

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

**Term-End Practical**

**December, 2011**

00554

**BNMI-012(P) (Set-I)F2F : COMPOSITING**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

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**Note :** *Attempt any one of the following.*

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1. Using MatchMover do a *Float test* for the given footage. 70

*(Float 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)*

**OR**

1. Using Fusion composite the given Render passes and match the CG (computer generated) elements with the live action plate. 70

Adhere to the below mentioned process.

- (a) Composite Different Render passes.
- (b) Match the lighting condition between live action plate and CG elements.
- (c) Color correction.