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BNMI-012

**BACHELOR OF ARTS IN 3D
ANIMATION AND VISUAL EFFECTS
(BAAVFX)**

Term-End Examination

June, 2019

BNMI-012 : COMPOSITING

Time : 1½ Hours

Maximum Marks : 30

Note : Attempt all questions.

Section-A

This Section has objective questions. Select the right answer. Each question carries 1 mark.

1. TGA format is bit format. 1
 - (a) 8
 - (b) 10
 - (c) 16

2. tool tiles represent particle tools. 1
 - (a) Red
 - (b) Green
 - (c) Purple

3. is used for the motion blur effect. 1
- (a) Point Motion Blur
 - (b) Float Motion Blur
 - (c) Vector Motion Blur
4. The Bitmap mask allows images from the flow to act as masks for tools and effects. 1
- (a) True
 - (b) False
5. Which tool is used to enhance the keyed edge ? 1
- (a) Matte control
 - (b) Edge control
 - (c) Keying control
6. The tracking tool is composed of rectangle(s). 1
- (a) One
 - (b) Two
 - (c) Five
7. Which tool is used for the 2d tracking in Fusion ? 1
- (a) Track Point
 - (b) 3D Tracker
 - (c) Tracker

8. tool is used to remove distortion from the footage/image. 1
- (a) Camera Distort
 - (b) Lens Distort
 - (c) Image Distort
9. In fusion, draws the gradient by mirroring the linear gradient on either side of the starting point. 1
- (a) Reflect
 - (b) Circular
 - (c) Linear
10. Output of directional blur and vector motion blur are same in fusion. 1
- (a) True
 - (b) False
11. view shows a 3D planar grid in Matchmover. 1
- (a) 3D
 - (b) 2D
 - (c) 1D
12. Matchmover is used for node based tracking system. 1
- (a) True
 - (b) False

13. is short cut of Track Forward in Matchmover. 1
- (a) F1
 - (b) F2
 - (c) F3
14. Full form of FOV is 1
- (a) Field of view
 - (b) Field of velocity
 - (c) Field of viscosity
15. short cut is used for the Automatic clean-up of Matchmover. 1
- (a) F11
 - (b) F10
 - (c) F9

Section-B

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

16. Explain the Auto Tracking process used in Matchmover software. 5
17. Write down the color correction technique used in Fusion Software. 5
18. Explain the process of particles and 3D object rendering used in Fusion Software. 5