

Maya Practice Test Questions and Answers

1. What is 'nCloth' in Maya?

- A) A Nucleus-based cloth simulation system for fabric, flags, and soft bodies
- B) A material shader that makes surfaces look like cloth
- C) A UV layout tool for flat pattern design
- D) A deformer that mimics cloth folding using joints

2. What is a 'deformer' in Maya?

- A) A node that modifies the shape of a mesh based on parameters
- B) A type of material that changes color over time
- C) A script that automates rig setup
- D) A render layer that isolates specific objects

3. What is 'MEL' in Autodesk Maya?

- A) Maya Embedded Language — Maya's built-in scripting language
- B) Material Expression Library for shader creation
- C) Multi-Edge Loop tool for polygon modeling
- D) Mesh Export Layer for render passes

4. What is a 'render layer' in Maya?

- A) A mechanism to render different object sets with different settings in one scene
- B) A layer in the Photoshop-style 2D compositor within Maya
- C) A UV layer used to store additional texture coordinates
- D) A display layer that controls object visibility in the viewport

Answers: 1-A 2-A 3-A 4-A

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