



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