

## Latest Version: 6

### Question: 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**

Explanation:

Reference:

<http://stateofish.com/burgoo/blendshape.pdf> (page 1)

### Question: 2

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

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

**Answer: A**

Explanation:

Reference:

<http://books.google.com.pk/books?id=gy6FuUHdmKMC&pg=PA64&lpg=PA64&dq=maya+syntax+single+line+comment+in+a+script&source=bl&ots=5cO8gRhiWB&sig=e0olq6kikoYQ56GWuTDAQu47t0&hl=en&sa=X&ei=m3f7TqLCIMnj4QSj6s2NCA&ved=0CB0Q6AEwAA#v=onepage&q=maya%20syntax%20single%20line%20comment%20in%20a%20script&f=false> (topic: adding comments)

### Question: 3

The View Cube 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**

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: 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=0CBoQ6AEwA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false)

[2&sig=8S18HcnXEbaECQ7TRkFJcU4Gkac&hl=en&sa=X&ei=zID7TqOul4jl4QTt69CNCA&ved=0CBoQ6AEw](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=0CBoQ6AEwA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false)

A

[A#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=0CBoQ6AEwA#v=onepage&q=flexor%20control%20deformations%20using%20a%20Smooth%20Bind&f=false) (topic: smooth bind)