



## Exam Objectives

### ANIMATION

- Create a path animation and evaluate an object along the path
- Identify Controller types
- Identify playback settings
- Locate the value of keys in the Time Slider
- Use a Dope Sheet

### CAMERAS

- Differentiate camera types
- Edit FOV (Field of View)
- Data Management / Interoperability
- Differentiate common file types and usages
- Use the import feature to import model data

### EFFECTS

- Identify Space Warp types
- Use atmosphere effects
- Use particle systems

### LIGHTING

- Compare Attenuation and Decay
- Identify parameters for modifying shadows
- Add a volumetric effect

### MATERIALS / SHADING

- Identify standard materials
- Use the Slate Material Editor

### RIGGING

- Use Character Studio for Rigging
- Create simple Biped
- Use the Skin modifier

### MODELING

- Differentiate reference coordinate systems
- Differentiate workflow
- Identify Clone types
- Differentiate standard versus extended primitives
- Identify and use line tool creation methods
- Identify Vertex types
- Use object creation and modification workflows
- Use polygon modeling tools
- Use ProBoolean

### RENDERING

- Differentiate Renderers
- Identify rendering parameters

### UI / OBJECT MANAGEMENT

- Describe and use object transformations
- Identify Selection Regions and methods
- Use Viewports
- Set up and use Scenes