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

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   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.   5×3=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 ?

                                      10×2=20