Reg.No. \_\_\_\_\_\_\_\_\_\_\_\_



**UNIVERSITY**

(Karunya Institute of Technology & Sciences)

(Declared as Deemed-to-be University under Sec.3 of the UGC Act, 1956)

**End Semester Examination – Nov/Dec – 2017**

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|  |  |  |  |
| **Code :** | **14VC2017** | **Duration :** | **3hrs** |
| **Sub. Name :** | **VISUAL EFFECT FOR ANIMATION** | **Max. marks :** | **100** |

**ANSWER ALL QUESTIONS (5 x 20 = 100 Marks)**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Q. No.** | **Sub Div.** | **Questions** | **Course**  **Outcome** | **Marks** |
| 1. | a. | Write the important features and applications of camera tracking. | CO1 | 10 |
| b. | Give detail account on Matte Painting with suitable examples. | CO1 | 10 |
| (OR) | | | | |
| 2. | a. | Write the differences between AR and VR. | CO1 | 8 |
| b. | What is stereo camera rig. | CO1 | 12 |
|  |  |  |  |  |
| 3. | a. | Describe the measures and precautions taken during Green matte production. | CO1 | 10 |
|  | b. | Write short notes on the interface of ‘after effect’ cc software. | CO2 | 10 |
| (OR) | | | | |
| 4. |  | Explain the difference between The Foundry Nuke and Adobe After Effects. | CO2 | 20 |
|  |  |  |  |  |
| 5. |  | Explain the importance of the following parameters in visual effects.  i. Color, Brightness, and contrast. ii. Light and shadow. iii. The camera. | CO3 | 20 |
| (OR) | | | | |
| 6. |  | Define stereoscopy and explain the different types of stereoscopy. | CO1 | 20 |
|  |  |  |  |  |
| 7. |  | Elaborate on different film and video formats. | CO2 | 20 |
| (OR) | | | | |
| 8. |  | Write about the blending modes used in After Effects CC. | CO2 | 20 |
|  | |  |  |  |
|  | | **Compulsory:** |  |  |
| 9. | a. | Explain multipass rendering and name 5 most important passes in Maya Mental Ray and the blending modes used in it. | CO3 | 13 |
|  | b. | What is DI? Explain its process. | CO3 | 7 |

ALL THE BEST