

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

Term-End Theory Examination

June, 2018

00013

BNMI-012 : COMPOSITING

Time : $1\frac{1}{2}$ hours

Maximum Marks : 30

Note : Attempt *all* questions.

SECTION A

*The following section has objective type questions.
Select the correct answer. Each question carries
1 mark.*

1. _____ view is designed to display image sequence and tracking information in MatchMover. 1
 - (a) 3D
 - (b) 2D
 - (c) 1D

2. Fusion is a node based compositing software. 1
 - (a) True
 - (b) False

3. In MatchMover, yellow color represents the _____ tracking quality in point track folder. 1
- (a) good
 - (b) fair
 - (c) bad
4. _____ is used for automatic tracking in MatchMover. 1
- (a) F10
 - (b) F11
 - (c) F12
5. In Fusion, Ctrl+G is used to create _____ for the selected node. 1
- (a) Growth
 - (b) Group
 - (c) Grid
6. In Fusion, _____ tool tiles represent Saver node. 1
- (a) Red
 - (b) Pink
 - (c) Cyan
7. _____ shots restrict the positional movement but allow rotational movement. 1
- (a) Nodal Pan
 - (b) Zoom
 - (c) Dolly

8. Bezier polylines are shapes that are composed of control points and _____ . 1
- (a) direction handles
 - (b) arc handles
 - (c) positional handles
9. MatchMover is a compositing software. 1
- (a) True
 - (b) False
10. Double polylines is used to create _____ in mask. 1
- (a) Sharp
 - (b) Feather
 - (c) Erode
11. pRender is used to render the _____ in Fusion. 1
- (a) Primitives
 - (b) Points
 - (c) Particles
12. _____ view shows a 3D planar grid in MatchMover. 1
- (a) 3D
 - (b) 2D
 - (c) 1D

13. _____ render pass the example of Auxiliary Channel in Fusion. 1
- (a) Z-Depth
 - (b) Alpha
 - (c) Selection
14. Which tool is used to redefine the resolution of an image? 1
- (a) Reformat
 - (b) Rescale
 - (c) Resize
15. MatchMover is a node based software. 1
- (a) True
 - (b) False

SECTION B

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

16. Write a short note on the usages of Luma Keyer in Fusion. 5
17. Explain supervised tracking in MatchMover. 5
18. Explain the usages of 2D tracker using Fusion. 5