

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

**Term-End Practical**

00269

**June, 2014**

**BNMI-012 (P) (Set-I) F2F : COMPOSITING**

*Time : 4 hours*

*Maximum Marks : 70*

*(Weightage 70%)*

---

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

---

1. Do the Match Camera test. 70

(Match Camera test : It is basically to apply checker texture to the 3d object in 3Ds max/Maya and then track/solve in Match Mover to match the camera)

2. Using Fusion composite complete the composition. Adhere to the below mentioned process. 70

- (a) Chroma Removal
  - (b) Camera projection using point cloud data from Match Mover
  - (c) Color correction to the overall output to match with the given reference video.
-