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BNMI-014

BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination December, 2018

BNMI-014 : EDITING

Time	: 1½	hours Maximum Marks : 30			
Note	: Ai	nswer all questions. Section-A has objective type uestions. Select the correct answer. Each question arries 1 mark.			
		SECTION - A			
1.	Cros	ss cutting is also known as 1			
	(a)	Jump cut			
	(b)	Transition			
	(c)	Parallel editing			
2.	Edit	ting is a part of 1			
	(a)	Pre-production			
	(b)	Production			
	(c)	Post-production			
3.	The book, 'In the Blink of an Eye: A Perspective on Film Editing' is written by				
	(a)	Walter Nurch			
	(b)	D.W. Griffith			
	(c)	None of these			
		РТО			

4.	is the default shortcut key(s) to select				
	the left edge of the edit point.				
	(a) Option + R				
	(b) [(left bracket)				
	(c) None of these				
5.	Which of the following is the default shortcut				
	key(s) for hiding Final Cut Pro?				
	(a) Command + H				
	(b) $Command + Q$				
	(c) None of these				
6.	EDL stands for				
	(a) Editing Disk Load	1			
	(b) Edit Decision List				
	(c) None of these				
7.	is an audio file format.				
	(a) *.pdf	1			
	(b) *.wav				
	(c) *.png				
8.	is a video file format.	_			
	(a) *.pdf	1			
	(b) *.png				
	(c) *.mov /				
9.	180-degree rule is a guideline for				
	(a) Writing	1			
	(b) Cinematography				
	(c) None of these				
10.	Wipe is a video transition.				
	(a) T _{***} .	1			
	(a) True (b) False				

11.	stays the same.							
	•	True	(b)	False				
12.	Mono audio signal has more channels than stereo.							
	(a)	True	(b)	False				
13.	A slide edit							
	(a) Creates gap between clips							
	(b) Moves the clip's position without creating gap							
	(c)		e					
14.	By using the precision editor, the edit point between two clips can be fine-tuned.							
	(a)	True	(b)	False				
15.	Timeline is an important part of							
	(a) Camera							
	(b)	NLE system						
	(c)	None of thes	e					
		s	ECTION	1 - B				
16.	What is parallel editing? Describe it with suitable examples.							
17.	Describe any five important tools of FCP.							
18.	What is jump cut? How can we avoid the abrupt discontinuity of jump cuts?							