



# **M** AUTODESK<sup>®</sup> **MAYA**<sup>®</sup>

The Autodesk Maya Certified User exam demonstrates competency in 3D modeling and animation. The exam covers the basic use of the Maya software as well as basic computer modeling and animation practices. An individual earning this certification has approximately 150 hours of instruction and hands-on experience with the product, has proven competency at an industry entry-level and is ready to enter into the job market.

## Exam Objectives

Individuals who have earned an Autodesk Certified User certification have demonstrated mastery of the following skills:

### ANIMATION

- Create a path animation and evaluate an object along the path
- Edit animation curves using the Graph Editor
- Keyframes
- Locate the value of an animated attribute

### CAMERAS

- Differentiate camera types
- Identify camera attribute names or values
- Safe title and safe action

### LIGHTING

- Differentiate light types
- Shadow maps

### MATERIALS / SHADING

- Set material attributes
- Use Hypershade
- Use materials and textures

### RIGGING / SETUP

- Identify Bones
- Identify IK Handle bones or controls
- Identify skin

### MODELING

- Clone objects
- Determine poly count
- Edit polygon surfaces
- Identify the typical work flow when smoothing meshes
- Modeling aids
- Use 2d Nurbs tools
- Use polygon modeling tools

### RENDERING

- Configure render settings
- Describe Raytrace/Scanline quality settings
- List and differentiate renderers

### UI / OBJECT MANAGEMENT

- Identify object details and Outliner feature
- Object selection and organization
- Pivots
- Use the Attribute Editor
- Viewport display