

# Autodesk 3D Studio (3DS) Max Practice Exam (Sample)

## Study Guide



**Everything you need from our exam experts!**

**Copyright © 2026 by Examzify - A Kaluba Technologies Inc. product.**

**ALL RIGHTS RESERVED.**

**No part of this book may be reproduced or transferred in any form or by any means, graphic, electronic, or mechanical, including photocopying, recording, web distribution, taping, or by any information storage retrieval system, without the written permission of the author.**

**Notice: Examzify makes every reasonable effort to obtain accurate, complete, and timely information about this product from reliable sources.**

**SAMPLE**

# Table of Contents

**Copyright** ..... 1

**Table of Contents** ..... 2

**Introduction** ..... 3

**How to Use This Guide** ..... 4

**Questions** ..... 5

**Answers** ..... 8

**Explanations** ..... 10

**Next Steps** ..... 15

SAMPLE

# Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

**Remember:** successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

# How to Use This Guide

**This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:**

## **1. Start with a Diagnostic Review**

**Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.**

## **2. Study in Short, Focused Sessions**

**Break your study time into manageable blocks (e.g. 30 - 45 minutes). Review a handful of questions, reflect on the explanations.**

## **3. Learn from the Explanations**

**After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.**

## **4. Track Your Progress**

**Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.**

## **5. Simulate the Real Exam**

**Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.**

## **6. Repeat and Review**

**Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.**

**There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!**

## Questions

SAMPLE

- 1. How many frames per second are interleaved in NTSC video in both the Americas and Japan?**
  - A. 30**
  - B. 25**
  - C. 24**
  - D. 60**
  
- 2. What is the term for the collection used to manage all aspects of an object's modification?**
  - A. Modifier Stack**
  - B. Mesh**
  - C. Multiplier**
  - D. Texture map**
  
- 3. Which visual helper provides a means to transform objects in the viewport?**
  - A. Gizmo**
  - B. Extents**
  - C. Flyout**
  - D. Grids**
  
- 4. Which editor is used to design materials and maps for objects?**
  - A. Gizmo**
  - B. Frame Rate**
  - C. Material Editor**
  - D. Grids**
  
- 5. In which view are the sides of an object equally inclined to the screen?**
  - A. Orthographic Views**
  - B. Perspective View**
  - C. Isometric View**
  - D. Bounding Box**

- 6. Which term refers to two-dimensional arrays of lines similar to graph paper?**
- A. Flyout**
  - B. Polygons**
  - C. Faces**
  - D. Grids**
- 7. What does the Size parameter control in shadow mapping?**
- A. Shadow bias**
  - B. Density**
  - C. Size**
  - D. Sample range**
- 8. Which term describes the on-screen geometry that appears in the viewports and is used as a visual aid for transforming objects?**
- A. Grids**
  - B. Flyout**
  - C. Gizmo**
  - D. Frame Rate**
- 9. What is the default docking position of the Command Panel?**
- A. Bottom**
  - B. Top**
  - C. Right side**
  - D. Left side**
- 10. Which bone-editing operation splits the bone into two segments?**
- A. Remove Bone**
  - B. Refine**
  - C. Edit Bone Tool**
  - D. Delete Bone**

## Answers

SAMPLE

1. B
2. A
3. A
4. C
5. C
6. D
7. C
8. C
9. C
10. B

SAMPLE

## **Explanations**

SAMPLE

**1. How many frames per second are interleaved in NTSC video in both the Americas and Japan?**

- A. 30
- B. 25**
- C. 24
- D. 60

Interlaced NTSC means two fields make one frame, and the timing is set by the color-adapted NTSC standard used in the Americas and Japan. The field rate is 59.94 Hz, which means there are 60 interlaced fields shown each second. Since each full frame consists of two fields, the actual frames per second are about 29.97 (often referred to as 30). In short, interlaced NTSC runs at 60 fields per second (roughly 29.97 frames per second). So the interleaved rate you're looking for is 60.

**2. What is the term for the collection used to manage all aspects of an object's modification?**

- A. Modifier Stack**
- B. Mesh
- C. Multiplier
- D. Texture map

The Modifier Stack is the collection that holds all alterations applied to an object. In 3ds Max, you apply various modifiers (bend, twist, noise, etc.) and they sit in a stack, one on top of another. The order of these modifiers matters because each one processes the geometry produced by the ones below it, so changing the sequence can change the final result. This setup lets you work non-destructively: you can add, reorder, enable/disable, or remove modifiers to fine-tune the object without permanently altering the base mesh. The other terms refer to different concepts (a mesh is the actual geometry, a texture map applies color/texture, and a multiplier is a separate mathematical parameter), not the system that organizes all geometry modifications.

**3. Which visual helper provides a means to transform objects in the viewport?**

- A. Gizmo**
- B. Extents
- C. Flyout
- D. Grids

The visual helper that lets you transform objects directly in the viewport is the gizmo. When you select an object, the gizmo appears as a manipulable widget with axis handles for moving, rotation rings for turning, and scale handles for resizing. You can grab the colored axis arrows to move along specific directions, switch between move, rotate, and scale modes, and perform precise adjustments while watching the object update in real time. This interactive tool is designed specifically for in-viewport transformations, making it the go-to helper for manipulating objects. Other options don't provide that direct transformation capability. Extents shows the object's bounding dimensions, not how to move or rotate it. A flyout is just a UI panel that contains tools, not the in-viewport manipulation widget. Grids are a reference background to aid alignment and snapping, but they don't offer a direct way to transform objects.

