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BRAINWARE UNIVERSITY

Term End Examination 2024-2025
Programme – B.Sc.(AM)-Hons-2020/B.Sc.(AM)-Hons-2021/B.Sc.(AM)-Hons-2022
Course Name – 3D VFX
Course Code - BMMC602
(Semester VI)

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) Identify the type of object acts as an invisible layer and is used to apply effects to everything visible below it.

a) Null Object . b) Shape Layer .
c) Adjustment Layer . d) Mask .

(ii) Identify the shortcut to make an object 'Fit to Comp Size'.

a) Alt (Option) + F . b) Ctrl (Cmd) + Alt (Option) + F .
c) Ctrl (Cmd) + F . d) Shift + F .

(iii) Choose, how to Split a Layer.

a) Control + Alt + D b) Control + Shift + D
c) Control + S + D d) None of the above

(iv) Choose, How to Show Refine Edge X-ray in After Effects.

a) Alt+P b) Alt+X
c) Ctrl+X d) None of the above

(v) Choose, How to Trim Composition to work area.

a) Ctrl+Alt+X b) Ctrl+Shift+X
c) Ctrl+Shift+O d) None of the above

(vi) Choose, How to Create a New Solid Layer.

a) Control + Y b) Control + O
c) Control + K d) Control + S

(vii) Choose the correct statement for Null Object.

a) A null object is an invisible layer that has all the properties of a visible layer b) A null object is a visible layer that has all the properties of a empty layer
c) It is an invisible Object d) Camera Layer

(viii) Choose, the correct for the head-mounted display (HMD) stands for.

a) A head-mounted display (HMD) is a display device, worn on the head or as part of a b) A HMD is a design technique used to display a three-dimensional object on a

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helmet, that has a small display optic in front of one or each eye
c) is a technique of displaying the the head part
two-dimensional surface.
d) explain the human mounted expression

(ix) Choose the correct that CGI stands for.

a) Computer Generated Imagery
b) Computer general Imagery
c) Computer group Imagery
d) None of the above

(x) Choose the correct hotkey to check the the connections for complex pre-comps in Adobe After Effects.

a) TAB
b) SHIFT + TAB
c) CTRL + TAB
d) SHIFT + CTRL + TAB

(xi) Recognize the purpose of AOV (Arbitrary Output Variable) in Adobe After Effects.

a) To control the lighting in a 3D scene
b) To export specific render passes such as diffuse, specular, or reflections
c) To adjust the audio output levels
d) To manage project versions and revisions

(xii) Identify the type of shading that Arnold render calculates real world light calculations.

a) Flat Shading
b) Gouraud Shading
c) Physically Based Rendering
d) Raytraced Shading

(xiii) Predict the impact of using multiple render passes in compositing.

a) Improves creative flexibility
b) Decreases render time
c) Reduces render quality
d) Prevents post-production adjustments

(xiv) Select the blending mode that darkens an image based on pixel values.

a) Color Dodge
b) Multiply
c) Soft Light
d) Exclusion

(xv) Predict the outcome of missing an AO pass in a render.

a) Less realistic shadows
b) More detailed reflections
c) Higher render time
d) Brighter highlights

Group-B

(Short Answer Type Questions) 3 x 5=15

2. Outline the primary tools used for 3D tracking in After Effects. (3)
3. Justify the different material options available in After Effects for image projection. (3)
4. Summarize the role of material options in texture projection in Maya. (3)
5. Show how to switch between cameras in Maya's Camera Sequencer. (3)
6. Justify the use of spot light in image projection in a dolly shot. (3)

OR

Justify the use of camera projection in Maya for realistic texturing. (3)

Group-C

(Long Answer Type Questions) 5 x 6=30

7. Describe two methods of animating pin positions. (5)
8. Justify an example of a Camera Sequence in Maya used for a cinematic animation. (5)
9. Illustrate the role of blending modes in After Effects and their impact on compositing. (5)
10. Describe how AOVs and render passes are utilized in compositing software like After Effects. (5)
11. Define how track matte works in After Effects for compositing. (5)
12. Illustrate how render passes can improve green screen compositing. (5)

OR

Illustrate the benefits of using Cryptomatte in VFX compositing. (5)