

Exam. Code : 218403

Subject Code : 7159

M.Design (Multimedia) 3rd Semester

AFTER EFFECTS—II

Paper—II

Time Allowed—3 Hours] [Maximum Marks—40

Note :— Answer any *five*.

1. What is a composition ?
 - (A) It is where you organize your bins
 - (B) It is where you create all animation, layering and effects
 - (C) It is a 3D camera
 - (D) None of these
2. If I wanted to adjust the anchor point of an object on the composition window I would use which tool ?
 - (A) Selection tool
 - (B) Pen tool
 - (C) Pan behind tool
 - (D) None of these
3. Layers are the components you use to build a composition :
 - (A) True
 - (B) False

http://www.gnduonline.com

4. The quickest way to create a closed mask is :
 - (A) Luma key
 - (B) Rectangular/Elliptical tool
 - (C) Pan behind
 - (D) None of the above
5. What tool would I use to create a path for my text ?
 - (A) Text tool
 - (B) Pan behind tool
 - (C) Pen tool
 - (D) None of the above
6. What happens to a layer when you turn on its 3d layer switch ?
 - (A) The camera layer is created
 - (B) The layer can then be moved and rotated along its z-axis in addition to its x and y-axes
 - (C) It allows you to import 3D images
 - (D) None of the above
7. What is a camera layer ?
 - (A) It is the layer where you place audio tracks
 - (B) It allows you to view After Effects 3d layers from any number of angles and distances using layers called cameras
 - (C) It is an Effects plug in that allows you to create 3D images
 - (D) None of these answers

http://www.gnduonline.com

5×1=5

Note :—Attempt any *five*.

1. What is the function of key frames in After Effects ?
2. What is the function of scale ? What are the control keys in the tool bar ?
3. What is graph editor ? Explain how it helps a motion graphic artist.
4. What is 'ease in' and 'ease out' in After Effects ?
5. How can you reach the exact spot of the footage ?
6. How you can delete the previous time frame from the time frame panel ?
7. Explain 3D camera tracker effect. $5 \times 3 = 15$

Note :— Attempt any *two*.

1. Explain the workflow of After Effects.
2. Explain working with effects and presets; also explain the 3rd party plugins.
3. Write a note on 3D camera, lights and animating 3D.
4. How to use expressions for animation ?

$10 \times 2 = 20$