**4. Which editor is used to design materials and maps for objects?**

- A. Gizmo
- B. Frame Rate
- C. Material Editor**
- D. Grids

The Material Editor is the tool you use to control how objects look by creating materials and their texture maps. It lets you design the surface properties—color, reflectivity, bump or normal maps, specular highlights, opacity, and more—and assign those materials to objects. You can connect different texture maps to various channels, adjust their values, and preview the result on the object or a swatch in real time. The other options serve different tasks: a Gizmo is the on-screen handle for moving, rotating, or scaling; Frame Rate relates to animation timing; Grids are viewport guides. So, for designing materials and their maps, the Material Editor is the correct choice.

**5. In which view are the sides of an object equally inclined to the screen?**

- A. Orthographic Views
- B. Perspective View
- C. Isometric View**
- D. Bounding Box

Isometric view focuses on equally inclined axes. In this projection, the object is oriented so that its three principal axes form equal angles with the screen, causing all three dimensions to foreshorten by the same amount. Practically, you see three faces at once with no perspective distortion, and edges parallel to the axes stay parallel. This equal inclination distinguishes it from other views: orthographic shows a single plane without the three-face depth, perspective makes distant features smaller due to vanishing points, and a bounding box is just a surrounding envelope, not a viewing mode.

**6. Which term refers to two-dimensional arrays of lines similar to graph paper?**

- A. Flyout
- B. Polygons
- C. Faces
- D. Grids**

Grids are two-dimensional arrays of lines that resemble graph paper. This grid shows up on a working plane in your scene and provides evenly spaced horizontal and vertical lines to guide placement, measurement, and alignment of objects. It helps you judge scale and distance, and you can usually adjust grid spacing and subdivisions to suit your modeling workflow. Flyouts, polygons, and faces refer to UI elements or to geometry themselves (UI panels, flat polygonal surfaces, and the individual surfaces of a 3D model), not the reference grid, so they don't serve the same layout/measurement purpose as the grid.

## 7. What does the Size parameter control in shadow mapping?

- A. Shadow bias
- B. Density
- C. Size**
- D. Sample range

Size in shadow mapping determines how large the area of the scene is that gets captured into the light's depth map. The shadow map is a depth texture created from the light's point of view, and the size defines the width/height of the light's projection (for a directional light this is the orthographic window; for a spot light it's the cone footprint). A larger size covers more of the world in the shadow map, but with the same pixel resolution, meaning less texel density per unit area and potentially blurrier shadows or more aliasing far from the camera. A smaller size concentrates detail in a smaller region, giving crisper shadows there but reducing coverage and causing shadows to disappear for objects outside the mapped area.

## 8. Which term describes the on-screen geometry that appears in the viewports and is used as a visual aid for transforming objects?

- A. Grids
- B. Flyout
- C. Gizmo**
- D. Frame Rate

The gizmo is the on-screen set of transform manipulators that appears in the viewports when an object is selected. It provides visual handles for moving, rotating, and scaling the object, showing axes and orientation so you can see exactly how your transformation will occur in 3D space. This direct, interactive aid helps you control direction, amount, and orientation of the transformation, with feedback as you drag along the axis or rotate around it. Grids are the background reference lines, a flyout is a UI panel for extra options, and frame rate is about how fast animation plays—none of these are the on-screen transformation handles.

## 9. What is the default docking position of the Command Panel?

- A. Bottom
- B. Top
- C. Right side**
- D. Left side

The main idea here is how the interface is set up by default. The Command Panel in 3ds Max is the vertical set of tabs that holds creation and modification tools, and it is designed to live docked on the right edge of the application window. This placement keeps the large modeling viewport unobstructed while you quickly switch between creation, modification, and other functions. It's what you'll typically see when you start the program, so it feels natural and efficient for modeling work. You can drag the panel to another edge or float it if you prefer, but the default docking position is the right side.

**10. Which bone-editing operation splits the bone into two segments?**

**A. Remove Bone**

**B. Refine**

**C. Edit Bone Tool**

**D. Delete Bone**

**Refine is the tool that inserts a junction along a bone, effectively splitting it into two separate segments. By choosing a split point, you create two bones connected at that point, which lets each segment bend or be weighted independently for more precise deformation around joints. The other options don't introduce a new joint: Remove Bone or Delete Bone remove the bone from the rig, and the Edit Bone Tool adjusts a bone's position or orientation without creating a split.**

**SAMPLE**

## Next Steps

**Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.**

**As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.**

**If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at [hello@examzify.com](mailto:hello@examzify.com).**

**Or visit your dedicated course page for more study tools and resources:**

**<https://autodesk3dsmax.examzify.com>**

**We wish you the very best on your exam journey. You've got this!**

SAMPLE