01445

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2014

BNMI-012 : COMPOSITING

Time : 1½ hours   Maximum Marks : 30

Weightage : 30%

Note :   Attempt all questions.

The following section has objective questions. Please tick the right answers. Each question carries **1** mark.

1.   Fusion is a layer based compositing application.
      (a)   True   (b)   False

2.   In Fusion to deactivate a node from a view, the shortcut is _____.
      (a)   Hit Delete button
      (b)   Hit tilde(~) button
      (c)   Hit # button

3.   Which one of them is a node name in fusion ?
      (a)   Color Curves
      (b)   Color Match
      (c)   Grade

4.   Holding shift button then dragging and releasing the node over the timeline results in _____.
      (a)   Adjusts the global end time according to the footage duration
      (b)   Adjust the global start time according to the footage duration
      (c)   Creates the proxy of the footage

5. Which node doesn't expand or shrink the edges ?
   (a) Erode/Dilate
   (b) Matte Control
   (c) Resize

6. What is the function of Saver node ?
   (a) To import the image or video
   (b) To render the output to hard disk
   (c) For saving the fusion files

7. Which of them is not an input option with Ultra Keyer Node ?
   (a) Input
   (b) Output
   (c) Garbage Matte

8. The Green/Blue color background used while shooting is termed as _____.
   (a) Kroma
   (b) Chroma
   (c) Croma

9. The text node in Fusion cannot be tracked.
   (a) True
   (b) False
   (c) Only with the text with drop shadow effect

10. Which node is helpful for creating a gradient ?
    (a) Color Corrector
    (b) BG
    (c) Channel Boolean

11. Matchmover is not used for _____.
    (a) Compositing
    (b) Object Tracking
    (c) Camera Tracking

12. Footages shot with still camera cannot be tracked in Matchmover ?

(a)   True   (b)   False

13. In point track folder of Matchmover which color indicates the good tracking for track points ?

(a)   Red   (b)   Green   (c)   Blue

14. Which of the below is a primitive in Matchmover ?

(a)   Tendron

(b)   Dihedron

(c)   Polyhedron

15. Focal the distance between centre of lens and the film is :

(a)   Focal Length

(b)   Centre Of Interest

(c)   Golden Section

Answer the below questions. Each question carries **5** marks.

1. What is the importance of Matchmoving in feature films ?

2. Explain the process in Fusion to preserve shadows in a footage shot on Chroma.

3. What are Point Clouds ? How are they related with Fusion and Matchmover ?

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