No. of Printed Pages: 4

BNMI-001

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination December, 2016

BNMI-001: BASICS OF FILM MAKING - I

Time: $1\frac{1}{2}$ hours

Maximum Marks: 30

Note: Attempt all questions. Section A has objective type questions. Select the correct answer. Each question carries 1 (one) mark.

SECTION A

Dolly is a _____. 1. 1 camera angle (a) (b) camera movement (c) camera part (d) None of these 2. Vertigo effect can be created by mixing Dolly and Zoom (a) (b) Pan and Tilt (c) Pan and Dolly None of these (d)

3.	P.O.V. is a			
	(a)	shot		
	(b)	colour model		
	(c)	light		
	(d)	None of these		ń.
4.	Protagonist is popularly known as of the story.			
	(a)	Villain		
	(b)	Hero		
	(c)	Writer		
-	(d)	None of these		
5.	Scene heading contains location.			1
	(a)	True		
	(b)	False		
6.	Scene	e will change, if the changes.		1
	(a)	character		
	(b)	director		
	(c)	location		
	(d)	None of these		
7.	ECU stands for			
	(a)	Extreme Cut Up		
	(b)	Extreme Close Up		
	(c)	Extreme Crane Up		
	(d)	None of these		
BN	MI-001	2		

8.	Tilti	ng is a/an			
	(a)	colour model			
	(b)	editing theory			
	(c)	camera movement			
	(d)	None of these			
9.	Thre	e-point lighting contains			
	(a)	Key, Background and Fill lights			
	(b)	Key, Fill and Back lights			
	(c)	Key, Back and Background lights			
	(d)	None of these			
10.	Yello	ow is a cool colour.			
	(a)	True			
	(b)	False			
11.	Rule	of Thirds is related to			
	(a)	Scripting			
	(b)	Composition			
	(c)	Lighting			
	(d)	None of these			
12.	2. Back light should be placed behind the camera.				
	(a)	True			
	(b)	False			

10.	act.	three-act structure, is the second	1	
	(a)	Confrontation		
	(b)	Set-up		
	(c)	Resolution		
	(d)	None of these		
14.	In a l	Low-angle shot, camera is placed	1	
	(a)	above eye level		
	(b)	at eye level		
	(c)	below eye level		
	(d)	None of these		
15.	Editing is a part of pre-production.			
	(a)	True		
	(b)	False		
		SECTION B		
Ans	wer a	ll the questions. Each question carries 5 marks.		
16.	Write	e a short note on 'Rule of Thirds'.	5	
17.	What	is a shot? Describe any three types of shots.	5	
18.		ass the role of Back light in three-point ng with diagram.	5	