| BNMI-012(P) |

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

OOO55   **December, 2014**

BNMI-012(P) : COMPOSITING

Time : 4 hours   *Maximum Marks : 70*

(Weightage 70%)

Note : *Attempt **all** questions.*

1. Using MatchMover do a Float test for the footage.
   (Float Test : It is basically to apply checker texture to the 3d object in
   3ds Max/Maya and then track/solve in MatchMover to match the camera)   *70*

                              OR

   Using Fusion composite the render passes and match CG (Computer Generated)
   elements with the live action plate.
   Adhere to the below mentioned process :   *70*
   (i)   Composite different render passes
   (ii)   Match the lighting condition between live action plate and CG elements
   (iii)   Color correction