

Register No.:

648

April 2024

Time - Three hours
(Maximum Marks: 100)

- [N.B. 1. Answer all questions under Part-A. Each question carries 3 marks.
2. Answer all the questions either (a) or (b) in Part-B. Each question carries 14 marks.]

PART - A

1. List out visual effect techniques.
2. What are composition settings?
3. List out paint features.
4. What is the process of rotoscoping?
5. Define graphic user interface.
6. What is rendering?
7. List the features of trackers.
8. Define calibration.
9. Differentiate fluids from materials.
10. Compare soft and rigid bodies.

PART – B

11. (a) Explain about Vfx and compare it with animation.
(Or)
(b) Discuss about layer bar mode and graph editor mode.
12. (a) Explain the following:
(i) Analog Rotoscoping. (7)
(ii) Digital Rotoscoping. (7)
(Or)
(b) Explain about types of tracker.
13. (a) Discuss about the types of composite.
(Or)
(b) Explain about filtering and spatial effects.
14. (a) Discuss about 2D and 3D tracking.
(Or)
(b) Explain about graph editors.
15. (a) Discuss about effects and fields in EFX.
(Or)
(b) Explain about types of fluids and its effects.
