

III Semester B.Sc. Animation Examination, May 2010
POST PRODUCTION – I
Theory

Time : 1 Hour

Total Marks : 20

Note : Use pencil sketches **wherever** required

SECTION I – A

(3×2=6)

Answer **any three** of the following questions in brief :

1. Explain “Motion Parallax”.
2. Define Bit depth.
3. Define Luminosity.
4. Discuss the uses of garbage matte.

SECTION I – B

(3×3=9)

Answer **any three** of the following questions :

1. Explain the procedure of tracking an element on a given plate.
2. Explain the use adjustment layer.
3. Explain the term pixel aspect ratio.
4. Write short notes on :
 - a) NTSC
 - b) HDTV
 - c) SECAM

SECTION I – C

(1×5=5)

Answer **any one** of the following questions in detail :

1. What are the prerequisites of green and blue shooting ?
2. Describe different types of blur used in compositing.

P.T.O.

Practical

Time : 3 Hours

Total Marks : 30

- Note :** 1) Save the Maya files in the folder named against your roll number.
2) Save **any** additional image files to the **same** location.
3) Final out put : D1 PAL resolution, QuickTime movie only.
4) Use compression H264.

SECTION II – A

15

Answer **any one** of the following questions:

1. Corner pin and track the given reference footage to the television and color correct.
2. Key out the given footage and replace the background with given reference image.

SECTION II – B

10

Answer **any one** of the following questions :

1. Create a title animation for a movie name “ WARS OF THE STARS”.
2. Convert the given footage from day to night mode.

SECTION II – C

5

Answer **any one** of the following questions :

1. Color correct the given footage.
 2. Create Digital Bomb countdown animation from numbers 10 to 0.
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