

M AUTODESK® MAYA®

AUTODESK® CERTIFIED USER EXAM

Are you an aspiring 3D animator? Would you like to enhance your Autodesk Maya® 3D animation software skills and show evidence of your proficiency?

Boost your career by becoming an Autodesk Maya® Certified User. Whether you're a student or a professional, this software certification will validate your skills, fulfill academic and industry requirements, and enhance your design career.

ACU EXAMS

As Autodesk's exclusive provider for the Certified User program, Certiport makes Autodesk Maya® certification easier with a unique three-step pathway:

- 1. LEARN** (or review) how to use Autodesk Maya® with content-rich textbooks, online courseware, video resources, and more.
- 2. PRACTICE** by using interactive exam-preparation tools and practice exams. Build the confidence you need to take the Autodesk Maya® Certified User Exam.
- 3. CERTIFY** and validate your skills by passing the exam and receiving your official certificate.

We've designed the Autodesk Maya® Certified User program for those who are relatively new to the software and want to prove their basic proficiency.

The Autodesk Maya® Certified User Exam includes multiple-choice and performance-based questions. Following are some examples of software aspects covered in the exam:

- Navigating the user interface and managing scenes
- Selecting, transforming, and organizing objects
- Modeling
- Working with cameras and lighting

- Shading materials
- Creating and editing animations
- Rendering

Before you take the Certified User exam, we recommend that you complete a 3D design course at a secondary institution and get 50 hours of hands-on experience with Autodesk Maya® (a free student version is available).

For information about available resources to help you learn, practice, and certify, contact your Certiport representative.

GET STARTED TODAY

As an Autodesk Maya® Certified User, you'll enjoy several career-boosting benefits:

- Prove your skill level with an official, industry-standard credential recognized by schools and employers
- Display the Autodesk Certified logo and your certificate
- Include your name in the database of Autodesk Certified professionals

Ready to become an Autodesk Maya® Certified User? Get started by visiting www.certiport.com/autodesk, or contact a Certiport sales representative.

Contact a Certiport sales representative today:

autodeskinfo@pearson.com
1.888.999.9830

www.certiport.com/autodesk





WHAT'S ON THE EXAM?

Refer to the chart on this page for a list of skills covered by this exam.

AUTODESK CERTIFICATION EXAM TOPICS AND OBJECTIVES

The Autodesk Certified User Exam Contains 30 questions. The majority of these require you to use Autodesk Maya® software 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. You will have a 75 minute time limit (in some countries, the time limit may be extended). The chart shows you the skills you will be expected to demonstrate on the exam. Keep in mind that some of the skills listed may not be tested on your specific certification exam; however, you should prepare to demonstrate your mastery of them all.

Become an Autodesk Maya Certified User

Get started today by visiting
www.certipoint.com/autodesk, or
 contact a Certipoint sales representative

ANIMATION	User
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	✓
MODELING	
Clone objects	✓
Determine poly count	✓
Edit polygon surfaces	✓
Identify the typical work flow when smoothing meshmes	✓
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	✓
UI / OBJECT MANAGEMENT	
Identify object details and Outliner feature	✓
Object selection and organization	✓
Pivots	✓
Use the Attribute Editor	✓
Viewpoint display	✓