

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Practical Examination

June, 2015

00848

BNMI-012(P) : COMPOSITING

Time : 4 hours

Maximum Marks : 70

(Weightage 70%)

Note : *Attempt any one question.*

1. Using MatchMover do a checker test for the footage.
(Checker Test : It is basically to apply checker texture to the 3d object in 3ds Max/Maya and then track/solve in MatchMover to match the camera) 70

2. Using Fusion composite the render passes and match the CG elements (Computer Generated) with the live action plate.
Adhere to the below mentioned process : 70
 - (i) Composite different render passes
 - (ii) Match the lighting condition between live action plate and CG elements
 - (iii) Colour correction