CLASS: BAM   SEMESTER : V
BRANCH: A&M   SESSION : MO/2024

SUBJECT: AM302 COMPOSITING & VFX

TIME: 3 Hours   FULL MARKS: 50

INSTRUCTIONS:
1. The question paper contains 5 questions each of 10 marks and total 50 marks.
2. Attempt all questions.
3. The missing data, if any, may be assumed suitably.
4. Before attempting the question paper, be sure that you have got the correct question paper.
5. Tables/Data hand book/Graph paper etc. to be supplied to the candidates in the examination hall.

			CO	BL
Q.1(a)	Define VFX and explain its importance in modern filmmaking.	[5]	1	2
Q.1(b)	Describe the differences between VFX and SFX, providing relevant examples.	[5]	1	2
Q.2(a)	What is chroma, and why is a blue or green screen commonly used for it?	[5]	4	3
Q.2(b)	Explain motion tracking and discuss the role of a tracker in this process.	[5]	4	3
Q.3(a)	What is the purpose of animating layers in compositing? Provide examples of where this is commonly applied.	[5]	3	4
Q.3(b)	Discuss the purpose of stabilizing a shot and give an example of its application.	[5]	3	4
Q.4(a)	What is depth of field, and how does it affect a composition?	[5]	3	3
Q.4(b)	What is the significance of colour correction in compositing, and how does it enhance a scene?	[5]	3	3
Q.5(a)	What is the full form of PNG, and what are its primary features?	[5]	4	5
Q.5(b)	What is rendering, and why is it critical in the VFX pipeline?	[5]	4	5

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