TASHKENT UNIVERSITY OF INFORMATION TECHNOLOGIES NAMED AFTER MUHAMMAD AL-KHAREZMI

Department of Television Media Technologies

2024-2025 academic year fall semester

Final assessment on the subject " Special effects"

1. The concept of computer graphics
2. Describe the options for the "Panel Header" area
3. Motion Mosaic Effect
4. Describe the steps for creating and animating graphics in Ae
5. Types of computer graphics
6. Describe six additional clips
7. Describe the steps for creating 3D Shapes in After Effects
8. History of the development of computer graphics
9. Describe layer switches in Ae
10. Blending modes in Ae . The effect "Edge selection"
11. Describe the Composition Panel
12. History of special effects creation
13. Effects and Presets Palettes in Adobe After Effects
14. Color models. Types of color models.
15. Describe the steps for creating 2D animation in After Effects
16. Changing the filming frequency
17. Support points in Ae Threshold effect
18. What types of multimedia technologies exist?
19. Describe the illustration of the stage set in After Effects .
20. Combined shooting
21. What is Mask in Ae . Changing the shape of the mask
22. Layers . Types of layers. Layer properties. 3D layer
23. Describe how to set up a slide show in Adobe After Effects .
24. The use of special effects in cinematography
25. Mosaic Effect
26. Special effects in audio editing
27. Describe the steps for creating a text screensaver for a TV show in Adobe After Effects
28. Basic concepts and characteristics of digital video
29. What is VFX? Cartoon Effect
30. What computer programs exist for working in audio editing ?
31. Describe Creating 3D Graphics Using Adobe After Effects
32. Standard compression
33. Keyframe Interpolation in Adobe After Effects

34. Adobe program Audition and its interface
35. Describe Creating Color Related Animation in Adobe After Effects
36. What is Chroma Key and Luma Key ?
37. Stylization of effects
38. Working in Adobe program Audition
39. Describe Creating a Text Effect Screensaver in Adobe After Effects
40. What is a codec? Video codec.
41. Rendering in Adobe Audition
42. What types of compression formats do you know?
43. Describe the stages of preparing a video using tracking and stabilization in Adobe After Effects
44. Media containers and their formats
45. View the layers palette
46. Basics of Keying . The "World of Waves" Effect
47. Describe the methods of creating animation and Keying effects in AE
48. Main types of multimedia technologies in special effects
49. Basic information about layers in Adobe After Effects . What is Tracking in AE?
50. Types of video screen resolution standards
51. Scatter Effect
52. Particle Playground Effect
53. Stabilization in Adobe After Effects
54. What are the main characteristics of digital video?
55. Describe the steps to create Face Tracking in After Effects .
56. Types of multimedia technologies
57. What is Composition? Basics of creating a composition.
58. Using special effects in Adobe software Audition
59. What is composition? Creating a composition and adjusting the composition in Ae . What is the purpose of "Double Exposure"?
60. Keyframe Interpolation in Adobe After Effects
61. Foam effect
62. Color Correction and Gradation in Adobe After Effects
63. Describe the interface of the Ae program
64. Application of multimedia technologies
65. What is Composition? Creating a composition and adjusting the composition in Ae . What is the purpose of "Double Exposure"?
66. Adobe Hotkeys After Effects
67. Describe the steps to create an animation using the parallax effect in After Effects
68. What is Special Effect?
69. Caustic Curves Effect
70. Animation in Adobe After Effects

71. Describe the Tools panel
72. Visual effects
73. Card Dance Effect
74. Types of animation
75. Keyframe Interpolation in Adobe After Effects
76. History and influence of science in computer graphics
77. Simulation effects
78. What types of computer graphics exist? What is the difference between raster graphics and vector graphics?
79. What are Sound Effects? Types of Sound Effects
80. Cinema 4D program interface . Working with objects in Cinema 4D
81. Cinema 4D project settings . Studying the hierarchy of objects, creating, selecting and editing objects. Object categories – active and passive objects, comparing object types , etc.
82. Working on objects in Cinema 4D.
83. Working with Splines: Creating and working with splines. Polygonal modeling tools: points, edges.
84. Modeling with the Extrude tool. Using deformers . Working with materials and textures, light.
85. Working with keyframes in Cinema 4D.
86. Keyframes and Animation: Understanding Keyframe Animation, Animation Timeline, F-Curve Manager.
87. Camera movement and control: differences between the camera editor and the camera object.

Senior Lecturer   **M.K. Jaumitbaeva**

Head of the department, professor   **F.M. Nuraliev**