

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

00457

December, 2012

BNM-002 : CASE STUDIES

Time : 3 Hours

Maximum Marks : 100
(Weightage 100%)

Note : Attempt all questions.

The following section has objective questions. Please tick the right answers. Each question carries 2 marks.

1. Which node decreases the speed of particles :
 - (a) pFriction
 - (b) pSpawn
 - (c) pCustom

2. To randomize the particles movement which node is used ?
 - (a) pBounce
 - (b) pturbulence
 - (c) pFlock

3. Fusion text can't create the drop shadow effect :
 - (a) True
 - (b) False

4. Which node is used for Zoom Blur effect ?
 - (a) Directional Blur
 - (b) Gaussian Blur
 - (c) Vector Motion Blur

5. Saver node is used to :
 - (a) Render the files to hard disk
 - (b) Create the cache files
 - (c) Save the fusion comp files

6. What is Mushroom in PFTrack ?
 - (a) Test Object
 - (b) 3D Marker
 - (c) Survey data

7. The mask in PFTrack is used to :
 - (a) Extract the region from the footage
 - (b) Avoid the pixels which can create disturbance in camera tracking
 - (c) Create alpha channel in the footage

8. Which of them is not a 3D object export format ?
 - (a) .obj
 - (b) .3ds
 - (c) .ascii

9. Shortcut to create a new mask in PFTrack is :
 - (a) Shift + F4
 - (b) Shift + F5
 - (c) Shift + F6

10. Animated characters can be imported to PFTrack.
 - (a) True
 - (b) False
 - (c) Depends on the rig type

11. Which format is used for exporting camera information for fusion from PFTrack ?
 - (a) .ma
 - (b) .3ds
 - (c) .avi

12. Which one of them is not affected by light in fusion ?
 - (a) Sphere
 - (b) Box
 - (c) Texture

13. _____ is used for superimposing nodes in fusion.
 - (a) Merge 3D
 - (b) Merge
 - (c) Add

14. The PFTrack camera is used for rendering the final footage.
 - (a) True
 - (b) False

15. PFTrack can create normal maps from 2D videos.
 - (a) True
 - (b) False

Answer the below questions in brief (min 15 lines) each question carries 10 marks.

1. Describe the method to create crowd in fusion using particles.
2. Describe the process of object tracking in PFTrack.
3. Explain the set extension process in a footage with moving camera.
4. Explain the process of creating waterfall using particles in fusion.

Answer the below question with a detailed diagram/Flow chart. Each question carries 15 marks.

1. Describe in detail the various departments involved in executing a vfx film.
 2. Explain a case study of any one vfx shot from the below films :
 - (a) RaOne
 - (b) Avatar
 - (c) Matrix Reloaded
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