

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS**

Term-End Theory Examination

December, 2014

00650

BNMI-012 : COMPOSITING

Time : 1 $\frac{1}{2}$ hours

Maximum Marks : 30

(Weightage 30%)

Note : *Attempt all questions.*

The following section has objective type questions. Please select the correct answer. Each question carries 1 mark.

1. Fusion has a 3D environment.
 - (a) True
 - (b) False

2. The space where the animated keys and curves can be adjusted is _____ .
 - (a) Console
 - (b) Flow
 - (c) Spline

3. The node used to vertically flip an image or video is _____ .
- (a) Horizontal Transform
 - (b) Transform
 - (c) Flip
4. Which of the following is **not** a warp node ?
- (a) Displace
 - (b) Drip
 - (c) Crop
5. It is possible to invert a mask node in Fusion.
- (a) True
 - (b) False
6. Which node has color suppression option ?
- (a) Color Corrector
 - (b) Brightness Contrast
 - (c) None of the above
7. Which node doesn't create a 3D object ?
- (a) Shape 3D
 - (b) Image Plane 3D
 - (c) Bender 3D

8. Name the node which renders the particles to the hard disk.

- (a) pRender
- (b) Saver
- (c) pSaver

9. More than 4 trackers can be added in tracker node.

- (a) True
- (b) False
- (c) Only 4 can be added

10. Fusion can be used for 3D tracking.

- (a) True
- (b) False
- (c) Only with the footages with parallax

11. In Matchmover Manual tracking is _____ .

- (a) Auto tracking
- (b) Supervised tracking
- (c) Match tracking

12. In Matchmover the term used for mask is _____ .

- (a) Contour
- (b) Point Cloud data
- (c) User features

13. In Matchmover the tracked feature can be deleted if not required.
- (a) True
 - (b) False
14. For Matchmover, the data taken at the time of shoot is _____ .
- (a) Survey Data
 - (b) Digital Data
 - (c) Shoot Data
15. The extension of a Matchmover file is _____ .
- (a) .mm
 - (b) .mmf
 - (c) .mmv

*Answer **all** the questions given below. Each question carries 5 marks.*

16. What is the difference between Saver node and Loader node ?
17. Explain the process of creating waterfall using particles in fusion.
18. What is Parallax ? Why is it important in Matchmoving process ?