

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00873

June, 2012

BNMI-012(P) (Set-I)F2F : COMPOSITING (Group A)

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one of the following.*

1. Using MatchMover do a Float test for the given footage. **70**
(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)

OR

2. Using Fusion composite the given Render passes and match the CG (Computer Generated) elements with the live action plate. **70**
Adhere to the below mentioned process :
- (a) Composite Different Render passes
 - (b) Match the lighting condition between live action plate and CG elements.
 - (c) Color correction.