

# ***KillTest***

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## **Q&A**

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**Exam** : **MAYA11\_A**

**Title** : Maya 2011 Certified  
Associate

**Version** : Demo

1.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. allows you use several target shapes to help reshape another piece of geometry.
- 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**

2.What is the syntax to add a single-line comment in a script.?

- A. //
- B. <>
- C. "
- D. ==

**Answer: A**

3.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

**Answer: D**

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**

5.To composite two layers together you would use...

- A. Composition settings
- B. Garbage Mask
- C. Remap Color
- D. Blend & Comp

**Answer: A**