



CERTIFIED PROFESSIONAL EXAM

It's time to take your career in 3-D animation to the next level. When you become a Certified Professional with Autodesk Maya®, you set yourself apart as a 3-D animator with the professional skills and ability needed for success.

Becoming an Autodesk Certified Professional can lead to accelerated career development, improved productivity, and enhanced credibility. In short, it can help get you where you want to go.

PREPARE FOR SUCCESS

Your preparation for the exam will be critical. As Autodesk's exclusive provider for the Certified Professional program, Certiport makes Autodesk Maya® certification easier with a powerful three-step pathway:

1. LEARN

Obtain the skills you need to use Autodesk Maya® at a professional level. Certiport offers content-rich textbooks, online courseware, video resources, and more.

2. PRACTICE

Refine your skills with interactive exam-preparation tools and practice tests. Build the confidence you need to take the Autodesk Maya® Certified Professional Exam.

3. CERTIFY

Validate your skills by passing the exam and receiving your official certificate.

RECOMMENDED EXPERIENCE LEVELS

There's no substitute for training and hands-on experience as you prepare for your Certified Professional exam. Certiport recommends the following. For comparison, we've also included information for Autodesk Certified User.

Certiport Certified User

Training — Maya 2011–2015 course (or equivalent)

Hands-on Experience — 50 hours

Certiport Certified Professional

Training — Maya 2015 course (or equivalent)

Hands-on Experience — 400 hours

THE TIME IS NOW

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

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

Contact a Certiport sales representative today:

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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

The Autodesk Certified Professional exam contains 35 questions. The majority of these require you to use Maya 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 two-hour time limit (in some countries, the time limit may be extended).

The chart below shows you the skills you will be expected to demonstrate on the Pro exam, as compared with those on the User exam. Keep in mind that some of the skills listed may not be tested on your specific certification exam; however, you should be prepared to demonstrate your mastery of them all.

Become an Autodesk Maya® Certified Professional

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

ANIMATION	PROFESSIONAL
Create a path animation and evaluate an object along the path	✓
Edit animation curves using the Graph Editor	✓
List constraint types	✓
Identify a custom attribute added to a controller	✓
Locate the value of an animated attribute	✓
CAMERAS	
Differentiate camera types	✓
Identifying a camera's angle of view	✓
Explain the Film Aspect ratio for your camera	✓
Identify camera attribute names or values	✓
DATA MANAGEMENT / INTEROPERABILITY	
Use the import feature to import model data	✓
DYNAMICS / SIMULATION	
Identify and describe the behavior of a Soft Body	✓
Differentiate active and passive rigid bodies	✓
Describe a soft or rigid body	✓
Identify rigid body settings or properties	✓
EFFECTS	
Identify and use physical fields	✓
LIGHTING	
Differentiate light types	✓
Identify the specular component of a light	✓
Differentiate types of light or lighting	✓
Identify the value of Raytrace shadow attributes	✓
Describe useful methods for placing lights in a scene	✓
MATERIALS / SHADING	
Identify the type of material assigned to geometry	✓
Identify the specified shading component in a render	✓
MODELING	
Create surfaces for a model	✓
Identify the type of Boolean operation performed on the objects	✓
Use polygon modeling tools	✓
Identify the typical work flow when smoothing meshes	✓
RENDERING	
Describe Raytrace/Scanline quality settings	✓
List and differentiate renderers	✓
RIGGING / SETUP	
Identify Bones	✓
Identify IK Handle bones or controls	✓
SCENE ASSEMBLY / PIPELINE INTEGRATION	
Describe how to improve scene organization by using Search and Rename operations	✓
Describe the FBX translator/file format	✓
UI / OBJECT MANAGEMENT	
Identify the purpose and benefits of freezing transformation data on objects	✓
Describe camera gates or regions	✓
Identify object details and Outliner feature	✓