Total No	of printed pages = 3	3
BMD 1	71604	
Roll No.	of candidate	
	. 20	19
B.Des. (MCD) 6th Semeste	er End-Term Examination
VISU	AL EFFECTS AND	DIGITAL COMPOSITING
	(Old Reg	gulation)
Full Marks – 100		Time - Three hours
	wer question No. 1 a in the blanks:	nd any six from the rest. $(10 \times 1 = 10)$
(i) · (ii)		hnique is applied to remove rom the video footage.
(iii)	The short key to after effect is—	create a new composition in
(iv)	The terminology we effect is called ——	sed for exporting file in after
(v)	Composition is t	he arrangement of visual ork of art.
		[Turn over

	(vi)	is the digitally manipulated combination of at least two source images to produce an integrated result.
	(vii)	In Chroma key compositing, the colour used for the background is usually ————— or —————.
	(viii)	In order to provide necessary safety actors or replicate a complex movement of objects of a scene. are used during the shooting.
	(ix)	is a process of trailing an object or a group of objects in a footage.
	(x)	3D Camera tracking or match moving allows digital artists to insert objects, for instance CG elements, into ———— Footage plates that have a moving camera.
2.	(a)	What is Visual Effect? (3)
	(b)	What are the categories of Visual Effect? Describe briefly. (12)
3.	(a)	What is Chroma Keying? (3)
	(b)	Describe the process of chroma key compositing. (12)
4.	(a)	What is Set Extension? (3)
	(b)	Describe the process of Set Extension technique. (12)
5.	(a)	What is wire removal? (3)
	(b)	Explain rig removal technique with the help of suitable example. (6)
	(c)	Describe the importance of wire removal. (6)

What do you mean by Computer Generated Imagery? (3) Describe the process of compositing CGI with live action. (12)What is Colour Correction? (3) Describe the tools and effects available for Colour Correction in After Effects? (12)What do you mean by Foreground and Background plate? (b) Describe the importance of Matte painting. (10)Write short note on any 3 (three) the following: $(3 \times 5 = 15)$ (a) Dynamic Field Instancer Particle Emitter Rigid Bodies Constraints Fluid Effects