

**BACHELOR OF ARTS IN 3D ANIMATION AND  
VISUAL EFFECTS****Term-End Theory****December, 2013****BNMI-001: BASICS OF FILM MAKING-I***Time : 1½ hours**Maximum Marks : 30**Note : Attempt all questions.*

The following section is objective questions. Please tick the right answers. Each question carries 1 mark.

1. Placement of the Object in a cinematographic shot depends on :
  - (a) Third Rule
  - (b) Rule of Thirds
  - (c) Rule of Arc
2. Camera Shake is corrected using \_\_\_\_\_
  - (a) Camera Tracking
  - (b) Match Moving
  - (c) Stabilization
3. When the leading character struggles against ideas, practices or customs of other people in a story it is known as \_\_\_\_\_ conflict.
  - (a) Man Vs. Nature
  - (b) Man Vs. Animal
  - (c) Man Vs. Society

4. Which of the below is not a term used while Story Boarding ?  
(a) Hook-Up  
(b) Action  
(c) Light
5. An Aerial View is also called \_\_\_\_\_ .  
(a) Eagle Eye View  
(b) Bird's Eye View  
(c) Human Eye View
6. Fill light is softer, filling in the shadows and adding texture, and is often dimmer than the key light to avoid washing out the image and flattening it.  
(a) True.                      (b) False.
7. Focal length determines the \_\_\_\_\_ capabilities of a lens.  
(a) Light  
(b) Sound  
(c) Zoom
8. Which light should be used to separate the Character from the background ?  
(a) Back Light  
(b) Key Light  
(c) Fill Light
9. How many sections are made in "Golden Section Rule" ?  
(a) 13                      (b) 9                      (c) 8
10. Comedies and musicals generally use :  
(a) High Contrast Lighting  
(b) Low Key Lighting  
(c) High Key Lighting

11. Low key lighting uses shadows and directed pools of light to create atmosphere and suspense.
  - (a) True.
  - (b) False.
12. Low Angle shots increases the height of the subject.
  - (a) True.
  - (b) False.
13. The land gets \_\_\_\_\_ as it gets near the Horizon.
  - (a) Warmer.
  - (b) Cooler.
  - (c) Glossier.
14. Leading Character of a drama is a :
  - (a) Protagonist
  - (b) Antagonist
  - (c) Actor
15. When we use Optical Zoom in a camera \_\_\_\_\_
  - (a) The Focal Length changes.
  - (b) The camera moves from up to down.
  - (c) Camera moves closer to the object.

Answer the below questions in brief (min 5 lines).  
Each question carries 5 marks.

1. Define Extreme Long Shot and Extreme Close up shot. Give relevant examples.
2. What is a Story Board ? Explain in brief the use of story board in an Animated Film.
3. Explain in Brief what is "BODY LANGUAGE". Give Examples.