BNMI-012

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS
Term-End Theory Examination
June, 2016

00133

BNMI-012 : COMPOSITING

Time : 1½ hours   *Maximum Marks : 30*

*Note : All questions are **compulsory**.*

The following section has objective type questions. Choose the right answer. Each question carries 1 mark.

1. In MatchMover, red colour represents bad 3D tracking points.   *1*

    (a) True

    (b) False

2. Manual tracking is known as _____ tracking in MatchMover.   *1*

    (a) supervised

    (b) auto

    (c) hybrid

3. _____ is the shortcut of automatic tracking. *1*

(a) F10

(b) F11

(c) F12

4. Renderer 3D tool renders the 3D scene in 2D image. *1*

(a) True

(b) False

5. Bézier polylines are shapes that are composed of _____ and Bézier handles. *1*

(a) quad points

(b) key points

(c) penta points

6. Projection is a technique for texturing objects, where images are mapped onto objects using a _____. *1*

(a) 3D sphere

(b) box

(c) camera

7. The _____ tools take the output of 3D tools and combines them into 3D scene. *1*

(a) Merge

(b) Merge 3D

(c) Merge 2D

8. In Fusion, Fog 3D tool creates a Volumetric Fog.   *1*

   (a)   True

   (b)   False

9. _____ tool is used to import footage in Fusion.   *1*

   (a)   Loader

   (b)   Saver

   (c)   Export

10. _____ is the shortcut of solve for camera.   *1*

   (a)   F9

   (b)   F4

   (c)   F5

11. The tracking tool is composed of _____ rectangles.   *1*

   (a)   one

   (b)   two

   (c)   three

12. In MatchMover, C key is used to _____.   *1*

   (a)   unlock the camera

   (b)   lock the camera

   (c)   smooth on camera

13. A minimum of _____ survey points are required to define the coordinate system. *1*

   (a)   two

   (b)   three

   (c)   four

14. _____ is the default primitives in MatchMover. *1*

   (a)   Dihedron

   (b)   Trihedron

   (c)   Pentahedron

15. Survey points details are taken on set during shoot. *1*

   (a)   True

   (b)   False

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

16. Explain the importance of chroma screen in films. *5*

17. Explain the usages of 3D camera tracking process. *5*

18. Explain the usages of rotoscopy in films. *5*