Degree / Branch : B.Tech-IT   **Year/Sem : III/VI**
Sub.Code / Name : CCS373 – VISUAL EFFECTS   **Date   : 18/04/2024**
Total Marks   : 100 Marks   **Time   : 3Hr**

PART-A (10*2=20 MARKS)

1. Write the various purposes of Scaled models in special effects.
2. What are the limitations were there in audio Animatronics?
3. Write the types of Special effects.
4. Write the components of particle systems.
5. Explain the concept of Atmospheric effects.
6. What is matt painting?
7. Define rigging.
8. Difference between special effects and visual effects
9. What is camera calibration? Write the types of it.
10. Define point cloud projections.

PART-B (5*13=65 MARKS)

11. A. i) Explain the early development of Animatronics.   (7)
    ii) Write the formation of Animatronics.   (6)
    (OR)
    B. What is special effects? Explain the Props used in special effects.   (13)

12. A. Describe the Pyrotechnics effects and its various generators.   (13)
    (OR)

    B. i) How to create the rain effects in Blender, Explain it step by step with neat diagram.   (8)
    ii) Explain the creation Fog effects in Blender.   (5)

13. A. "A learning system based on formalized teaching but with the help of electronic
    resources has to be created using the state of the art visual effects tools". What special
    effects can be added to the learning system? How these special effects will motivate
    learners? Outline.   (13)
    (OR)

    B. Describe the two camera calibration models with neat sketch.   (13)

14. A. i) What is planar tracking? Outline with an example.   (7)
    ii) Explain point cloud projection with an example.   (6)
    (OR)
    B. What is motion capture and how does it work? Write its advantages, disadvantages
    and applications.   (13)

15.A. i) What are the steps to be followed in rotoscoping? (6)

    ii) Explain the two nodes in Natron used for rotoscoping. (7)

(OR)

  B. Explain the front projection effect and write the pros and cons of it. (13)

PART - C (1*15=15 MARKS)

16. A. Explain the Schufftan process with a neat diagram. (15)

(OR)

  B. i) Explain the matchmoving process workflow. (7)

    ii) How does the matchmoving works in the production pipeline. (8)

****************ALL THE BEST***************