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## Maya 2012 Certified Associate Examination

Autodesk Maya12-A

Version Demo

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**QUESTION NO: 1**

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=-](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)

[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)

[2&sig=8S18HcnXEbaECQ7TRkFJcU4Gkac&hl=en&sa=X&ei=zID7TqOul4jl4QTt69CNCA&ved=0CBoQ6AEwAA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false](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) (topic: smooth bind)

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

**QUESTION NO: 3**

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**

**Explanation:**

Reference: [www.autodesk.com/global/docs/maya2012/en\\_us/index.html](http://www.autodesk.com/global/docs/maya2012/en_us/index.html)

Search Phrase: Blend Shape Deformer (300: Blend Shape deformer)

**QUESTION NO: 4**

What does the Search and Replace Names option help you rename?

- A. One object at a time,
- B. Multiple objects at a time.
- C. Multiple objects and hierarchies
- D. Objects and Attribute names

**ANSWER: B**

**Explanation:**

Reference: [http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing\\_the\\_scene\\_Using\\_the\\_ViewCube.htm,topicNumber=d0e70082](http://www.autodesk.com/us/maya/2011help/index.html?url=../files/Viewing_the_scene_Using_the_ViewCube.htm,topicNumber=d0e70082)