



BRAINWARE UNIVERSITY

Term End Examination 2025-2026

Programme – B.Sc.(AM)-Hons-2023

Course Name – Application of 3D Animation in Filmmaking

Course Code - BAM67206 (T)

(Semester VI)

Full Marks : 40

Time : 2:0 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 10=10

1. Choose the correct alternative from the following :

- (i) Identify what composition mainly controls in filmmaking.
 - a) Camera brand
 - b) Viewer attention
 - c) Sound effects
 - d) Render speed
- (ii) Recall the three layers used in visual composition.
 - a) Top–Middle–Bottom
 - b) Foreground–Mid-ground–Background
 - c) Inside–Outside–Edge
 - d) Left–Right–Center
- (iii) Explain why foreground objects are used.
 - a) To hide mistakes
 - b) To create depth
 - c) To add noise
 - d) To block light
- (iv) Interpret why simple layouts help viewers.
 - a) They confuse viewers
 - b) They support readability
 - c) They reduce color
 - d) They speed sound
- (v) Identify when rigging occurs.
 - a) Before modeling
 - b) After texturing
 - c) To add controls for movement
 - d) During editing
- (vi) Explain why arcs are important.
 - a) They reduce memory
 - b) They create natural motion
 - c) They mute sound
 - d) They fade colors
- (vii) Recognize difference between pan and dolly.
 - a) Pan rotates camera; dolly moves camera
 - b) Dolly rotates, pan moves
 - c) Both zoom
 - d) Both blur
- (viii) Describe why environment blocking is done first.
 - a) To finalize textures first
 - b) To plan layout and space
 - c) To add audio
 - d) To export quickly
- (ix) Recognize reason for deadlines.

- a) Stress creators
- c) Add pressure only
- (x) Recall what a "prop" is.

- b) Maintain schedule
- d) Random rule

- a) Animated character
- c) Only lighting device

- b) Object used by characters
- d) Audio track

Group-B

(Short Answer Type Questions)

3 x 5=15

- 2. List three layers used in composition. (3)
- 3. Identify parts of three-point lighting. (3)
- 4. Explain rule of thirds. (3)
- 5. Describe UV stretching. (3)
- 6. Design a basic environment block-out. (3)

OR

- Create improvements for overexposed shot. (3)

Group-C

(Long Answer Type Questions)

5 x 3=15

- 7. Explain the difference between foreground and background. (5)
- 8. Explain atmospheric perspective with an example. (5)
- 9. Analyze camera choices in suspense scenes. (5)

OR

- Analyze why reference videos are essential. (5)
