



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