

DUMPS ARENA

Maya 2012 Certified Associate Examination

Autodesk Maya12-A

Version Demo

Total Demo Questions: 4

Total Premium Questions: 30

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QUESTION NO: 1

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

ANSWER: C**Explanation:**

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

QUESTION NO: 2

"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**Explanation:**

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

QUESTION NO: 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

ANSWER: B

Explanation:

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

QUESTION NO: 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

Explanation:

Reference: [http://books.google.com.pk/books?id=-PNMcDuEcFQC&pg=PA149&lpg=PA149&dq=flexor+control+deformations+using+a+Smooth+Bind&source=bl&ots=52RxQtUX-](http://books.google.com.pk/books?id=-PNMcDuEcFQC&pg=PA149&lpg=PA149&dq=flexor+control+deformations+using+a+Smooth+Bind&source=bl&ots=52RxQtUX-2&sig=8S18HcnXEbaECQ7TRkFJcU4Gkac&hl=en&sa=X&ei=zID7TqOul4jl4QTt69CNCA&ved=0CBoQ6AEwAA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false)

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