15844

BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – M.Sc.(AM)-2020/M.Sc.(AM)-2021/M.Sc.(AM)-2022/M.Sc.(AM)-2023
Course Name – VFX for Film Making-II/VFX for Film Making
Course Code - MMM401A
(Semester IV)

Full Marks : 60 **Time : 2:30 Hours**

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

Group-A
(Multiple Choice Type Question) 1 x 15=15

1. *Choose the correct alternative from the following :*

(i) Select the shortcut to fit to view in Mocha.
a) F b) /
c) * d) U

(ii) Select the shortcut key of command entry mode in Nuke.
a) S b) X
c) A d) none

(iii) Discover algorithm mode delivers the best results and supports both the Solid Colour and Complement Colour spill suppression methods.
a) Primatte b) Analyzer
c) RGB d) Dither

(iv) Identify the primary purpose of Match Move in VFX.
a) To match 3D elements with live-action footage b) To color correct a scene
c) To enhance the sound design d) To remove unwanted elements from footage

(v) Choose the file format used to export camera tracking data from Nuke.
a) .FBX b) .MP3
c) .JPEG d) .TXT

(vi) Locate the software commonly used for CG Integration in VFX.
a) Photoshop b) Audacity
c) Maya d) Illustrator

(vii) Select the key factor for achieving realistic Set Extensions.
a) Increased color saturation b) High frame rate
c) High audio quality d) Correct perspective and lighting

(viii) Choose the essential step before integrating CG elements into live footage.

a) Camera tracking and match moving
b) Adjusting frame rate
c) Adding a soundtrack
d) Enhancing text readability

(ix) Choose the primary technique used in 2D-to-3D stereoscopic conversion.

a) Depth Mapping
b) Rotoscoping
c) Chroma Keying
d) Noise Reduction

(x) Locate the common issue faced in stereoscopic conversion.

a) Eye strain due to excessive disparity
b) Low contrast levels
c) High frame rate
d) Background noise

(xi) Point out the node used to apply 3D projection onto geometry.

a) RotoPaint
b) MotionBlur
c) LensCorrection
d) Project3D

(xii) Relate the method used to add realistic shadows in live-action compositing.

a) Applying Drop Shadow
b) Using Shadow Catcher and Ambient Occlusion
c) Increasing Brightness
d) Using Chromatic Aberration

(xiii) Choose the correct process for integrating live-action footage with a digital background.

a) Keying → Color Correction → Light Wrap → Final Composite
b) Blur → Increase Saturation → Add Noise
c) Masking → Reduce Sharpness → Increase Brightness
d) Adding Lens Distortion → Noise Reduction → Final Render

(xiv) Select the best technique to generate light wrap effects around a composited subject.

a) Roto
b) EdgeBlur & AddMix
c) MotionBlur
d) Merge

(xv) Choose the best way to apply time-based distortion effects in Nuke.

a) TimeWarp
b) Merge
c) Luminance Key
d) Drop Shadow

Group-B

(Short Answer Type Questions) 3 x 5=15

2. Illustrate a real-world example where 3D tracking is essential. (3)
3. Define stereoscopic conversion in VFX. (3)
4. Write the role of projection mapping in set extensions. (3)
5. Construct a basic live action composite using multiple layers in After Effects. (3)
6. Analyze the role of motion tracking in live action compositing. (3)

OR

Construct the use of rotoscoping to live action compositing. (3)

Group-C

(Long Answer Type Questions) 5 x 6=30

7. Discuss the applications of 3D Camera Projection beyond film and television, such as in video games or virtual reality experiences. (5)
8. Explain the role of parallax in set extension. (5)
9. Analyze the advantages of using Nuke for stereoscopic conversion over Adobe After Effects. (5)
10. Describe the process of live action compositing, detailing the steps from acquiring footage to finalizing the composite. (5)
11. Describe How do you manually create a keyframe for a stroke or shape. (5)
12. Explain the significance of 3D Camera Projection in visual effects production. (5)

OR

Write the differences between 3D Camera Projection in After Effects and Nuke. (5)