

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

**Term-End Theory**

**December, 2011**

**BNMI-012 (F2F) : COMPOSITING**

*Time : 1.5 hours*

*Maximum Marks : 30*

*(Weightage 30%)*

---

**Note :** Attempt ALL questions.

---

The following section is objective questions. Please tick the right answers. Each question carries 1 mark.

1. What is Focal length ?
  - (a) Distance between the film and the optical center of the lens
  - (b) Distance between the object and the optical center of the lens
  - (c) Distance between the object and the film back.
  
2. What is a short cut for 'Lock on Camera' in Matchmover ?
  - (a) C
  - (b) A
  - (c) F9

3. Eyeon Fusion is extensively used in the Animation and VFX industry as a \_\_\_\_\_ .
- (a) 3D application
  - (b) Compositing application
  - (c) Database application
4. Which node is used to import a sequence ?
- (a) Loader
  - (b) Saver
  - (c) Importer
5. Which of the below option cannot be used to remove chroma from a footage ?
- (a) Luma Keyer
  - (b) Matte Removal
  - (c) Difference Keyer
6. Which node is used to superimpose two nodes ?
- (a) Merge
  - (b) Merge 3D
  - (c) Merge 1D
7. The extension of fusion files saved to hard disk is \_\_\_\_\_.
- (a) .fus
  - (b) .comp
  - (c) .fuscomp

8. Which node breaks the fusion particles into sub particles ?
- (a) pSpawn
  - (b) pBounce
  - (c) pChange
9. Which node cannot be used to convert a colourful image into grayscale ?
- (a) Color Corrector
  - (b) Color Space
  - (c) Color Curves
10. There is no TEXT node in fusion.
- (a) True
  - (b) False
  - (c) It varies version to version
11. Which node shows the histogram of an image in Fusion ?
- (a) Color space
  - (b) Color Corrector
  - (c) Gamut
12. In MatchMover by default Auto track points are considered as 'Hard Track'.
- (a) True
  - (b) False

13. Why do we use New Coordinate System in Matchmover ?
- (a) To proper position a grid
  - (b) To solve a camera
  - (c) To place a 2d track points
14. In MatchMover Zoom effect is responsible for \_\_\_\_\_ focal length used during the process of shooting the video.
- (a) Variable
  - (b) Constant
  - (c) Average.
15. What is the minimum number of camera shots required for the process of motion capture in MatchMover ?
- (a) Two
  - (b) Four
  - (c) Three
16. Answer the below questions in brief (*min 5 lines*)  
Each question carries 5 marks each.
- (a) Explain in brief the process of Matchmoving.
  - (b) What is the difference between resize node and Scale Node in Fusion ?
  - (c) Explain in brief the use of Channel Boolean Node in Fusion.