

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

Term-End Theory

June, 2014

00887

BNM-002 : CASE STUDIES

Time : 3 hours

Maximum Marks : 100

(Weightage 100%)

Note : Attempt all questions.

**The following section has objective questions.
Please tick the right answers. Each question
carries 2 marks.**

1. Which feature decreases the life of particles ?
 - (a) Lifespan
 - (b) Start Age
 - (c) End Age

2. To reflect back the particles movement which node is used ?
 - (a) pBounce
 - (b) pturbulence
 - (c) pFlock

3. The pass through option in every node
 - (a) Deletes the node
 - (b) Disables the node
 - (c) Makes the node invisible

4. Which attribute is not in the Defocus node ?
 - (a) Bloom Level
 - (b) Defocus Size
 - (c) Bloom Strength

5. Which statement is false for Saver node ?
 - (a) It renders the files to hard disk
 - (b) It can render the file in .mov format
 - (c) It saves the fusion comp files

6. What is not a test object in PFTrack ?
 - (a) Mushroom
 - (b) Full_Cow
 - (c) Full_Log

7. Multiple mask can be created in PFTrack :
 - (a) True
 - (b) False

8. Which option is not available in PFTrack ?
 - (a) Horizon Line
 - (b) Field Setting
 - (c) Rig Removal

9. Which option is used in Manual Tracking ?
 - (a) User Feature
 - (b) Auto Feature
 - (c) Point Cloud

10. Rig Files can be imported to PFTrack :
 - (a) True
 - (b) False

11. Which format is not used for exporting camera information from PFTrack ?
 - (a) .ma
 - (b) .ms
 - (c) .mx

12. Which one of the following node creates new particles ?
 - (a) pEmitter
 - (b) pRender
 - (c) pSpawn

13. In fusion the footage cannot be de-interlaced :
 - (a) True
 - (b) False

14. Which of them is not a type of lens distortion ?
 - (a) Pincushion
 - (b) Barrel
 - (c) Sphearize

15. PFTrack can create normal maps from 2D videos :
 - (a) True
 - (b) False

16. An imported sequence can be trimmed in PFTrack :
 - (a) True
 - (b) False

17. Which mask node can create an open shape ?
 - (a) Ellipse
 - (b) Polygon
 - (c) Triangle

18. What is important to align a tracked scene on a grid ?
(a) Scene Orient
(b) Test Object
(c) Primitives
19. A BG node always has _____ channels.
(a) 3 (b) 4 (c) 5
20. Which camera motion doesn't gives a parallax ?
(a) Free
(b) Translation
(c) Stationary
21. If the focal length is constant in any footage, it means :
(a) The shot has zoomed in
(b) The shot has no lens movement
(c) The shot has bird's eye view
22. The format to import a 3D object in PFTrack is :
(a) .obj
(b) .fbx
(c) .tga
23. Which format cannot be imported in fusion ?
(a) .ma
(b) .ms
(c) .fbx
24. What is the format to import for a 3D camera in fusion ?
(a) .ma
(b) .ase
(c) .ms

25. Colour Key option in PFTrack is used for_____ .
- (a) Chroma footages
 - (b) Footages with Wires
 - (c) Interlaced footages
26. Coordinate axis lines in PFTrack are used to create :
- (a) XYZ axis lines
 - (b) Grid
 - (c) Test Objects
27. PFTrack can export the tagged features only if required :
- (a) True
 - (b) False
28. The pTurbulence node in fusion :
- (a) Randomize the particles movement
 - (b) Add gravity to the particles
 - (c) Enhance the speed of particles
29. Projection in fusion is done through :
- (a) Image Plane
 - (b) Shape 3D
 - (c) Camera
30. To merge two particles nodes, which nodes are used ?
- (a) pMerge
 - (b) pChangestyle
 - (c) pFriction

Answer the questions below with a detailed diagram/Flow chart. Each question carries 10 marks. Attempt all questions.

1. Describe the method of creating a water fall using fusion particles.
 2. What is object tracking ? What is the procedure of object tracking in PFTrack ?
 3. Describe the use and importance of point cloud data in PFTrack and Fusion.
 4. What is Camera Projection ? How is it done in Fusion ?
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