



AUTODESK®
MAYA®

Exam Objectives

Animation

- Create a path animation and evaluate an object along the path
- Edit animation curves using the Graph Editor
- Keyframes
- Locate the value of an animated attribute

Cameras

- Differentiate camera types
- Identify camera attribute names or values
- Safe title and safe action

LIGHTING

- Differentiate light types
- Shadow maps

Materials / Shading

- Set material attributes
- Use Hypershade
- Use materials and textures

MODELING

- Clone objects
- Determine poly count
- Edit polygon surfaces
- Identify the typical work flow when smoothing meshes
- Modeling aids
- Use 2d Nurbs tools
- Use polygon modeling tools

RENDERING

- Configure render settings
- Describe Raytrace/Scanline quality settings
- List and differentiate renderers

Rigging / Setup

- Identify Bones
- Identify IK Handle bones or controls
- Identify skin

UI / Object Management

- Identify object details and Outliner feature
- Object selection and organization
- Pivots
- Use the Attribute Editor
- Viewport display