

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination

December, 2018

BNMI-001 : BASICS OF FILM MAKING - I

Time : 1½ hours

Maximum Marks : 30

Note : Attempt all questions.

SECTION - A

This Section has objective type questions. Select the correct answer. Each question carries 1(one) mark.

1. Protagonist is popularly called as _____. 1
 (a) Hero (b) Villain
 (c) Director (d) None of these
2. Story board is a series of _____. 1
 (a) Shots (b) Scenes
 (c) Drawings (d) News stories
3. Tilt is a _____. 1
 (a) Camera movement (b) Camera lens
 (c) Camera mount (d) None of these
4. Editing is part of _____. 1
 (a) Pre-production (b) Production
 (c) Post-production (d) None of these

5. Confrontation comes in _____. 1
(a) Act-I (b) Act-II
(c) Act-III (d) None of these
6. Back light helps in separating the subject from background. 1
(a) True (b) False
7. Soft light creates lighter shadow. 1
(a) True (b) False
8. Low-key lighting _____. 1
(a) Minimise shadows
(b) Enhance shadows
(c) None of these
9. Extreme long shot can be used to _____. 1
(a) Show the facial expressions
(b) Show the emotions
(c) Establish the location
(d) None of these
10. In prime lens _____. 1
(a) Focal length is fixed
(b) Focal length can be changed
(c) None of these
11. Focal length affects the angle of view. 1
(a) True (b) False
12. High-angle shot _____. 1
(a) Shows the subject stronger and dominant.
(b) Shows the subject weaker or less important
(c) None of these

13. The result of 'Zoom in' is different from 'Dolly in'. 1
(a) True (b) False
14. Dynamic shots have no camera movements. 1
(a) True (b) False
15. Character designing is a part of post-production. 1
(a) True (b) False

SECTION - B

Answer all the questions. Each question carries 5 marks.

16. What is shot ? Discuss the different types of shots. 5
17. Discuss the role of Fill Light in three-point lighting with diagram. 5
18. Write a short note on 'Three-act structure'. 5
