1. What setting should you first change when trying to get rid of noise in your Mental Ray Area light?

• Noise Sample

• High Samples

• High Sample Limit

• Low Samples

2. In a bump map, what color means no bump?

• Black

• 50% gray

• White

• Purple

3. By default, a direct light creates hard-edged shadows. When using Raytrace Shadows, which setting allows you to soften the edge of the shadow?

• Light Angle

• Shadow Rays

• Ray Depth Limit

• Softness

4. Which diffuse setting in the mia\_material\_x must you increase if you want to make a surface look powdery?

• Color

• Weight

• Glossiness

• Roughness

5. What node provides a Photoshop-like layering system within Maya?

• Layered Texture Node

• Ramp Node

• Color Remap Node

• Photoshop Layering System

6. Which setting in your spotlight blurs the outer edge of the light shape?

• Dropoff

• Light Radius

• Penumbra

• Cone Angle

7. In maya, what number does white equal?

• 0

• 1

• 100

• -100

When using the mia\_material\_x, in what channel do you place a spec map?

Diffuse Color

Reflectivity

Reflection Color

Spec Color

9. Which Final Gather setting controls the number of Final Gather points initially shot into the scene?

• Point Density

• Accuracy

• Interpolation

• Secondary Diffuse Bounce

10. In a 2d procedural texture, where do you go to change the scale of the texture?

• attribute editor-- Texture Scale

• 2d texture node-- offset

• 2d placement node-- Texture Scale

• 2d placement node-- Repeat U and V

11. Which tab in the render settings allows you to change the resolution of your render.

• Quality

• Indirect Lighting

• Features

• Common

12. Which button will create a frame around your viewport in order to mimic the resolution of the render settings?

•

•

•

•

13. Which parameter in the ramp allows you to change the way the colors blend?

• Interpolation

• Type

• Color Blend

• Wave

14. In a mia\_material\_x, what setting allows you to control the reflection based on the viewing angle?

• BRDF

• Glossiness

• Reflectivity

• Metal Material

15. In the mia\_material\_x, what setting must you increase in order to eliminate noise in your shader caused by the glossiness?

• Weight

• Index of Refraction

• Glossy Samples

• Noise Samples

16. How does the scale of the light affect a Mental Ray Area Light?

• The larger the scale, the brighter the light.

• The larger the scale, the softer the light.

• The larger the light, the harder the shadows

• Scale does not affect the light.