

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

B.Sc(Multimedia) (Sem.-4)

ESSENTIALS OF EXECUTION & POST PRODUCTION

Subject Code : AMT-401

M.Code : 14021

Date of Examination: 11-12-2024

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

- INSTRUCTIONS TO CANDIDATES :**
1. SECTION-A is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
 2. SECTION-B contains **FIVE** questions carrying **FIVE** marks each and students have to attempt any **FOUR** questions.
 3. SECTION-C contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

SECTION-A

1. **Write briefly:**
 - a. Video filters
 - b. H.264
 - c. Rendering
 - d. Voice over
 - e. Nesting
 - f. Joints
 - g. Light in Maya
 - h. Blinn shader
 - i. Stop motion
 - j. RenderMan

SECTION-B

2. Discuss the process of creating a control rig for a 3D character. What are the main steps involved?
3. What are some common tools and software used in 3D compositing, and how do they facilitate the compositing process?
4. Compare and contrast 2D and 3D compositing techniques, highlighting their strengths and weaknesses.
5. Compare and contrast the advantages and disadvantages of using parametric modeling versus sculpting techniques for character creation in 3D modeling.
6. Discuss the importance of proper UV mapping and how it affects the texturing process in 3D modeling.

SECTION-C

7. What are the key considerations when choosing between polygonal and NURBS modeling techniques for a specific project?
8. How do you approach character rigging and animation in 3D modeling, and what software tools do you prefer for this task?
9. What are the primary differences between forward kinematics (FK) and inverse kinematics (IK) in rigging? Provide examples of when to use each.

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SECTION-A

1. Write short notes on :

- a) Video Effects
- b) MPEG
- c) Timeline
- d) Key frame
- e) VFX
- f) Skinning
- g) Shadows in Maya
- h) Phong Shader
- i) UV texturing
- j) V-Ray.

SECTION-B

2. Explain the differences between polygonal modeling and NURBS modeling and when you would use each technique.
3. Describe the process you would follow to create a realistic 3D model of a complex organic object, such as a human face.
4. Explain the concept of normal maps and how they are used to enhance the level of detail in a 3D model?
5. How does the choice of software influence the modeling process and what factors should be considered when selecting the appropriate software for a specific project?
6. Describe the importance of topology in 3D modeling and how it impacts the final result?

SECTION-C

7. Discuss the role of lighting and shading in 3D compositing and how they contribute to the realism of a composite?
8. Explain the concept of 3D compositing and its importance in the visual effects industry.
9. How do you approach the task of matching the emotional tone and intensity of the original performance when dubbing?

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Bachelor of Science (Multimedia) (Sem.-4)

ESSENTIALS OF EXECUTION & POST PRODUCTION

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Max. Marks : 60

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SECTION-A

1. **Answer briefly :**
- a) NURBS modeling
 - b) Ray-trace
 - c) Soft light
 - d) Depth
 - e) IK
 - f) Skinning
 - g) Stop motion Animation
 - h) Golden Ratio
 - i) Compositing
 - j) MP3.

SECTION-B

2. What are the advantages and disadvantages of Polygon Modeling?
3. What do you mean by shading in Maya? Describe the different shaders.
4. Discuss the Maya lighting process.
5. Describe the different types of Joints.
6. What do you mean by rendering? Explain the process and setting of rendering.

SECTION-C

7. Discuss the editing tools used in the process.
8. Describe the dubbing and the process of inserting background music.
9. Comment on the extensive use of visual effects in films.

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