

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical

00423

June, 2012

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

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one question.*

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.
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