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Brainware University
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BRAINWARE UNIVERSITY

Term End Examination 2025-2026
Programme – B.Sc.(AM)-Hons-2023
Course Name – Visual Effects (VFX)- II
Course Code - BAM60122
(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 main technique used for integrating 3D objects into a 2D scene in After Effects.

a) Matchmove	b) Rotoscoping
c) Keying	d) Color Correction
- (ii) Choose the correct method to ensure realistic lighting when integrating 3D objects into live footage.

a) Ambient Occlusion	b) Motion Blur
c) HDRI Environment	d) Depth of Field
- (iii) Select the software that is widely used for 3D modeling and animation in VFX production.

a) Photoshop	b) After Effects
c) Maya	d) Premiere Pro
- (iv) Select the correct method to apply a texture projection in Maya.

a) Use Perspective Camera	b) Use a Projected Light
c) select material >persp projection	d) Use Motion Blur
- (v) Indicate the advantage of Camera Projection over traditional UV mapping.

a) Allows animated textures	b) Works without UV unwrapping
c) Increases model detail	d) Reduces render time
- (vi) Identify the purpose of set extension in VFX.

a) To extend a physical set using digital elements	b) To create 3D models
c) To animate characters	d) To apply color correction
- (vii) Indicate the key advantage of using matte painting in VFX.

a) Reduces the need for physical sets	b) Increases frame rate
c) Improves audio synchronization	d) Enhances wire removal
- (viii) Choose the correct workflow for set extension in a VFX pipeline.

- a) Matchmove → Matte Painting → 3D Projection → Compositing
 c) Rotoscoping → Color Grading → 3D Projection → Rendering
- b) Modeling → Rendering → Compositing → Editing
 d) Keying → Texturing → Motion Blur → Export
- (ix) Choose the correct technique for enhancing shadows in a scene using render passes.
 a) Multiply AO pass over the base render
 c) Increase gamma correction
- b) Add a high-intensity light source
 d) Reduce contrast in the AO pass
- (x) Select the correct method for compositing multiple render passes in After Effects.
 a) Layering and blending modes
 c) Deleting all AOVs
- b) Using only one render pass
 d) Applying a single diffuse map
- (xi) Predict the outcome of missing an AO pass in a render.
 a) Less realistic shadows
 c) Higher render time
- b) More detailed reflections
 d) Brighter highlights
- (xii) Identify the major VFX challenge in Gravity (2013) related to zero-gravity simulation.
 a) Motion capture of real astronauts
 c) Simulating realistic space lighting and movement
- b) Using only practical effects
 d) Avoiding CGI completely
- (xiii) Select the key VFX technique used in The Lord of the Rings trilogy for creating Gollum.
 a) 2D animation
 c) Claymation
- b) Motion capture
 d) Puppetry
- (xiv) Indicate the primary VFX tool used in Inception (2010) for its folding city sequence.
 a) Real-life set miniatures
 c) Computer-generated simulations
- b) Practical effects only
 d) Traditional 2D animation
- (xv) Identify the main VFX technique used to de-age characters in The Irishman (2019).
 a) Deepfake AI technology
 c) Digital de-aging with CGI
- b) Rotoscoping
 d) Makeup and prosthetics

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Group-B

(Short Answer Type Questions)

3 x 5=15

2. Summarize the importance of using track matte in 3D compositing. (3)
3. Outline the primary tools used for 3D tracking in After Effects. (3)
4. Justify the different material options available in After Effects for image projection. (3)
5. Show how AOVs help in enhancing a set extension. (3)
6. Explain the role of video composition in VFX development. (3)

OR

Explain the impact of Virtual Reality (VR) on visual storytelling. (3)

Group-C

(Long Answer Type Questions)

5 x 6=30

7. Illustrate the process of image projection in After Effects. (5)
8. Explain the importance of tracking in After Effects for 3D compositing. (5)
9. Describe the importance of UV mapping in texture projection correction. (5)
10. Explain the future scope of AR and VR in the VFX industry. (5)
11. Illustrate the role of set extension in historical movies with an example. (5)
12. Explain the role of compositing in different video composition types. (5)

OR

Explain the step-by-step process of using matchmoving software in a VFX pipeline. (5)
