

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

December, 2011

00229

BNM-002 : CASE STUDIES

Time : 3 Hours

*Maximum Marks : 100
(Weightage 100%)*

Note : Attempt ALL questions.

The following section is objective questions. Please tick the right answers. Each question carries 2 marks.

1. Which node generates the particles ?
 - (a) pEmitter
 - (b) pRender
 - (c) pCustom

2. To multiply the particles which node is used :
 - (a) pSpawn
 - (b) pKill
 - (c) pFlock

3. In fusion text can be aligned on a path :
 - (a) True
 - (b) False

4. Which node is used for Radial Blur effect ?
 - (a) Directional Blur
 - (b) Gaussian Blur
 - (c) Vector Motion Blur

5. To render the final output to the hard disk _____ is applied .
 - (a) pRender
 - (b) Render3D
 - (c) Saver

6. Which of them is not a test object in PFTrack ?
 - (a) Mushroom
 - (b) Tall Marker
 - (c) Head

7. There are no mask in PFTrack :
 - (a) True
 - (b) False

8. Which of them is not a camera export format ?
 - (a) .ma
 - (b) .ms
 - (c) .mc

9. Shortcut to create a new mask in PFTrack is :
 - (a) Shift+F4
 - (b) Shift+F5
 - (c) Shift+F6

10. Which format can be imported as a tracking geometry in PFTrack ?
 - (a) .geo
 - (b) .obj
 - (c) .swf

11. Which format cant be used for importing camera information in fusion ?
 - (a) .lws
 - (b) .ase
 - (c) .swf

12. Which one of them is not a 3D shape node in fusion ?
 - (a) Sphere
 - (b) Box
 - (c) Torus

13. _____ is used for projection in fusion.
 - (a) Sphere
 - (b) Particles
 - (c) Camera

14. In PFTrack Co-ordinate axis lines are used to :
- (a) Create Orientation Lines
 - (b) Create Linear Masks
 - (c) Create Navigation Lines
15. PFTrack can create Z-Depth maps from 2D videos.
- (a) True
 - (b) False
16. Answer the below questions in brief (min 15 lines) each question carries 10 marks each.
- (a) What is the function of a pEmitter node ? Describe any 2 regions of a pEmitter node ?
 - (b) How the camera information from a live footage is extracted and assigned a 3D camera of fusion ?
 - (c) Explain the process of geometry, tracking in PFTrack.
 - (d) Explain the process of 3D Projection Mapping in Fusion.
17. Answer the below question with a detailed diagram/Flow chart. Each question carries 30 marks. Attempt any 1 question.
- (a) Describe in detail the Production pipeline of a VFX film.
 - (b) Explain a Case Study of any 1 VFX shot from the below films.
 - (i) 2012
 - (ii) Avataar
 - (iii) Jurassic Park
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