No. of Printed Pages: 4

BNMI-002

P.T.O.

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination December, 2016

00412

BNMI-002: DIGITAL ENHANCEMENT

Tir	ime: $1\frac{1}{2}$ hours Maximum Mar							
No	Note: All questions are compulsory.							
			as objective type question uestion carries 1 mark.	s. Select				
1.	non-	deletes selected ?	or hides the pixel which	h is <i>1</i>				
	(a)	Crop tool	•					
	(b)	Selection tool						
	(c)	Marquee tool						
2.	Feather creates smoothness around selection.			. 1				
	(a)	True						
	(b)	False						
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3.	pixel.		
	(a)	Eyedropper	
	(b)	Testdropper	
	(c)	Eyetester	
4.	In RGBA channels, A represents Alpha.		
	(a)	True	
	(b)	False	
5.	Square pixels means Pixel Aspect Ratio is		
	(a)	1.0	
	(b)	1.2	
	(c)	1.5	
6.	Transparency information is stored in the		
	(a)	Red	
	(b)	Green	
	(c)	Alpha	
7.	technique makes it easy to replace a		
	background.		
	(a)	Scaling	
	(b)	Transform	
	(c)	Keying	

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8.	comp	is used to create duplicate layer and osition.	1		
	(a)	Ctrl + D			
	(b)	Ctrl + C			
	(c)	Ctrl + E			
9.	PAL video uses 30 frames per second to play a video.				
	(a)	True			
	(b)	False			
10.	The full form of PAL is				
•	(a)	Phase Alternating Lose			
	(b)	Phase Alternation Line			
	(c)	Phase Alternating Line			
11.	Paint Bucket tool is used to the colour in layer.				
	(a)	Crop			
	(b)	Delete			
	(c)	Fill			
12.	· ·	is used to do temporary colour			
	adjustment on selected part of the image.				
	(a)	Adjustment Image	•		
	(b)	Adjustment Solid			
	(c)	Adjustment Layer			
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13.	Pre-composition, is occasionally abbreviated in casual use to precomp or pre-comp.			
	(a)	True		
	(b)	False		
14.	Hold down spacebar or the middle mouse button to temporarily activate the tool.			
	(a)	Hand		
	(b)	Transform		
	(c)	Selection		
15.	Full I	HD means	1	
	(a)	1980×720		
	(b)	1980×1080		
	(c)	1980×1440		
		he following questions in brief. Each questi narks.	on	
16.	Expla	ain Alpha channel and Layer mask.	5	
17.	Expla	in the process of white balance in Photoshop.	5	
18.		e a note on keying process for the green n shot.	5	