

Total No. of printed pages = 4

AMT-606/CVFX/5th Sem/2018/M

COMPOSITING AND VISUAL EFFECTS

Full Marks – 70

Time – Three hours

The figures in the margin indicate full marks for the questions.

Instruction :

- Illustrate your answer with suitable sketches and examples wherever necessary.

PART – A

1. Fill in the blanks : 1×5=5
 - (a) Unified Camera is one of the _____ in After Effects.
 - (b) Add to Render Queue is for _____.
 - (c) The full form of JPEG is _____.

[Turn over

(d) Short Key to preview animation in After Effects is _____.

(e) HSL stands for _____.

2. Write true or false : 1×5=5

(a) Unity is one of the elements of composition.

(b) Emitters generate moving or stationary particles as an animation plays.

(c) Point constraint is a tool that helps to simulate an elastic cord.

(d) Compositing falls under the post-production process.

(e) Rule of Third is one of the basic rule of composition.

3. Match the following terms of Column A with Column B : 5×1=5

Column - A	Column - B
(i) 2D Container	(a) Colour correction
(ii) Curve	(b) Composition
(iii) Balance	(c) Fluid
(iv) Field	(d) Transform
(v) Rotation	(e) Air

4. Answer the following in short : $2 \times 5 = 10$

- (a) Define Composition.
- (b) What is Visual Effects ?
- (c) What is transform in a Layer ?
- (d) What are the types of emitter ?
- (e) What is Solid Layer ?

PART - B

Answer Q.No. 1 and any *three*
from the rest.

1. Write short notes on any *three* : $5 \times 3 = 15$

- (i) Constraints
- (ii) Null Object
- (iii) Pen Tool
- (iv) Layer Style
- (v) Active Rigid Body.

2. Describe the principle of Composition. Illustrate with an example. 10
3. Write down the advantages of Maya Dynamics. 10.
4. Name the tools available in the toolbar of After Effects. Describe in short the function of the Tools. 10
5. (a) What do you mean by Key Frame? 3
(b) Describe the process of animation in After Effects. 7
6. Describe the colour correction tools and effects. 10