BNM-002 : CASE STUDIES

Time : 3 hours  Maximum Marks : 100
Weightage : 100 %

Note : All questions are compulsory.

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

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5. _______ node is used to displace the vertices of an object along its normal based upon a reference image.
(a) Displace 3D  
(b) Cube 3D  
(c) Projector 3D

6. The _______ tool converts the 3D environment into 2D image in Fusion.
(a) Ribbon 3D  
(b) False Render 3D  
(c) UV map 3D

7. Which is a shortcut command for select, in Fusion?
(a) A  
(b) CTL + A  
(c) Shift + A

8. The extension of a/an _______ file is .aep.
(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.
(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.
(a) 0.0  
(b) 0.1  
(c) 1.0

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11. ________ selects the strength of the algorithm used to apply spill suppression to the image.
   (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.
    (a) Sticky
    (b) Remark
    (c) Statement

13. The ________ tool is used to create volumetric masks from images containing XYZ position channels.
    (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.
    (a) True  (b) False

15. ________ determines the brightness of the primary hotspot.
    (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.
    (a) True  (b) False
17. The ________ tool is used to mix two images together, providing a gradual transition between two clips.
   (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.
   (a) HSV
   (b) RGB
   (c) HSL

19. The ________ tool uses the overall luminance of an image to create an alpha channel.
   (a) Difference keyer
   (b) Chroma keyer
   (c) Luma keyer

20. Standard frame rate for PAL video is ________ fps.
   (a) 24
   (b) 25
   (c) 30

21. ________ is a process that produces a matte based on the difference between two images.
   (a) Difference keying
   (b) Luma keying
   (c) Ultra keying

22. In PFTrack ________ is the shortcut key for camera parameters.
   (a) Ctrl + P
   (b) Alt + P
   (c) Shift + Ctrl + P

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23. ________ control accepts two inputs from a particle system and one from bitmap image.
   (a) pGradient force
   (b) pFriction
   (c) pFlock

24. The ________ tool is used to destroy any particle that crosses or intersects its region.
   (a) Particle Kill
   (b) Particle Friction
   (c) Particle Flock

25. In Fusion, the Grid Warp tool is a simple ________ deformation grid with flexible vertices.
   (a) 3D
   (b) 2D
   (c) None of the above

26. In PFTrack F-curve can also be interpolated between keyframes using ________.
   (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.
   (a) True
   (b) False

28. ________ allows to set the number of distinct motions within a shot in PFTrack.
   (a) Motion Track
   (b) Camera Parameters
   (c) Number of Motions
29. In the style tab the type and the look of particle is determined.
(a) True   (b) False

30. In Fusion modifiers, ________ are used to create indirect connections between value control.
(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.  

32. Explain the 3D camera tracking workflow using chart method. 

33. What is the Function of Time Stretcher tool in Fusion? 

34. Describe the case study of Keying in VFX Pipeline. 

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