

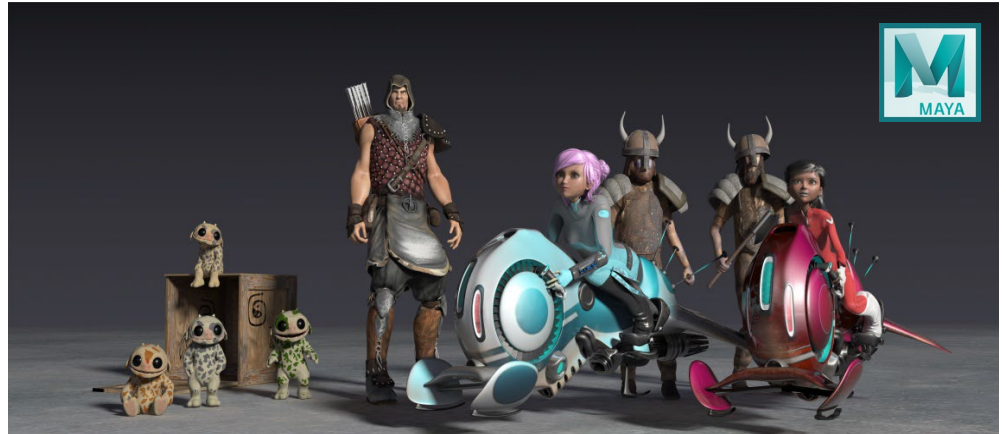
Maya certification exams



Exam guide

Armada is an Autodesk Certification Centre offering exams that lead to industry-recognised qualifications.

For Maya, we offer an Autodesk Certified User (ACU) exam.



Exam summary and preparation

Entry level exam to validate your knowledge and competency using Maya for 3D modelling and animation.

- Qualification: Autodesk Certified User (ACU) in Maya.
- Length of exam: 50 minutes.
- Attend *Maya Essentials* training and have 50+ hours' hands-on experience using Maya.

Certificate and benefits

Successful candidates receive:

- An e-certificate (PDF) from Autodesk confirming your Maya-certified status. Your certificate is available to download anytime through your Certiport exam account.
- An official Autodesk-Certified badge that you can use to market your skills, e.g. on your business cards, in your email signature, on your website, etc.

Dates, times, price

See armada.co.uk/exams/maya.

Practice test

A practice test is available that reflects the questions you're likely to be asked in your exam. The practice test is taken online, from your place of work or home. It has two modes:

- Testing mode, which replicates your exam.
- Training mode, which provides step-by-step help on questions.

The practice test can be retaken up to 30 times in a one-year period.

Maya online exams

Maya exams are sat online from your place of work or home.

To protect exam integrity, exam sittings are monitored by a proctor from Armada. Your Photo ID will be verified prior to your exam starting.

To sit an online exam, all you need is a computer (Windows or Mac) with:

- A strong Internet connection (min. 5Mbps).
- Screen resolution at least 1200 x 800.
- Chrome browser.

You don't need to have Maya installed – you'll access Maya on a virtual computer during your exam. No webcam is required.

Exam outline

See over.

Exam Outline



Maya Certified User

Topics	Techniques tested
Scene Management	Set up a project Setup the scene preferences Manage scene objects Modify Pivots Modify attributes on one or more objects Change viewport display
Modeling	Create a polygon primitive Edit polygon surfaces Use image planes Modeling tool kit
Texture Coordinates	Assign UVs to a mesh Use the UV Editor
Materials / Shading	Work with a material Modify material attributes
Rigging	Utilise the Skeleton tools Use the Skin tools Apply constraints
Cameras	Work with cameras Modify camera attribute names or values Display Film Gate, Resolution Gate, and other view guides
Animation	Use the Time Slider and set Playback preferences Demonstrate how to animate an object along a path Edit animation tangents using the Graph Editor
Lighting	Use the Time Slider and set Playback preferences Work with Shadow types
Rendering	Differentiate the built-in renderers Configure render settings