

Exam Objectives

Animation

Create a path animation and evaluate an object along the path Preview an animation

Identify playback settings

Locate the value of keys in the Time Slider

Change preferences

Cameras

Differentiate camera types

Orbit and pan

Edit FOV (Field of View)

LIGHTING

Use directional lighting

Identify parameters for modifying shadows

Materials / Shading

Set shader parameters

Identify standard materials

Use the Slate Material Editor

RIGGING

Create simple Bipeds

MODELING

Create and modify objects

Differentiate workflow

Editable mesh and poly

Work with standard primitives

Work with surfaces

Rendering

Differentiate Renderers

Identify rendering parameters

Quick Render

UI / OBJECT MANAGEMENT

Describe and use object transformations

Identify Selection Regions and methods

Organize Objects

Use Viewports

