

IMSc IT AN VFX (NEP) Sem.-3 Examination

MDC-AN-234T

3D for Films

Time : 1.00 Hour]

December-2025

[Max.Marks : 25

Instructions:

- Each question carries marks on the right-side.

Q.1. Answers the following MCQs.**[10 marks]**

- Final output of post-production is:
 - Playblast
 - Texture UVs
 - Proxy animation
 - Edited and composited film
- Stereoscopy enhances:
 - Perceived depth
 - 2D cel-animation look
 - Frame rate
 - Texture resolution
- Lighting in 3D is similar to:
 - UV mapping
 - Cloth simulation
 - Audio mixing
 - Real-world cinematography
- Stereoscopic 3D relies on:
 - Single camera
 - Dual-camera parallax
 - UV maps
 - Cloth simulation
- Animatics are created to:
 - Replace final animation
 - Create lighting presets
 - Preview timing and scene flow
 - Apply textures
- Modeling with good topology ensures:
 - Faster color grading
 - Better audio sync
 - Smooth deformation during animation
 - Shorter storyboards
- In animation, blocking refers to:
 - Setting rough poses and timing
 - Adding full polish and secondary action
 - Rendering the scene
 - Adding textures
- Lighting in a 3D shot is generally influenced by:
 - Camera angle and mood
 - Number of UV shells
 - Audio levels
 - Only shader count
- An animatic is useful because it:
 - Helps estimate timing and pacing
 - Shows final animation quality
 - Provides final lighting
 - Creates automatic rigs
- Editing ensures:
 - Smooth storytelling
 - UV mapping
 - Simulation
 - Light baking

Q.2. Answers the following Questions. (Each carries 2 marks)**[10 marks]**

- Differentiate between modeling and texturing.
- What is rendering?
- Define pre-production in the 3D film pipeline.
- What is UV mapping?
- Describe process of production. (only give names)

Q.3. Answers the following Questions. (5 marks)**[5 marks]**

- Describe the complete 3D film pipeline. (Write only points and do not write definition or details) (pre-production, production, and post-production)

Or

- Describe the post-production processes and explain.