

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

**Term-End Practical Examination**

**June, 2018**

00028

**BNMI-012(P) : COMPOSITING**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note :** *Attempt the following question.*

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1. Using MatchMover do a checker test for the footage.  
(Checker Test : It is basically to apply checker texture to the 3D objects in 3Ds  
Max/Maya after track/solve in MatchMover to match the camera) 70

**OR**

Using Fusion, composite the render passes and match the CG (computer generated) elements with the live action plate.

Adhere to the below mentioned processes : 70

- (a) Composite different render passes.
  - (b) Match the lighting look between live action plate and CG objects.
  - (c) Do the color correction as per the requirement.
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