

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

**Term-End Theory Examination**

00192

**December, 2016**

**BNM-002 : CASE STUDIES**

*Time : 3 hours*

*Maximum Marks : 100*

*(Weightage 100%)*

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**Note : All questions are compulsory.**

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*The following section has objective type questions. Choose the right answer. Each question carries 2 marks.*

1. Which light has decay parameter in Fusion? 2
  - (a) Point Light
  - (b) Directional Light
  - (c) Ambient Light
  
2. \_\_\_\_\_ tool converts the 3D scene into an image in Fusion. 2
  - (a) Render 3D
  - (b) UV Map 3D
  - (c) Ribbon 3D

3. OpenEXR format is developed by \_\_\_\_\_ . 2
- (a) ILM
  - (b) Pixion
  - (c) Pixar
4. Point Cloud 3D tool is used to import point cloud data in \_\_\_\_\_ . 2
- (a) \*.ma format
  - (b) \*.max format
  - (c) \*.comp format
5. Merge 3D tool is used to merge all 3D objects. 2
- (a) True
  - (b) False
6. \_\_\_\_\_ is the default shape in Shape 3D tool in Fusion. 2
- (a) Teapot
  - (b) Circle
  - (c) Cube
7. \_\_\_\_\_ tool is useful to project matte painting on 3D plane in Fusion. 2
- (a) Projection 3D
  - (b) Projector 2D
  - (c) Projector 3D

8. \_\_\_\_\_ tool is used to offset the 3D object in 3D environment. 2
- (a) Transform 3D
  - (b) Transform 2D
  - (c) Transformation 3D
9. pSpawn tool is unable to emit particles from the existing particles in Fusion. 2
- (a) True
  - (b) False
10. In Fusion, \_\_\_\_\_ tool is used to emit new particles. 2
- (a) pEmitter
  - (b) pKill Emitter
  - (c) pSpawn
11. \_\_\_\_\_ tool converts particles scene into image. 2
- (a) pRender Pre
  - (b) pRender Post
  - (c) pRender
12. \_\_\_\_\_ format is used to import static mesh in Fusion. 2
- (a) Max
  - (b) FBX
  - (c) ma

13. External LUT file is imported using \_\_\_\_\_ tool in Fusion. 2
- (a) LUT External
  - (b) LUT
  - (c) FileLUT
14. \_\_\_\_\_ is a well-known name of preset in Fusion. 2
- (a) Macro
  - (b) Marco
  - (c) Set
15. In Fusion, \_\_\_\_\_ note tool is used to give comment in Flow. 2
- (a) Sticky
  - (b) Remark
  - (c) Statement
16. \_\_\_\_\_ uses the image from another tool to create the mask channel. 2
- (a) Roto mask
  - (b) Spline mask
  - (c) Bitmap mask
17. Matte Control is used to enhance the edge of the keyed edge in Fusion. 2
- (a) True
  - (b) False

18. In Fusion, shortcut of video playback is \_\_\_\_\_. 2
- (a) Spacebar
  - (b) Alt + Spacebar
  - (c) Shift + Spacebar
19. \_\_\_\_\_ can be used to stabilize footage in both X and Y to remove camera shake and other unwanted movements. 2
- (a) Steady Position mode
  - (b) Unsteady Position mode
  - (c) Unstable Position mode
20. \_\_\_\_\_ tool is used to remove unwanted distortion in footage. 2
- (a) Lens Distort
  - (b) Lens Distortion
  - (c) Lens Warp
21. \_\_\_\_\_ is a type of lens distortion. 2
- (a) Pin Cushion
  - (b) Bar Relation
  - (c) Paper
22. \_\_\_\_\_ is a process that produces a matte based on the difference between two images. 2
- (a) Luma Keying
  - (b) Difference Keying
  - (c) Ultra Keying

23. PFTrack is not used to create CG camera from the 2D footage or video. 2
- (a) True
  - (b) False
24. Shift + W is a shortcut to create \_\_\_\_\_. 2
- (a) PFTrack
  - (b) Auto Tracker
  - (c) Tracker
  - (d) Test Object
25. Measurement taken at the time of shoot for camera tracking is known as \_\_\_\_\_ data. 2
- (a) assessment
  - (b) study
  - (c) survey
26. The Camera Solver is able to function when \_\_\_\_\_ or more trackers are tracked between adjacent frames. 2
- (a) four
  - (b) two
  - (c) three
27. \_\_\_\_\_ is a default test object in PFTrack. 2
- (a) Box
  - (b) Mushroom
  - (c) Cylinder

28. TGA image format is known as floating image. 2  
(a) True  
(b) False
29. Build Lens node requires minimum \_\_\_\_\_  
vanishing point(s) in PFTrack. 2  
(a) two  
(b) one  
(c) zero
30. Test Object node supports the \_\_\_\_\_ format in  
PFTrack. 2  
(a) .obj  
(b) .ma  
(c) .mfa

*Answer the following questions in brief. Each question carries 10 marks.*

31. Describe the method of creating a waterfall using  
Fusion particles. 10
32. Describe the case study of keying in VFX  
pipeline. 10
33. Explain the 3D camera tracking workflow using  
chart method. 10
34. Describe the 2D tracking method using Fusion  
Tracker tool. 10