Autodesk® Maya® 2013
Autodesk Certification
Exam Preparation Roadmap

Autodesk certifications are industry-recognized credentials that can help you succeed in your design career—providing benefits to both you and your employer.

The certifications provide reliable validation of skills and knowledge, and they can lead to accelerated professional development, improved productivity, and enhanced credibility.

Image courtesy of Neoscape, Inc.

Autodesk highly recommends that you structure your examination preparation for success. This means scheduling regular time to prepare, reviewing this exam preparation roadmap, using the Autodesk Official Training Guides, and taking a course at one of our Authorized Training Centers. Equally as important, actual hands-on experience is recommended.

The **Maya 2013 Certified Professional exam** is a performance-based test aimed at assessing Professional users' knowledge of the tools, features, and common tasks of Maya 2013. The exam is comprised of 35 questions, of which the majority require you to use Maya 2013 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 (hotspot). The exam has a 2-hour time limit. (In some countries, the time limit may be extended.)

Official Preparation Material
The **Autodesk Official Training Guide** for the Maya 2013 Professional Certification exam is published by Wiley Publishing. This guide is available from booksellers and online booksellers worldwide.

ATC® Instructor-Led Courses
The Autodesk Authorized Training Center (ATC®) program is a global network of professional training providers offering a broad range of learning resources. Autodesk recommends that test takers consider taking a certification preparation course at one of these centers. Visit the online ATC locator at **http://www.autodesk.com/atc**

Recommended Experience Levels
Actual hands-on experience is a critical component in preparing for the exam. You must spend time using the product and applying the skills you have learned.

- **2013 Certified Professional exam**: Maya 2013 course (or equivalent) plus 400 hours of hands-on application

Important Program Changes
Autodesk will be making some important changes to the exam structure for the 2013 release of Maya.

- The Certified Associate exam will not be made available for Maya 2013.

- The two Professional levels, Models to Motion and Visual Effects and Simulations, will be combined into one Professional exam for Maya 2013.

To obtain the status as Maya 2013 Certified Professional, or when recertifying from Maya 2012 Associate and/or 2012 Professional (both versions) status, you must pass the Maya 2013 Certified Professional exam. You may take the exam up to three times within a 12-month period.

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Exam Topics and Objectives

We recommend that you review the topics and objectives during your preparation for certification. The Autodesk Official Training Guide for the Maya Certification exam is *Maya 2013 Essentials* from Wiley Publishing. This guide covers the topics and objectives listed below. Please note that not all objectives will be tested during your certification exam.

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Topic	Objective
Animation	Analyze the animation of an object using the Curve Editor
	Constrain an object to a path
	Create a path animation and evaluate an object along the path
	Edit animation curves using the Graph Editor
	Identify the constraint used for an animation
	List constraint types
	Locate the value of keys in the Time Slider
	Use animation passes and animation editors
Cameras	Differentiate camera types
	Edit FOV (Field of View)
	Explain Near and Far Clip Plane for your camera
	Identify controls for transforming the camera
Compositing	Describe how to composite multiple layers together
Data Management / Interoperability	Differentiate common file types and usages
	Use the import feature to import model data
Dynamics / Simulation	Differentiate rigid body dynamics from alternate animation techniques
	Explain how to control a Soft Body simulation
	Identify and describe the behavior of a Soft Body
	Identify nConstraint membership properties
	Identify rigid body properties
	Use soft body simulation tools
Effects	Identify an atmosphere effect
	Identify an event
	Identify and use physical fields
	Identify important attibutes of OpticalFx
	Identify particle render types
	Identify particle systems
	Use particle system tools
Lighting	Describe Focus Attributes on Depth Map
	Differentiate light types
	Differentiate Depth Map shadows from Raytrace shadows
	Describe how to use Look Through Selected to place lights in a scene
	Identify the specular component of a light

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Topic	Objective
Materials / Shading	Describe how to fix textures that move on animated/deforming surfaces
	Identify how to apply 2D Textures
	List available materials (Blinn, Phong, Lambert)
	Identify specular shading attributes that are specific to Blinn
Modeling	Explain the typical workflow for Edge Loop modeling
	Identify the typical workflow for Subdivision surface modeling
	Identify the type of Boolean operation performed on the objects
	Use object creation and modification workflows
	Use polygon modeling tools
	Use ProBoolean (Max) / Boolean (Maya)
Rendering	Describe Raytrace/Scanline quality settings
	List and differentiate renderers
	Describe the functionality of Render Preview within IPR
	Indicate the rederering settings that change when the NTSC preset is enabled
Rigging / Setup	Describe options for using the Blend Shape deformer
	Identify Bones
	Identify options for editing Rigid Skin
	Identify options for editing Smooth Skin
	Use Weight Table
Scene Assembly / Pipeline Integration	Describe how to import files while preserving scene data
	Describe how to improve scene organization by using Search and Rename operations
Scripting	Apply (run) scripts
	Execute basic scripts
	Create and run scripts (Maya)
	Describe how to add syntax to a script
UI / Object Management	Describe and use object transformations
	Describe how to display Safe Frames
	Describe Viewport configuration and ViewCube navigation
	Describe the purpose and benefits of freezing transformation data on objects

For more information
http://www.autodesk.com/certification

Find an Autodesk Certification Center
http://autodesk.starttest.com

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