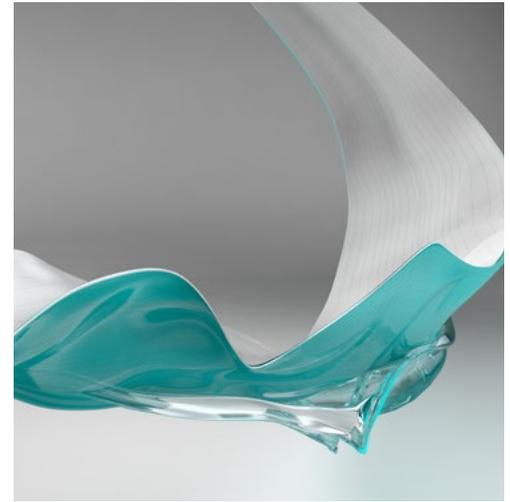


Autodesk® Maya®: Certified User and 2014 Certified Professional

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.

Autodesk highly recommends that you structure your examination preparation for success. This means scheduling regular time to prepare, reviewing this exam preparation roadmap, taking a course at one of our Authorized Training Centers, and supporting your studies with Official Preparation Materials. Equally as important, actual hands-on experience is recommended.

The **Maya Certified User** exam includes both academic and industry requirements designed to confirm that Maya users have the skills necessary to continue their design careers—whether they attend college, enter the workforce, or work toward additional levels of industry certification. The exam consists of 30 questions combining multiple-choice and performance-based items to ensure students understand and can effectively use Maya. The exam has a 50-minute time limit. For more information, visit www.certiport.com/autodesk.

The **Maya 2014 Certified Professional** exam is aimed at assessing professional users' knowledge of the tools, features, and common tasks of Maya 2014. The exam is comprised of 35 questions, of which the majority requires you to use Maya to create or modify a data file, and then type your answer into an input box. Other question types include multiple choice, matching, and point-and-click (hotspot). The exam has a 2-hour time limit (in some countries, the time limit may be extended). Find an Autodesk Certification Center at autodesk.starttest.com.

Certification Program Information

You may take each certification exam up to three times within a 12-month period.

For more information on the Autodesk Certification Program, visit www.autodesk.com/certification.

Recommended Experience Levels for 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.

Certified User exam:

Maya 2011-2014 course (or equivalent) plus 50 hours of hands-on application

2014 Certified Professional exam:

Maya 2014 course (or equivalent) plus 400 hours of hands-on application

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. Autodesk recommends that test-takers consider taking a certification preparation or product training course at one of these centers. Visit the online ATC locator at www.autodesk.com/atc.

Official Preparation Material

The official preparation materials for Autodesk Certification exams are published by ASCENT (Autodesk Official Training Guides) and Wiley (Official Press). These guides are used by Autodesk Training Centers, and are available for direct purchase in various formats from www.ascented.com and www.wiley.com/go/autodeskoofficialpress.

Autodesk Education Community

The Autodesk Education Community offers students and educators free software, learning materials, and classroom support. Learn more at students.autodesk.com.

Schools can become Certiport® Centers to provide the Autodesk Certified User exams in their classrooms. For more information, contact Certiport at www.certiport.com.

Autodesk Certification Program

Exam Topics and Objectives

We recommend that you review the topics and objectives during your preparation for certification. The Autodesk Official Training Guides and Official Press for Autodesk certification exams are published by ASCENT and Wiley Publishing. These guides cover the topics and objectives listed below. Please note that not all objectives will be tested during your certification exam.

Maya Certified User

Topic	Sub-Topic
UI/Scene Management	UI Elements
	Viewport Display Types
	Object Selection
	Pivots
	Object Organization
Modeling	Scene Setup/Layout
	2D Nurbs Curve Tools
	Object Cloning
	Polygon Tools
	Modeling Tools
	Polygon Modeling Tools
	Polygon Information
	Polygon Surface Editing
	Smooth Mesh in the Attribute editor for Polygons
	Polygon Components
	Modeling Aids
Camera	Camera Types
	Camera Attributes
	Camera Settings
Lighting	Light Types
	Shadows
Materials Shading	Shading UI
	Shading Components
	Material Attributes
	UV Texture Editor
Rigging	Skeleton
Animation	Keyframing Basics
	Creating Animation: Keyframing
	Editing Animation: Keyframing
	Editing Animation: Graph Editor
	Creating Animation: Motion Paths
Rendering	Render Settings
	Renderer

To take a Certified User exam, find out more from Certiport:
www.certiport.com/autodesk

Maya 2014 Certified Professional

Topic	Objective
Animation	Create a path animation and evaluate an object along the path
	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	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
	Use the import/export features to import/export model data
Dynamics / Simulation	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	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	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 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
Scripting	Execute basic Expressions
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

To take a Certified Professional exam, find an Autodesk Certification Center: autodesk.starttest.com

For more information: www.autodesk.com/certification

