Autodesk® Maya® 2012
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.

To earn the credential of Autodesk Maya 2012 Certified Professional, you must also pass the Autodesk Maya 2012 Certified Associate exam. You can pass the exams in any order.

To recertify from Autodesk Maya 2011 Professional to Autodesk Maya 2012 Professional, you need only pass the Autodesk Maya 2012 Certified Associate exam.

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 2012 **Certified Associate** exam consists of 30 questions that assess your knowledge of the tools, features, and common tasks of Autodesk Maya 2012. 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 2012: **Models to Motion** or **Visual Effects and Simulation**. The Autodesk Maya 2012 Certified Professional exams are performance-based tests. The exams are each comprised of 20 questions. Each question requires you to use Autodesk Maya 2012 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 2012 Certification exams is *Mastering Autodesk Maya 2012* 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.

2012 Certified Associate exam:
Mastering Autodesk Maya 2012 course (or equivalent) plus 100 hours of hands-on application

2012 Certified Professional exam:
Mastering Autodesk Maya 2012 course (or equivalent) plus 400 hours of hands-on application

Why are we offering two Professional exams?
Autodesk Maya 2012 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 2012 Certified Professional Models to Motion and Autodesk Maya 2012 Certified Professional Visual Effects and Simulation.

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Autodesk Maya 2012

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 2012 Certified Associate exam is *Mastering Autodesk Maya 2012* from Wiley Publishing. That guide—which covers the topics and objectives listed below—is available from booksellers and online booksellers worldwide. Please note that not all objectives will be tested during your certification exam.

Autodesk Maya 2012 Certified Associate

Topic	Objective
Animation	Constrain an object to a path
	Edit animation curves using the Graph Editor
Cameras	Explain Near and Far Clip Plane for your camera
	Identify controls for transforming the camera
Compositing	Describe how to composite multiple layers together
Dynamics / Simulation	Explain how to control a Soft Body simulation
	Identify and describe the behavior of a Soft Body
	Identify nConstraint membership properties
Effects	Identify important attributes of OpticalFx
Lighting	Describe Focus Attributes on Depth Map
	Describe how to use Look Through Selected to place lights in a scene
	Identify the specular component of a light
Materials / Shading	Describe how to fix textures that move on animated/deforming surfaces
	Identify how to apply 2D Textures
	Identify specular shading attributes that are specific to Blinn
Modeling	Explain the typical workflow for Edge Loop modeling
	Identify the typical workflow for Subdivision surface modeling
	Identify the type of Boolean operation performed on the objects
Rendering	Describe Raytrace/Scanline quality settings
	Describe the functionality of Render Preview within IPR
	Indicate the rendering settings that change when the NTSC preset is enabled
Rigging / Setup	Describe options for using the Blend Shape deformer
	Identify options for editing Rigid Skin
	Identify options for editing Smooth Skin
Scene Assembly / Pipeline Integration	Describe how to import files while preserving scene data
	Describe how to improve scene organization by using Search and Rename operations
Scripting	Describe how to add syntax to a script
UI / Object Management	Describe how to display Safe Frames
	Describe Viewport configuration and ViewCube navigation
	Describe the purpose and benefits of freezing transformation data on objects

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Autodesk Maya 2012 Certified Professional Exams

Topic	Models to Motion	Visual Effects and Simulation	Objective
Animation	•		Analyze the animation of an object using the Curve Editor
	•		Create a path animation and evaluate an object along the path
	•		Identify the constraint used for an animation
	•		Locate the value of keys in the Time Slider
	•		Use animation passes and animation editors
Cameras	•		Differentiate camera types
	•		Edit FOV (Field of View)
Data Management / Interoperability	•	•	Differentiate common file types and usages
	•	•	Use the import feature to import model data
Dynamics / Simulation		•	Differentiate rigid body dynamics from alternate animation techniques
		•	Identify rigid body properties
		•	Use soft body simulation tools
Effects		•	Identify an atmosphere effect
		•	Identify an event
		•	Identify and use physical fields
		•	Identify particle render types
		•	Identify particle systems
		•	Use particle system tools
Modeling	•		Use object creation and modification workflows
	•		Use polygon modeling tools
	•		Use ProBoolean (Max) / Boolean (Maya)
Rigging / Setup	•		Identify Bones
	•		Use Weight Table
Scripting	•	•	Apply (run) scripts
		•	Create and run scripts (Maya)
UI / Object Management	•		Describe and use object transformations

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