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BNM-002

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

June, 2019

00693

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 correct answer. Each question carries 2 marks.

- 1. Which is a true statement for crop tool?
 - (a) Crop tool changes the scale of the image.
 - (b) Crop tool changes the resolution of the image.
 - (c) Crop tool changes the rotation of the image.
- 2. To view the output of a particle system, add a _____ tool after the pEmitter.

2

- (a) Render
- (b) pRender
- (c) pImageEmitter

P.T.O.

3.	JPG char	2000 format is capable to store RGBA nnels.	2
	(a)	True	
	(b)	False	
4.		tool converts the 3D environment 2D image Fusion.	2
	(a)	Ribbon 3D	
	(b)	False Render 3D	
	(c)	UV Map 3D	
5.	In Fusion, note tool is used to provide comments and history for a specific area of a computer. (a) Sticky		
	(b)	Remark	
	(c)	Statement	
6.	In]	Fusion, shortcut of video playback is	ž
	(a)	Space bar	
	(b)	Alt + Space bar	
	(c)	Shift + Space bar	

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7.	A v	alue of will cause the particle t	0	
_	poss	sess the same velocity after the bounce as i	it	
	had while entering the bounce.			
	(a)	0.0		
	(b)	0·1		
	(c)	1.0		
8.	as	pSpawn tool makes each affected particle ac an emitter that can produce one or mor ticles of its own.		
	(a)	True		
	(b)	False		
9.	In	Fusion, the Grid warp tool is a simp deformation grid with flexible vertices		
	(a)	2D		
	(b)	3D		
	(c)	None of the above		
10.	In I	PFTrack, focal length can be detected by usin	g 2	
	(a)	Test object		
	(b)	Estimate focal length		
	(c)	Scene orientation		
11.	use	selects the strength of the algorithm d to apply spill suppression to the image.	m 2	
	(a)	Spill method		
	(b)	Spill colour		
	(c)	Suppression		
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12.		interpolates	between	two	
	non-	sequential images.			2
	(a)	Tween			
	(b)	Optical flow			
	(c)	Flow speed			
13.		cack supports the import	of	tile	2
	(a)	.OBJ			
	(b)	.MB			
	(c)	.MFA			
14.	PFTrack can build geometry from 2				2
	(a)	single still images			
	(b)	multiple still images			
	(c)	Both a and b			
15.	optica	rting in OpenEXR format wal flow vectors, along with for each frame.	vill store the the the RGB im	true 1age	2
	(a)	True			
	(b)	False			
16.		tool uses the o		ance	2
	(a)	Difference Keyer			
	(b)	Chroma Keyer			
	(c) ·	Luma Keyer			

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17.	If the image sequence has been captured so that			
	the focal length changes throughout, then in			
	PFTrack, distortion should be estimated in			
	•	2		
	(a) two or more frames			
	(b) single frame			
	(c) every frame			
18.	The is used to create a ghost-like after			
	trail of the image.	2		
	(a) Trail tool			
	(b) Smee Hee			
	(c) Pseudo colour			
19.	and creates stalked images with the left and right eye either side by side or on the top of each			
	other.	2		
	(a) Combiner			
	(b) Anaglyph			
	(c) Splitter			
20.	is a process that produces a matte			
	based on the difference between two images.	2		
	(a) Difference keying			
	(b) Luma keying			
	(c) Ultra keying			

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21.	Noda paral	ll Pan Camera motion doesn't give a llax.	2	
	(a)	True		
	(b)	False		
22.	To animate a coordinate using a path, on the Control and select Path from the Context menu.			
	(a)		2	
		double-click		
	(c)	left-click		
23.		is an ideal tool for pre-visualisation animation planning in PFTrack.	2	
	(a)	Creating primitive		
	(b)	Image modelling		
	(c)	Z-Depth extraction		
24.	Depth maps can also be exported using the OpenEXR image format.			
	(a)	True		
	(b)	False		
25.	If you import a black and white image,will be used to mask out regions.			
	(a)	White areas		
	(b)	Black areas		
	(c)	None of the above		
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20.		is an important term in any tracking	
	software.		
	(a)	Parallax	
	(b)	Clip	
	(c)	Flat	
27.		shows the names of all of the patterns	
	created on this tracker.		
	(a)	Tracker List	
	(b)	Tracker Tool	
	(c)	Track Centre	
28.		has developed the OpenEXR format.	2
	(a)	Pixar	
	(b)	ILM	•
	(c)	Pixion	
29.		n Auto-feature tracks window is used to ove poorly tracked auto-features.	2
	(a)	True	
	(b)	False	
30.	The	extension of a/an file is .acp.	2
	(a)	3ds Max	
	(b)	After Effects	
	(c)	Fusion	

SECTION B

diag	wer the following questions with detailed grams/flow charts. Each question carries narks. Attempt all questions.	
31.	Describe the Loader and Saver tools of Fusion.	10
32.	Explain Projection mapping process in Fusion.	10
33.	Describe the method of creating a waterfall using Fusion particles.	10
34.	What is the difference between 2D and 3D	10