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 pointand-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/autodeskofficialpress.

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**.



Exam Topics and Objectives

We recommend that you review the Topics, Sub-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, Sub-Topics, and Objectives listed below. Please note that not all objectives will be tested during your certification exam.

Maya Certified User

Торіс	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

For more information: www.autodesk.com/certification

Autodesk Certification Program

Maya 2014 Certified Professional

Торіс	Objective	Торіс	Objective
Animation	Analyze the animation of an object using the Curve Editor Lighting		Describe Focus Attributes on Depth Map
	Constrain an object to a path		Differentiate light types
	Create a path animation and evaluate an object along the path		Differentiate Depth Map shadows from Raytrace shadows
	Edit animation curves using the Graph Editor		Describe how to use Look Through Selected to place lights in a scene
	Identify the constraint used for an animation		Identify the specular component of a light
	List constraint types		Differentiate types of light or lighting
	Locate the value of keys in the Time Slider		Identify the value of Raytrace shadow attributes
	Use animation passes and animation editors		Describe useful methods for placing lights in a scope
	Identify a custom attribute added to a controller		Describe userul methods for placing lights in a scene
	Locate the value of an animated attribute	Materials / Shading	animated/deforming surfaces
Cameras	Differentiate camera types		Identify how to apply 2D Textures
	Edit FOV (Field of View)		List available materials (Blinn, Phong, Lambert)
	Explain Near and Far Clip Plane for your camera		Identify specular shading attributes that are specific to Blinn
	Identify controls for transforming the camera		Identify the type of material assigned to geometry
	Identify a camera's angle of view		Identify the specified shading component in a render
	Explain the Film Aspect ratio for your camera	Modeling	Explain the typical workflow for Edge Loop modeling
Compositing	Describe how to composite multiple layers together	J	Identify the typical workflow for Subdivision surface modeling
Data Management /	Differentiate common file types and usages Use the import feature to import model data Use the import feature to import model data		Identify the type of Boolean operation performed on the objects
Data Management / Interoperability			Use object creation and modification workflows
			Use polygon modeling tools
	Differentiate risid body dynamics from alternate		Use ProBoolean (Max) / Boolean (Maya)
Dynamics / Simulation	animation techniques		Identify the typical work flow when smoothing meshes
	Explain how to control a Soft Body simulation	Rendering	Describe Raytrace/Scanline quality settings
	Identify and describe the behavior of a Soft Body		List and differentiate renderers
	Identify nConstraint membership properties		Describe the functionality of Render Preview within IPR
	Identify rigid body properties		Indicate the rendering settings that change when the NTSC preset is enabled
	Use soft body simulation tools	Rigging / Setup	Describe options for using the Blend Shape deformer
	Differentiate active and passive rigid bodies		Identify Bones
	Describe a soft or rigid body		Identify options for editing Rigid Skin
	Identify rigid body settings or properties		Identify options for editing Smooth Skin
	Identify an atmosphere effect		Use Weight Table
	Identify an event		Indentify IK Handle bones or controls
	Identify and use physical fields Scene Assembly /		Describe how to import files while preserving scene data
	Identify important attributes of OpticalFx	Pipeline Integration	Describe how to improve scene organization by using Search and
	Identify particle render types	cle render types	
	Identify particle systems		Describe the FBX translator/file format
	Use particle system tools	Scripting	Apply (run) scripts
To take a Certified Professional exam, find an Autodesk Certification Center: autodesk.starttest.com			Execute basic scripts
			Create and run scripts (Maya)
			Describe how to add syntax to a script
			Execute basic Expressions
		UI / Object	Describe and use object transformations

Management

Describe how to display Safe Frames

Describe camera gates or regions

Identify object details and Outliner feature

on objects

Describe Viewport configuration and ViewCube navigation Describe the purpose and benefits of freezing transformation data

For more information: **www.autodesk.com/certification**

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