No. of Printed Pages: 4

BNMI-001

## BACHELOR OF ARTS IN 3D ANIMATION AND VISUAL EFFECTS

Term-End Theory Examination June, 2016

BNMI-001 : BASICS OF FILM MAKING - I

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

10322

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**

(d)

None of these

| 3. | Script writing is a part of post-production. |                                       |   |
|----|--|---------------------------------------|---|
|    | (a)  | True                                  |   |
|    | (b)  | False                                 |   |
| 4. | 180 degree rule is related to                |                                       |   |
|    | (a)  | Shooting                              |   |
|    | (b)  | Lighting                              |   |
|    | (c)  | Set designing                         |   |
|    | (d)  | None of these                         |   |
| 5. | Dolly  | is similar to Zoom.                   | 1 |
|    | (a)  | True                                  |   |
|    | (b)  | False                                 |   |
| 6. | In a   | high-angle shot, the camera is placed | 1 |
|    | (a)  | above eye level                       |   |
|    | (b)  | at eye level                          |   |
|    | (c)  | below eye level                       |   |
|    | (d)  | None of these                         |   |
| 7. | In 3-act structure, is the first act.        |                                       |   |
|    | (a)  | Resolution                            |   |
|    | (b)  | Setup                                 |   |
|    | (c)  | Confrontation                         |   |
|    | (d)  | None of these                         |   |
|    |  |                                       |   |

| 8.  | Fill light reduces the darkness of shadows created by key light. |                                   |   |
|-----|--|-----------------------------------|---|
|     | (a)  | True                              |   |
|     | (b)  | False                             |   |
| 9.  | 'Golden Section' is related to                                   |                                   | 1 |
|     | (a)  | lighting                          |   |
|     | (b)  | scripting                         |   |
|     | (c)  | composition                       |   |
|     | (d)  | None of these                     |   |
| 10. | Red i  | is a coal colour.                 | 1 |
|     | (a)  | True                              |   |
|     | (b)  | False                             |   |
| 11. | Pann   | ning is a                         | 1 |
|     | (a)  | camera movement                   |   |
|     | (b)  | camera angle                      |   |
|     | (c)  | colour model                      |   |
|     | (d)  | None of these                     |   |
| 12. | Scen   | e action is a part of screenplay. | 1 |
|     | (a)  | True                              |   |
|     | <b>(b)</b>   | False                             |   |
|     |  |                                   |   |

3

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| 13.       | OTS stands for |  |   |  |  |  |  |
|-----------|----------------|--|---|--|--|--|--|
|           | (a)            | Over The Shoulder  |   |  |  |  |  |
|           | (b)            | Oil Test Scheme  |   |  |  |  |  |
|           | (c)            | Over The Sun   |   |  |  |  |  |
|           | (d)            | None of these  |   |  |  |  |  |
| 14.       | Antag          | gonist is generally also known as villain.               | 1 |  |  |  |  |
|           | (a)            | True   |   |  |  |  |  |
|           | (b)            | False  |   |  |  |  |  |
| 15.       | Dolly          | Zoom/Zolly is also known as Vertigo effect.              | 1 |  |  |  |  |
|           | (a)            | True   |   |  |  |  |  |
|           | (b)            | False  |   |  |  |  |  |
| SECTION B |                |  |   |  |  |  |  |
| Ans       | wer <b>a</b> l | II the questions. Each question carries 5 marks.         |   |  |  |  |  |
| 16.       |                | ss the role of key light in three-point ng with diagram. | 5 |  |  |  |  |
| 17.       | Write          | a short note on 'Golden Section'.                        | 5 |  |  |  |  |
| 18.       | What           | is camera movement? Describe any two.                    | 5 |  |  |  |  |