484 Rigging Test Sample Questions

Short-answer questions, 10 points each:
1) What is the result of connecting two attributes with the connection editor?
2) How can you use the outliner to rearrange the connections on a skeleton's joints?
3) How is the root node of a skeleton different from the others?
4) Draw the chart that shows the relationship between models and controls
5) How are expressions and connection-editor connections similar?
3) What is the result of selecting, first, thing A, and then, thing B, and then using the "Point Constraint" command?
4) What is the result of selecting, first, thing A, and then, thing B, and then using the "Orient Constraint" command?
5) What is the result of selecting, first, thing A, and then, thing B, and then using the "Parent Constraint" command?
12) How do you get to the "hidden groups" that Maya creates around all objects?

Part Two: Skills Test, using Maya, mostly 10 points each

6 (20 points) Make the standard leg rig: hip, knee, ankle, ball, toe joints, an RP solver, a bracelet controller on the wrist, and a pole vector
7) Using the leg rig, make two, and add a root-level controller that allows you to easily make it turn around.
8) Make a blend shape using two input shapes and show me the motion
9) Make a skeleton spider (with 8 legs) out of joints.
10) Make an SC solver on a long chain of joints.
11) Use a lattice to deform a sphere