

01931 BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2012

BNMI-012 : COMPOSITING

Time : 1½ 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. Fusion is a layer based application :
 - (a) True
 - (b) False

2. In Fusion the space to see the final output is known as :
 - (a) View
 - (b) Flow
 - (c) Tools

3. Which node is used to superimpose two nodes ?
 - (a) Merge
 - (b) BG
 - (c) Over

4. In Fusion animation curves can be controlled with :
- (a) Spline
 - (b) Timeline
 - (c) Console
5. Which of them is not a mask in Fusion ?
- (a) Wand
 - (b) Bitmap
 - (c) Protect
6. For which node there is no Gamma Slider ?
- (a) Color Corrector
 - (b) Brightness Contrast
 - (c) White Balance
7. Which node doesn't have Matte Blur, Matte Contrast and Matte Gamma Sliders ?
- (a) Luma Keyer
 - (b) Difference Keyer
 - (c) Matte Control
8. The Green/Blue color background used while shooting is termed as :
- (a) Kroma
 - (b) Chroma
 - (c) Croma

9. For four-point tracking which operation is selected in fusion :
- (a) Corner Positioning
 - (b) Match move
 - (c) Four Point Track
10. What is the number of default tracker in a tracker node in fusion ?
- (a) One
 - (b) Two
 - (c) Four
11. Which of them is not a mode for Matchmover user interface ?
- (a) Light
 - (b) Full
 - (c) Half
12. Which is not the focal length option while importing a sequence in matchmover ?
- (a) Constant
 - (b) Irreversible
 - (c) Variable
13. In point track folder of Matchmover which color indicates the poor tracking for track points ?
- (a) Red
 - (b) Green
 - (c) Blue

14. Which of the below mentioned primitive is not available in Matchmover ?
- (a) Dihedron
 - (b) Pyramid
 - (c) Polyhedron
15. The distance between centre of lens and the film is _____.
- (a) Focal Length
 - (b) Aperture
 - (c) Shutter

Answer the below questions in brief (min 5 lines). Each question carries 5 marks .

1. Explain Bitmap mask node and its use.
 2. How is De-interlacing done in Fusion ?
 3. How Contours are used in Matchmover ?
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