

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

Term-End Theory Examination

December, 2016

BNMI-012 : COMPOSITING

Time : 1 $\frac{1}{2}$ hours

Maximum Marks : 30

Note : All questions are compulsory.

The following section has objective type questions. Choose the right answer. Each question carries 1 mark.

1. In MatchMover, _____ colour represents good 3D tracking points. 1
 - (a) Red
 - (b) Green
 - (c) Blue

2. The Tracking tool, Pattern zone and Search zone are equal. 1
 - (a) True
 - (b) False

3. Motion Capture requires minimum _____ cameras. 1
- (a) one
 - (b) two
 - (c) three
4. Fusion provides _____ types of lights for use in all 3D scenes. 1
- (a) four
 - (b) five
 - (c) six
5. Fusion can extract information about cameras from _____ file. 1
- (a) *.ma
 - (b) *.max
 - (c) *.fusion
6. _____ is a default file format of Fusion. 1
- (a) *.comp
 - (b) *.ccomp
 - (c) *.ccoomp
7. Full form of LUT is _____. 1
- (a) Look to Up Table
 - (b) Look Up to Table
 - (c) Look Up Table

8. _____ tool is used to render particles in Fusion. 1
- (a) pRender
 - (b) PostRender
 - (c) PreRender
9. In camera tracking process, grey colour lines indicate frames that are not computed. 1
- (a) True
 - (b) False
10. Coordinate system is useful to align the _____ . 1
- (a) grid
 - (b) plan
 - (c) geometry
11. In Fusion, _____ tool emits particles from existing particles. 1
- (a) pKill
 - (b) pSpawn
 - (c) pEmit
12. pEmitter emits particles and renders using pRender node. 1
- (a) True
 - (b) False

13. _____ tool requires an image to emit particles in Fusion. 1
- (a) pImage Kill
 - (b) pImage Emitter
 - (c) pImage Emission
14. Fusion can import point cloud data from the _____ files. 1
- (a) *.mb
 - (b) *.max
 - (c) *.ma
15. The shortcut key of Automatic cleanup is _____ . 1
- (a) F11
 - (b) F12
 - (c) F10

Answer the following questions in brief. Each question carries 5 marks.

16. Explain the 3D camera tracking workflow in detail. 5
17. Explain the Keylight tool in Fusion. 5
18. Explain the 3D Environment tools of Fusion. 5