



BRAINWARE UNIVERSITY

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

LIBRARY
Brainware University
Barasat, Kolkata -700125

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) Define the meaning of Pre-multiply ?

- | | |
|---|---|
| a) RGB is actually (mathematically) multiplied by the value of the alpha channel(Y) | b) R is actually (mathematically) multiplied by the value of the alpha channel(N) |
| c) G is actually (mathematically) multiplied by the value of the alpha channel(N) | d) B is actually (mathematically) multiplied by the value of the alpha channel(N) |

(ii) Select the short cut of Color Correct node in Nuke?

- | | |
|------|------|
| a) p | b) M |
| c) 0 | d) C |

(iii) Identify, Which setting of value produce no motion blur ?

- | | |
|------|--------|
| a) 1 | b) 0.1 |
| c) 0 | d) 100 |

(iv) Identify,Which of the following define Tonal range ?

- | | |
|------------------|---------------------|
| a) black point | b) white point |
| c) neutral value | d) all of the above |

(v) Name the shortcut key of Roto Paint tool in nuke?

- | | |
|------|------|
| a) R | b) P |
| c) T | |

(vi) Name the shortcut key of Cusped Bezier tool in nuke?

- | | |
|------|------|
| a) D | b) G |
| c) V | d) E |

(vii) Write, Which is the following option to used remove the green screen in nuke?

- | | |
|-------------|----------------------|
| a) Keylight | b) Read |
| c) Dir Blur | d) None of the above |

(viii) Write how to save additonal time by manipulating keyframes directly in the

- | | |
|---------------|----------------------|
| a) Dope sheet | b) EXE sheet |
| c) Effects | d) None of the above |

- (ix) Write the default operation of merge node in nuke?
a) overlay
b) over
c) plus
d) From
- (x) Describe how to generate a contact sheet in nuke
a) Select Merge > ContactSheet
b) Select Channels > ContactSheet
c) Select Primatte > ContactSheet
d) Select Primatte > ContactSheet
- (xi) Identify, In HD resolution, which is to 720 as 1920 is to 1080
a) 1280
b) 1088
c) 1020
d) 1240
- (xii) Choose, What is the shortcut key of ColorCorrect in nuke?
a) B
b) S
c) D
d) P
- (xiii) Describe how to Selects X-Spline in Silhouette?
a) P
b) S
c) G
d) T
- (xiv) Write, Which menu is Transforming Elements in nuke?
a) Keying menu
b) Transform menu
c) RotoPaint menu
d) None of the above
- (xv) Indicate, the shortcut key of Command entry mode in nuke?
a) S
b) X
c) A

Group-B

(Short Answer Type Questions)

3 x 5=15

2. Illustrate Stereopsis in stereoscopic 3D. (3)
3. Tell, What is required to extrapolate scaling and rotation from the tracks? (3)
4. Define polarized 3D system (3)
5. Illustrate Anaglyph 3D? (3)
6. Describe Augmented reality. (3)

OR

Describe, what do you mean by Particle force? (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Illustrate Binocular summation? (5)
8. Illustrate the using of Pixel Analyzer ? (5)
9. Tell, What is the LightWrap node and when should it be applied? (5)
10. Describe 3D projection? (5)
11. Identify the default option for animating strokes or shapes? (5)
12. Illustrate binocular vision? (5)

OR

Explain, What is the Text node used for in image editing? (5)
