BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

00226

Term-End Practical

June, 2013

BNMI-012(P) (Set-I) F2F : COMPOSITING (GROUP A)

Time : 4 hours   *Maximum Marks : 70*

(Weightage 70%)

*Note : Attempt **any one** question.*

1. Using MatchMover do a *Float* test.   **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)

2. Using Fusion composite with the Render passes, match the CG (computer generated)   **70**
    elements with the live action plate.

    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

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