

Autodesk® Maya® 2011

Autodesk Certification

Exam Preparation Roadmap

Autodesk certifications are industry-recognized credentials that can help you succeed in your design career—providing benefits to both you and your employer.

The certifications provide reliable validation of skills and knowledge, and they can lead to accelerated professional development, improved productivity, and enhanced credibility.



Image courtesy of Neoscape, Inc.

Autodesk highly recommends that you structure your examination preparation for success. This means scheduling regular time to prepare, reviewing this exam preparation roadmap, using the Autodesk Official Training Guide, taking an Assessment test, and using a variety of resources. Equally as important, actual hands-on experience is recommended.

The Autodesk Maya 2011 **Certified Associate** exam consists of 30 questions that assess your knowledge of the tools, features, and common tasks of Autodesk Maya 2011. Question types include multiple choice, matching, and point-and-click (hotspot). The exam has a 1-hour time limit. (In some countries, the time limit may be extended.)

Autodesk offers the choice of two Professional-level exams for Autodesk Maya 2011: **Models to Motion** or **Visual Effects and Simulation**. The Autodesk Maya 2011 Certified Professional exams are performance-based tests. The exams are each comprised of 20 questions. Each question requires you to use Autodesk Maya 2011 to create or modify a data file, and then type your answer into an input box. The answer you enter will either be a text entry or a numeric value. The exam has a 90-minute time limit (In some countries, the time limit may be extended.)

Assessment Tests

Autodesk assessment tests will help identify areas of knowledge that you should develop in order to prepare for the certification exam. At the completion, you will be able to review the items you missed and their correct answers. Contact an Autodesk Certification Center for more information at <http://autodesk.starttest.com>.

Autodesk Official Training Guides

The Autodesk Official Training Guide for the Autodesk Maya 2011 Certification exams is *Mastering Autodesk Maya 2011* from Wiley Publishing. This guide is available from booksellers and online booksellers worldwide.

ATC Instructor-Led Courses

The Autodesk Authorized Training Center (ATC®) program is a global network of professional training providers offering a broad range of learning resources. Visit the online ATC locator at <http://www.autodesk.com/atc>.

Recommended Experience Levels for the Autodesk Maya Certification exams

Actual hands-on experience is a critical component in preparing for the exam. You must spend time using the product and applying the skills you have learned.

2011 Certified Associate exam:

Mastering Autodesk Maya 2011 course (or equivalent) plus 100 hours of hands-on application

2011 Certified Professional exam:

Mastering Autodesk Maya 2011 course (or equivalent) plus 400 hours of hands-on application

Why are we offering two Professional exams?

Autodesk Maya 2011 is used throughout the production cycle in film, video game, design visualization, and television development. Creating two different Professional exams allows you to focus on the subject areas that relate to your career path, or to add additional skills in new areas. If you are interested in the early stages of the production process, such as creating and animating digital models, the Models to Motion exam would be a good choice. If you are interested in adding digital effects and dynamically simulated animation, Visual Effects and Simulation is the right choice. If you pass both Professional exams, you will earn two certificates: Autodesk Maya 2011 Certified Professional Models to Motion and Autodesk Maya 2011 Certified Professional Visual Effects and Simulation.

Autodesk Maya 2011

Exam Topics and Objectives

We recommend that you review the topics and objectives during your preparation for certification. The Autodesk Official Training Guide for the Autodesk Maya 2011 Certified Associate exam is *Mastering Autodesk Maya 2011* from Wiley Publishing. That guide—which covers the topics and objectives listed below—is available from booksellers and online booksellers worldwide.

Autodesk Maya 2011 Certified Associate

| Topic | Objective |
|---------------------------------------|--|
| Animation | <ul style="list-style-type: none">• Explain how to edit animation curves using the Graph Editor• Apply how to constrain an object to a path |
| Cameras | <ul style="list-style-type: none">• Explain Near and Far Clip Plane for your camera• Identify controls for transforming the camera |
| Compositing | <ul style="list-style-type: none">• Demonstrate how to composite multiple layers together |
| Dynamics / Simulation | <ul style="list-style-type: none">• Identify and describe the behavior of a Soft Body• Explain how to control a Soft Body simulation• Identify nConstraint membership properties |
| Effects | <ul style="list-style-type: none">• Identify important attributes of OpticalFx |
| Lighting | <ul style="list-style-type: none">• Describe how to use Look Through Selected to place lights in a scene• Describe Focus Attributes on Depth Map• Identify the specular component of a light |
| Materials / Shading | <ul style="list-style-type: none">• Indicate the specular shading attributes that are specific to Blinn• Identify how to apply 2D Textures• Describe how to fix textures that move on animated/deforming surfaces |
| Modeling | <ul style="list-style-type: none">• Identify the type of Boolean operation performed on the objects• Explain the typical workflow for Edge Loop modeling• Identify the typical workflow for Subdivision surface modeling |
| Rendering | <ul style="list-style-type: none">• Describe the functionality of Render Preview within IPR• Indicate the rederering settings that change when the NTSC preset is enabled• Describe Raytrace/Scanline quality settings |
| Rigging / Setup | <ul style="list-style-type: none">• Describe options for using the Blend Shape deformer• Identify options for editing Rigid Skin• Identify options for editing Smooth Skin |
| Scene Assembly / Pipeline Integration | <ul style="list-style-type: none">• Describe how to improve scene organization by using Search and Rename operations• Describe how to import files while preserving scene data |
| Scripting | <ul style="list-style-type: none">• Describe how to add syntax to a script |
| UI / Scene Management | <ul style="list-style-type: none">• Identify the purpose and benefits of freezing transformation data on objects• Describe Viewport configuration and ViewCube navigation• Describe how to display Safe Frames |

For more information
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Autodesk Maya 2011 Certified Professional Exams

| Topic | Models to Motion | Visual Effects and Simulation | Objective |
|------------------------------------|---|---|--|
| Animation | <ul style="list-style-type: none">••••• | | <ul style="list-style-type: none">Analyze the animation of an object using the Curve EditorCreate a path animation and evaluate an object along the pathIdentify the constraint used for an animationLocate the value of keys in the Time SliderUse animation passes and animation editors |
| Cameras | <ul style="list-style-type: none">•• | | <ul style="list-style-type: none">Differentiate camera typesEdit FOV (Field of View) |
| Data Management / Interoperability | <ul style="list-style-type: none">•• | <ul style="list-style-type: none">•• | <ul style="list-style-type: none">Differentiate common file types and usagesUse the Import feature to import model data |
| Dynamics / Simulation | | <ul style="list-style-type: none">••• | <ul style="list-style-type: none">Differentiate rigid body dynamics from alternate animation techniquesIdentify rigid body propertiesUse soft body simulation tools |
| Effects | | <ul style="list-style-type: none">•••••• | <ul style="list-style-type: none">Identify an atmosphere effectIdentify an eventIdentify and use physical fieldsIdentify particle render typesIdentify particle systemsUse particle system tools |
| Modeling | <ul style="list-style-type: none">••• | | <ul style="list-style-type: none">Use object creation and modification workflowsUse polygon modeling toolsUse Boolean |
| Rigging / Setup | <ul style="list-style-type: none">•• | | <ul style="list-style-type: none">Identify bonesUse Weight Table |
| Scripting | <ul style="list-style-type: none">• | <ul style="list-style-type: none">• | <ul style="list-style-type: none">Apply (run) scriptsCreate and apply scripts |
| UI / Object Management | <ul style="list-style-type: none">• | | <ul style="list-style-type: none">Describe and use object transformations |

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