Total No. of Pages : 2

Register Number: 6521

Name of the Candidate:

#### M.Sc. DEGREE EXAMINATION DECEMBER 2013.

### (GRAPHICS AND ANIMATION)

### (SECOND YEAR)

### 250 — ADVANCED COMPOSTING TECHNIQUES

Time: Three hours

Maximum: 100 marks

## PART A

## Answer any EIGHT questions

 $(8 \times 5 = 40)$ 

- 1. Describe the several different roles present in the Nuke Work Flow.
- 2. Describe about the initial concepts of Tracking Channel with examples.
- 3. What are the different methods of Keying using Key Light?
- 4. Discuss about the various issues of creating a Stereo Depth Grade.
- 5. What are the basic performances of Rig Removal Method?
- 6. Explain briefly about the Manual Cropping and Auto Cropping Footage with examples.
- 7. Describe about the overview of 3d Tools and Setup in detail.
- 8. Explain the performance issues of Scan Line Render and View Geometry.
- 9. Discuss in detail about the types of Material Node.
- 10. Discuss the roles of creating Manual 2D Tracks.

### PART B

# Answer any THREE questions.

 $(3\times20=60)$ 

- 11. Describe the overall structures of Rotoscopy method with examples.
- 12. Explain in detail about the Principles, Methods of a 2D to 3D Conversion and creating a bump and displacement.

- 13. Discuss in Detail.
  - (a) Significance of Tracing methods and types
  - (b) Advantages of using High Dynamic Range Imaging.
- 14. Discuss the Implications of Camera Projection Techniques with examples.

15. Explain about the various concepts of Shader in detail.

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