

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

**Term-End Theory Examination**

**June, 2016**

00083

**BNM-002 : CASE STUDIES**

*Time : 3 hours*

*Maximum Marks : 100*

*(Weightage 100%)*

**Note : Attempt all questions.**

**SECTION A**

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

1. The \_\_\_\_\_ is used to taper, twist or shear the geometry. 2
  - (a) Blender 3D
  - (b) Cube 3D
  - (c) Replicate 3D
  
2. Which node is used to displace the vertices of an object along its normals based upon a reference image ? 2
  - (a) Cube 3D
  - (b) Projector 3D
  - (c) Displace 3D

3. The Render 3D tool converts 2
- (a) the 3D environment into a 2D image
  - (b) the 3D environment into a 2.5D image
  - (c) the 3D environment into a 4D image
4. Blur and Defocus tools are same in fusion. 2
- (a) True
  - (b) False
5. Full form of LUT is \_\_\_\_\_ 2
- (a) Look Upwards Tables
  - (b) Look Up Tables
  - (c) Look Up Towards
6. The \_\_\_\_\_ converts the particle system to either an image or a geometry. 2
- (a) cRender tool
  - (b) pEmitter tool
  - (c) pRender tool
7. \_\_\_\_\_ is a process that produces a matte based on the differences between two images. 2
- (a) Luma keying
  - (b) Difference keying
  - (c) Ultra keying

8. PFTrack is used to create CG camera from the 2D footage or video. 2
- (a) False
  - (b) True
9. Test object node supports the \_\_\_\_\_ format in PFTrack. 2
- (a) .obj
  - (b) .ma
  - (c) .mfa
10. The Geometry Track node can be used to track a moving object using a \_\_\_\_\_ mesh instead of tracking points. 2
- (a) Quad
  - (b) Pentagon
  - (c) Triangular
11. The Export node can be used to export trackers. 2
- (a) True
  - (b) False
12. The User Track node is used to 2
- (a) manually generate trackers
  - (b) automatically generate trackers
  - (c) avoid trackers

13. Shift + W is a shortcut to create a/an 2
- (a) Auto tracker
  - (b) Tracker
  - (c) Test object
14. The extension of a \_\_\_\_\_ file is .comp. 2
- (a) 3ds Max
  - (b) Fusion
  - (c) After Effects
15. Which of the following camera movements does not have parallax ? 2
- (a) Nodal pan shot
  - (b) Dolly shot
  - (c) Free move shot
16. To randomize the particles movement, which node is used ? 2
- (a) pBounce
  - (b) pTurbulence
  - (c) pFlock
17. Pin cushion is a type of lens distortion. 2
- (a) True
  - (b) False

18. By default, mask in PFTrack is visible as \_\_\_\_\_ colour overlay. 2
- (a) black
  - (b) yellow
  - (c) pink
19. To create speed in particles, which node is applied? 2
- (a) pBounce
  - (b) pDirectional Force
  - (c) pFriction
20. The camera solver is able to function when \_\_\_\_\_ or more trackers are tracked between adjacent frames. 2
- (a) four
  - (b) two
  - (c) three
21. In PFTrack, user feature, what is R-? 2
- (a) Remove all earlier keyframes
  - (b) Remove all later keyframes
  - (c) Reserve the frame and forward
22. Thumb-Track is a default test object in PFTrack. 2
- (a) True
  - (b) False

- 23.** Guide checkbox is used for incoming manual trackers as a guide for the auto trackers. 2
- (a) True
  - (b) False
- 24.** A difference key uses two input images, one containing the subject with the background and the other containing 2
- (a) the background without the subject
  - (b) a constant colour without the subject
  - (c) the foreground without the subject
- 25.** The Cineon log tool is used to convert image data from logarithmic to \_\_\_\_\_. 2
- (a) mathematical
  - (b) linear
  - (c) float
- 26.** In Fusion, the \_\_\_\_\_ works equally well with any colour. 2
- (a) chroma keyer
  - (b) ultra keyer
  - (c) difference keyer

27. In Fusion, the Grid Warp tool is a simple \_\_\_\_\_ deformation grid with flexible vertices. 2
- (a) 2D
  - (b) 3D
  - (c) 2.5D
28. Resize tool is used for cropping an input image. 2
- (a) True
  - (b) False
29. \_\_\_\_\_ is used for creating a heat distortion to create glass and water effects. 2
- (a) Displace tool
  - (b) Keying tool
  - (c) Crop tool
30. The Trails tool is used to create 2
- (a) a ghost-like after trail of the image
  - (b) a transparent motion of the image
  - (c) a ghost-like quad spread of the image

## SECTION B

*Answer the following questions with detailed diagrams/flow charts. Each question carries 10 marks. Attempt **all** questions.*

31. Explain the usages of test objects in camera tracking process. 10
  32. Describe the method of creating fireworks in Fusion. 10
  33. Describe the usages of point cloud data in set extension example. 10
  34. What is the difference between 2D tracking and 3D tracking? 10
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