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Question Paper Code: U2506

B.E./B.Tech. DEGREE EXAMINATION, NOV 2024

Professional Elective

Computer Science and Engineering

21CSV506 - Visual Effects

(Common to AI&DS and CSD Engineering branches)

(Régulations 2021)

Duration: Three hours   Maximum: 100 Marks

Answer All Questions

PART A - (10 x 2 = 20 Marks)

1.	Define forward kinematics with example	CO1-U
2.	Define Pixilation.	CO1-U
3.	What is physical realism?	CO1-U
4.	What is HDRI?	CO1-U
5.	What are the types of VFX props?	CO1-U
6.	What are the particle effects?	CO1-U
7.	What are the benefits of motion capture?	CO1-U
8.	What are the challenges of planar tracking?	CO1-U
9.	Define background projection	CO1-U
10.	Write down the process of deep image compositing	CO1-U

PART – B (5 x 16= 80 Marks)

11.	(a)	Explain in detail about Full Animation	CO1-U	(16)
		Or		
	(b)	Discuss in detail about Motion paths	CO1-U	(16)
12.	(a)	Explain in detail about Color spaces	CO1-U	(16)
		Or		
	(b)	Discuss in detail about Photometric Light.	CO1-U	(16)

13. (a) Explain in detail about Particle Effects. CO1-U (16)

Or

(b) Explain in detail about Fog effect CO1-U (16)

14. (a) Explain in detail about Matte Painting. CO1-U (16)

Or

(b) Discuss in detail about ground plane determination. CO1-U (16)

15. (a) Explain in detail about blue screen/green screen CO1-U (16)

Or

(b) Explain in detail about VFX tools CO1-U (16)

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