

IMSc IT ANVFX Sem.-3 Examination

13AN13

3D for Films

Time : 2.30 Hours]

December-2025

[Max.Marks : 70

Instructions:

- Each question carries marks on the right-side.
- Answer All questions.
- Do not write anything on the question paper.

1. What is 3d for films? How is it achieved? [14]
2. Answer the following Questions. [14]
 - a) Describe the post-production process of an animated film. Explain video editing, sound design, VFX, colour correction, and compositing.
 - b) Describe the rendering process in 3D animation. Explain lighting, camera setup, render passes, and how final images are generated.

Or

 - c) What is rigging and skinning? Explain why both are essential for character animation and describe the major steps involved in creating a functional rig.
 - d) What is Depth-cues? How one can achieve with two eye closed?
3. Define Parallax and its types? [14]

Or

Discuss the difference between circular and linear polarizer?
4. What is Depth-cues? How one can achieve with two eye closed? [14]

Or

What is Stereoscopy? What are the ways of seeing the stereo content?
- 5: Answer the following MCQs. [14]
 1. The first stage of any animation film pipeline is:

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- A. Production
 - B. Pre-production
 - C. Post-production
 - D. Rendering
2. Visual sketches that represent scenes shot-by-shot are known as:
- A. Model sheets
 - B. Textures
 - C. Storyboards
 - D. VFX layers
3. A moving version of the storyboard is called:
- A. Layout
 - B. Rig
 - C. Animatic
 - D. Slate
4. Creating a 3D shape or structure is referred to as:
- A. Texturing
 - B. Rendering
 - C. Rigging
 - D. Modelling
5. Making a character ready for animation by creating bones and controls is called:
- A. Rigging
 - B. Rendering
 - C. Shading
 - D. Editing
6. A stereoscopic film uses:
- A. One camera
 - B. Two cameras
 - C. Three cameras
 - D. Four cameras
7. In stereoscopy, the illusion of depth is created by:
- A. Using bright colours
 - B. Using fast animation
 - C. Using two slightly offset images
 - D. Increasing resolution
8. The left eye view in stereoscopy is usually captured by:
- A. Right camera
 - B. Rear camera
 - C. Front camera
 - D. Left camera
9. The final output of 3D scenes into image frames is known as:
- A. Rigging
 - B. Modelling
 - C. Rendering
 - D. Editing
10. Sound editing is a part of:
- A. Pre-production
 - B. Production
 - C. Post-production
 - D. Modelling
11. Creating backgrounds for 2D films comes under:
- A. Modelling
 - B. Pre-production
 - C. Post-production
 - D. Production
12. The process of combining multiple rendered layers is called:
- A. Compositing
 - B. Modelling
 - C. Script writing
 - D. Rigging
13. In 3D animation, skinning refers to:
- A. Texturing the model
 - B. Binding mesh to rig
 - C. Adding lighting
 - D. Creating effects
14. Which file format is commonly used for sequential renders?
- A. .txt
 - B. .jpeg
 - C. .exr
 - D. .docx

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