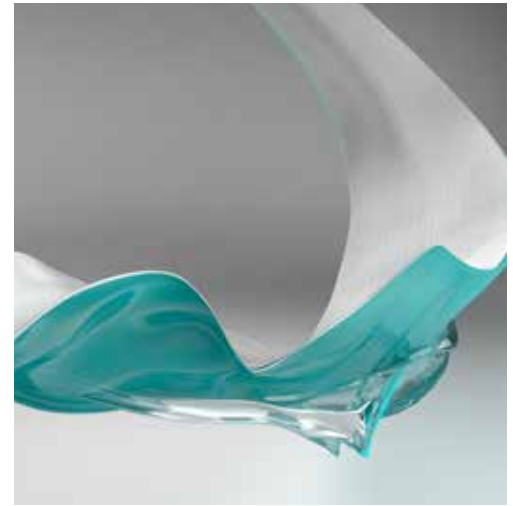


Autodesk Maya: Certified User and 2015 Certified Professional

Exam preparation road map



Autodesk certifications are industry-recognized credentials that can help you succeed in your design career.

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

Your examination preparation is critical for your success. Schedule time to prepare, review this exam preparation road map, take a course at an Autodesk Authorized Training Center (ATC®), and support your studies with official preparation materials. Equally as important is actual hands-on experience.

Certifications levels available

The **Maya Certified User** exam includes both academic and industry requirements designed to confirm that Autodesk® Maya® software 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. For more information, visit www.certiport.com/autodesk.

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

The **Maya 2015 Certified Professional** exam is aimed at assessing professional users' knowledge of the tools, features, and common tasks of Maya 2015. Find an Autodesk Certification Center at autodesk.starttest.com.

Recommended experience levels

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:

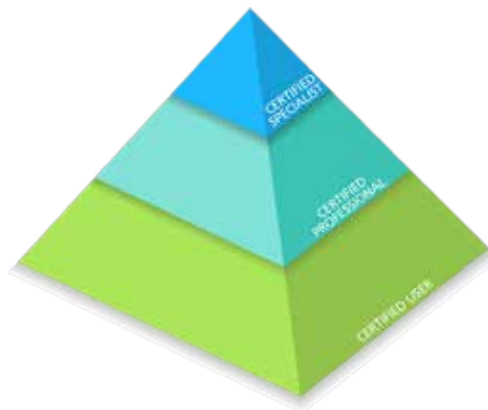
Maya 2011–2015 course (or equivalent) plus 50 hours of hands-on application

Certified Professional exam:

Maya 2015 course (or equivalent) plus 400 hours of hands-on application

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.



ATC instructor-led courses

The 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 materials

The official preparation materials for Autodesk Certification exams are published by ASCENT (Autodesk Official Training Guides) and Wiley (Autodesk Official Press). These guides cover the topics, sub-topics, and objectives listed in this exam road map. These guides are used by ATCs, 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.

Autodesk Certification

Exam topics and objectives

We recommend that you review the topics and objectives during your preparation for certification. Please note that some objectives may not be tested on your certification exam.

The Autodesk Certified User exam consists of 30 questions combining multiple choice, matching, point-and-click (hot-spot), and performance-based question types to ensure students understand and can effectively use Maya. The exam has a 50-minute time limit. For more information, visit www.certipoint.com/autodesk.

The Autodesk Certified Professional 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. 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.

	User	Professional
ANIMATION		
Create a path animation and evaluate an object along the path	✓	✓
Edit animation curves using the Graph Editor	✓	✓
Identify a custom attribute added to a controller		✓
Keyframes	✓	✓
List constraint types		✓
Locate the value of an animated attribute	✓	✓
CAMERAS		
Differentiate camera types	✓	✓
Explain the Film Aspect ratio for your camera		✓
Identify camera attribute names or values	✓	✓
Identifying a camera's angle of view		✓
Safe title and safe action	✓	
DATA MANAGEMENT / INTEROPERABILITY		
Use the import feature to import model data		✓
DYNAMICS / SIMULATION		
Describe a soft or rigid body		✓
Differentiate active and passive rigid bodies		✓
Identify and describe the behavior of a Soft Body		✓
Identify rigid body settings or properties		✓
EFFECTS		
Identify and use physical fields		✓
LIGHTING		
Describe useful methods for placing lights in a scene		✓
Differentiate light types	✓	✓
Differentiate types of light or lighting		✓
Identify the specular component of a light		✓
Identify the value of Raytrace shadow attributes		✓
Shadow maps	✓	
MATERIALS / SHADING		
Identify the specified shading component in a render		✓
Identify the type of material assigned to geometry		✓
Set material attributes	✓	
Use Hypershade	✓	
Use materials and textures	✓	

	User	Professional
MODELING		
Clone objects	✓	
Determine poly count	✓	
Edit polygon surfaces	✓	
Identify the type of Boolean operation performed on the objects		✓
Identify the typical work flow when smoothing meshes	✓	✓
Identify the typical workflow for Subdivision surface modeling		✓
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	✓	
SCENE ASSEMBLY / PIPELINE INTEGRATION		
Describe how to improve scene organization by using Search and Rename operations		✓
Describe the FBX translator/file format		✓
UI / OBJECT MANAGEMENT		
Describe camera gates or regions		✓
Identify object details and Outliner feature	✓	✓
Identify the purpose and benefits of freezing transformation data on objects		✓
Object selection and organization	✓	
Pivots	✓	
Use the Attribute Editor	✓	
Viewport display	✓	

For more information: www.autodesk.com/certification

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

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

