BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory

June, 2011

BNMI-012 (F2F) : COMPOSITING

Time : 1.5 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.   What are the minimum points required in object based tracking technique ?

(a)   5

(b)   8

(c)   7

2.   In MatchMover, mask is referred as _____

(a)   Contour

(b)   Montour

(c)   Bitmap Mask

3. What is the file extension used for MatchMover ?

   (a) .mme

   (b) .mmf

   (c) .mfe

4. Nodal pan shot do not have parallax information.

   (a) True

   (b) False

5. Which of the following option is false ?

   (a) Fusion is a node based compositing application

   (b) Fusion is a digital sculpting application

   (c) Fusion has a 3D environment

6. Which node is used to render the final output to hard disk in Fusion ?

   (a) Loader

   (b) Saver

   (c) Exporter

7. Which node makes only blue or green pixels transparent ?

   (a) Luma Keyer

   (b) Ultra Keyer

   (c) Difference Keyer

8. Which from the below nodes is not used with Z depth channel ?

   (a) Transform 3D

   (b) Fog

   (c) Depth blur

9. Which of the below is not a masking node in fusion ?

   (a) Ranges

   (b) Circle

   (c) Triangle

10. In Fusion to create a gradient _____ node is used.

    (a) FG

    (b) BG

    (c) White balance

11. Which node creates randomness in particles ?

    (a) pTurbulance

    (b) pGradient force

    (c) pCustom

12. Which node should be used to suppress a color ?

    (a) Color Corrector

    (b) Gamut

    (c) Brightness and Contrast

13. Which node changes the resolution of a footage ?
    (a) Scale
    (b) Resize
    (c) Transform

14. Which node is not a 3D node in fusion ?
    (a) Merge 3D
    (b) Transform 3D
    (c) Texture 3D

15. Which node is used to shuffle the channels in any sequence ?
    (a) Channel Swapper
    (b) Channel Boolean
    (c) Channel Changer

Answer the below questions in brief each question carries 5 marks each.

1. Describe the process of Motion capture in MatchMover.
2. What is the difference between Resize Node and Scale Node in Fusion ?
3. Describe the benefits of Manual track points.

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