

FOURTH SEMESTER (CBCSS—UG) DEGREE EXAMINATION, APRIL 2022

B.A. Graphic Design and Animation

BGA 4C 01—INTRODUCTION TO VISUAL EFFECTS AND COMPOSITING

(2020 Admissions)

Time : Two Hours

Maximum : 60 Marks

Section A*Answer atleast **eight** questions.**Each question carries 3 marks.**All questions can be attended.**Overall ceiling 24.*

1. Write an account on Broadcast Monitor in Autodesk Smoke.
2. What is In-Point, in editing ?
3. What are the steps to create mask in After Effects ?
4. What is Aligned Edit ?
5. Write in short about FX Button in Autodesk Smoke.
6. What is meant by Composition Space and Layer Space in Adobe After Effects ?
7. What is EDL ?
8. What is Rotoscope tool in Adobe After Effects ?
9. What is Four Point editing ?
10. Write notes on Source Color, Underlying Color and Result Color in Adobe After Effects.
11. What is ConnectFX in Autodesk Smoke ?
12. Which are the two kinds of markers available in Autodesk Smoke ?

(8 × 3 = 24 marks)

Turn over

Section B

Answer atleast five questions.

Each question carries 5 marks.

All questions can be attended.

Overall ceiling 25.

13. Explain how the Convert Rate command in the Autodesk Smoke help us in a situation where there is a 'framerate mismatch' issue.
14. Write an account on Precomposing and Nesting in Adobe After Effects.
15. Differentiate between Color Correction and Color Grading.
16. What is meant by a Composition in Adobe After Effects ?
17. What are the basic export options available in Autodesk Smoke ?
18. Write in detail about the Functionality Panels in Smoke.
19. Write an account on Selective Color Grading Curves Group in Adobe After Effects.

(5 × 5 = 25 marks)

Section C

Answer any one question.

The question carries 11 marks.

20. Explain the concept of Three-Point Editing.
21. Explain any ten Blending Modes in Adobe After Effects.

(1 × 11 = 11 marks)

**FOURTH SEMESTER (CBCSS—UG) DEGREE EXAMINATION
APRIL 2022**

B.A. Graphic Design and Animation

BGA 4B 05—INTRODUCTION TO 3D MODELLING

(2020 Admission onwards)

Time : Two Hours and a Half

Maximum : 80 Marks

Section A

Answer at least ten questions.

Each question carries 3 marks.

All questions can be attended.

Overall Ceiling 30.

1. What is Organic 3D Modelling ?
2. Name any *two*, 3D sculpting software's.
3. In the context of 3D modelling, what are Patches ?
4. What is a Face Normal ?
5. What are the basic components of a Polygon ?
6. What is meant by Line of Action ?
7. What is Construction History ?
8. What is a Mesh in digital modelling ?
9. How many triangles make up a Quad ?
10. Expand the term NURBS.
11. What is Hard Surface 3D Modelling ?
12. What is Digital Sculpting ?
13. What is an N-Gon ?
14. Write in brief about Patch Modelling.
15. What is a Vertex ?

(10 × 3 = 30 marks)

Turn over

Section B

Answer at least five questions.

Each question carries 6 marks.

All questions can be attended.

Overall Ceiling 30.

16. Differentiate between low-poly and high-poly 3D modelling.
17. Write an account on SubD Modelling.
18. What is Procedural Modelling ?
19. Give an account on NURBS Modelling.
20. Why Line of Action is important for making an animated character ?
21. Briefly explain the importance of basic shapes and forms in animation drawings.
22. Briefly explain Polygon Modelling.
23. Write a paragraph about the Lofting technique in digital modelling.

(5 × 6 = 30 marks)

Section C

Answer any two questions.

Each question carries 10 marks.

24. How can we achieve good Mesh Flow ? Give some advises for the novice 3D modelers.
25. Write a detailed comparison between 3D Modelling and Sculpting.
26. Discuss about any *five* 3D modelling techniques.
27. Write an essay about any *five*, prominent 3D modelling software's.

(2 × 10 = 20 marks)