

**BACHELOR OF ARTS IN 3D ANIMATION AND
VISUAL EFFECTS****Term-End Theory Examination****December, 2018****BNMI-012 : COMPOSITING***Time : 1½ hours**Maximum Marks : 30*

Note : Attempt all questions. The following section has objective questions. Please select the right answer. Each question carries 1 mark.

SECTION - A

1. Output of Directional Blur and Vector Motion Blur are same in Fusion. 1
(a) True (b) False

2. In Fusion, _____ draws the gradient by mirroring the linear gradient on either side of the starting points. 1
(a) Reflect
(b) Circular
(c) Linear

3. JPG format is _____ bit format. 1
(a) 8
(b) 10
(c) 16

4. Purple tool tiles represent _____ tools. 1
- (a) 3D
 - (b) Particle
 - (c) Deep
5. _____ is used for the motion blur effect. 1
- (a) Point Motion Blur
 - (b) Float Motion Blur
 - (c) Vector Motion Blur
6. The radial draws the gradient in a circular pattern. 1
- (a) True
 - (b) False
7. The _____ mask allows images from the flow to act as mask for tools and effects. 1
- (a) Bitmap
 - (b) Circle
 - (c) Poly
8. Which tool is used for the 2d tracking in Fusion ? 1
- (a) Track Point
 - (b) 3D Tracker
 - (c) Tracker
9. Which tool is used to enhance the keyed footage/ image ? 1
- (a) Matte Control
 - (b) Edge Control
 - (c) Keying Control

10. _____ tool is used to remove distortion from the footage/image. 1
(a) Camera Distort
(b) Lens Distort
(c) Image Distort
11. The Tracking Tool is composed of _____ rectangles. 1
(a) one
(b) two
(c) three
12. _____ short cut is used for the Automatic clean up on matchmover. 1
(a) F11
(b) F10
(c) F9
13. Full form of FOV is _____. 1
(a) Field of view
(b) Field of velocity
(c) Field of viscosity
14. _____ value represents the size of your film. 1
(a) Film Back
(b) Film Size
(c) Film Font
15. _____ is a short cut of Track Forward in Match Mover. 1
(a) F1
(b) F2
(c) F3

SECTION - B

Answer the following questions in brief. Each question carries 5 marks.

16. Explain the Auto Tracking Process and its usages using matchmover software. 5
 17. What is 3D camera projection ? Describe with the help of example. 5
 18. Write a short note on particle rendering and 3d object rendering using example. 5
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