

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

**Term-End Theory Examination**

**December, 2018**

**00164**

**BNM-002 : CASE STUDIES**

*Time : 3 hours*

*Maximum Marks : 100*

*Weightage : 100 %*

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**Note :** *All questions are compulsory.*

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**SECTION - A**

This section has objective type questions. Choose the right answer. Each question carries 2 marks.

1. \_\_\_\_\_ has developed Open EXR format. 2  
(a) Pixion      (b) ILM      (c) Pixar
  
2. Merge 3D tool is used to merge all objects. 2  
(a) False      (b) True
  
3. The \_\_\_\_\_ is used to taper, twist or shear the geometry. 2  
(a) Replicate 3D  
(b) Blender 3D  
(c) Cube 3D
  
4. A point cloud is generally a large number of nulls created by 3D tracking or modelling software. 2  
(a) True      (b) False

5. \_\_\_\_\_ node is used to displace the vertices of an object along its normal based upon a reference image. 2  
(a) Displace 3D  
(b) Cube 3D  
(c) Projector 3D
6. The \_\_\_\_\_ tool converts the 3D environment into 2D image in Fusion. 2  
(a) Ribbon 3D  
(b) False Render 3D  
(c) UV map 3D
7. Which is a shortcut command for select, in Fusion ? 2  
(a) A  
(b) CTL + A  
(c) Shift + A
8. The extension of a/an \_\_\_\_\_ file is .aep. 2  
(a) 3Ds Max  
(b) Fusion  
(c) After Effects
9. The \_\_\_\_\_ tool is used to create a region from which affected particles will bounce away when they come into contact with the region. 2  
(a) pFlock  
(b) pTurbulence  
(c) pBounce
10. A value of \_\_\_\_\_ will cause the particle to possess the same velocity after the bounce as it had entering the bounce. 2  
(a) 0.0 (b) 0.1 (c) 1.0

11. \_\_\_\_\_ selects the strength of the algorithm used to apply spill suppression to the image. 2  
(a) Spill method  
(b) Spill colour  
(c) Suppression
12. In Fusion \_\_\_\_\_ note tool is used to provide comments and history for a specific area of a comp. 2  
(a) Sticky  
(b) Remark  
(c) Statement
13. The \_\_\_\_\_ tool is used to create volumetric masks from images containing XYZ position channels. 2  
(a) Volume Fog  
(b) Z to world POS  
(c) Volume Mask
14. In PF Track the principal point is the point about which any focal length changes take place. 2  
(a) True (b) False
15. \_\_\_\_\_ determines the brightness of the primary hotspot. 2  
(a) Aspect  
(b) Primary strength  
(c) Primary centre
16. The Batch manager window is used to control how different tasks executed by PFTrack are sent out for processing on other machines. 2  
(a) True (b) False

17. The \_\_\_\_\_ tool is used to mix two images together, providing a gradual transition between two clips. 2  
(a) Merge  
(b) Dissolve  
(c) None of the above
18. The WPP reflects each pixel's XYZ position in the original scene as \_\_\_\_\_ color value in Fusion. 2  
(a) HSV (b) RGB (c) HSL
19. The \_\_\_\_\_ tool uses the overall luminance of an image to create an alpha channel. 2  
(a) Difference keyer  
(b) Chroma keyer  
(c) Luma keyer
20. Standard frame rate for PAL video is \_\_\_\_\_ fps. 2  
(a) 24 (b) 25 (c) 30
21. \_\_\_\_\_ is a process that produces a matte based on the difference between two images. 2  
(a) Difference keying  
(b) Luma keying  
(c) Ultra keying
22. In PFTrack \_\_\_\_\_ is the shortcut key for camera parameters. 2  
(a) Ctrl + P  
(b) Alt + P  
(c) Shift + Ctrl + P

23. \_\_\_\_\_ control accepts two inputs from a particle system and one from bitmap image. 2  
(a) pGradient force  
(b) pFriction  
(c) pFlock
24. The \_\_\_\_\_ tool is used to destroy any particle that crosses or intersects its region. 2  
(a) Particle Kill  
(b) Particle Friction  
(c) Particle Flock
25. In Fusion, the Grid Warp tool is a simple \_\_\_\_\_ deformation grid with flexible vertices. 2  
(a) 3D  
(b) 2D  
(c) None of the above
26. In PFTrack F-curve can also be interpolated between keyframes using \_\_\_\_\_. 2  
(a) Linear keys  
(b) Smoothing  
(c) Bezier splines
27. In Fusion, probe modifier allows to control any numeric parameter by the pixel color or the Luminosity at a certain position. 2  
(a) True (b) False
28. \_\_\_\_\_ allows to set the number of distinct motions within a shot in PFTrack. 2  
(a) Motion Track  
(b) Camera Parameters  
(c) Number of Motions

29. In the style tab the type and the look of particle is determined. 2  
(a) True (b) False
30. In Fusion modifiers, \_\_\_\_\_ are used to create indirect connections between value control. 2  
(a) Calculations  
(b) Cubic Spine  
(c) Follower

### SECTION - B

Answer the following questions in brief. Each question carries 10 marks.

31. What is WPP in Fusion ? Explain in brief. 10
32. Explain the 3D camera tracking workflow using chart method. 10
33. What is the Function of Time Stretcher tool in Fusion ? 10
34. Describe the case study of Keying in VFX Pipeline. 10
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