beam, the depth map only covers the region occupied by those objects. Because the Resolution is an absolute resolution (that is, pixels, not pixels per inch), decreasing the size of the depth map effectively increases the resolution of the depth map and the quality of the shadows without increasing rendering times. If off, you can manually scale the depth map within the area of the light's illumination using the Focus attribute (for point lights and spot lights) or the Width Focus attribute (for directional lights). Use Auto Focus is on by default.

QUESTION 5

What does the Interactive Split Tool do?

- A. Splits the selected edges in their winding direction, changing their connectivity one vertex at a time
- B. Specifies the direction in which the curve on the mesh will be projected
- C. Splits one or more faces on a polygon mesh into multiple faces after you specify the split location on the mesh
- D. Transfers vertex information between meshes that have the same topology

Correct Answer: C

Reference: <http://lesterbanks.com/2011/03/autodesk-announces-maya-2012/> (search `interactive split tool`)

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