AUTODESK® MAYA®

Exam Objectives

ANIMATION
Edit animation curves using the Graph Editor

List constraint types

Identify a custom attribute added to a controller

Locate the value of an animated attribute

CAMERAS
Differentiate camera types

Identifying a camera's angle of view

Explain the Film Aspect ratio for your camera

Identify camera attribute names or values

Data Management / Interoperability

Use the import feature to import model data

DYNAMICS / SIMULATION
Identify and describe the behavior of a Soft Body

Differentiate active and passive rigid bodies

Describe a soft or rigid body

Identify rigid body settings or properties

EFFECTS
Identify and use physical fields

LIGHTING
Differentiate light types

Identify the specular component of a light

Differentiate types of light or lighting

Identify the value of Raytrace shadow attributes

Describe useful methods for placing lights in a scene

MATERIALS / SHADING
Identify the type of material assigned to geometry

Identify the specified shading component in a render

MODELING
Create surfaces for a model

Identify the type of Boolean operation performed on the objects

Use polygon modeling tools

Identify the typical work flow when smoothing meshes

RENDERING
Describe Raytrace/Scanline quality settings

List and differentiate renderers

Rigging / Setup

Identify Bones

Identify IK Handle bones or controls

SCENE ASSEMBLY / PIPELINE INTEGRATION
Describe how to improve scene organization by using Search and Rename operations

Describe the FBX translator/file format

UI / OBJECT MANAGEMENT
Identify the purpose and benefits of freezing transformation data on objects

Describe camera gates or regions

Identify object details and Outliner feature

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