

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

Term-End Theory Examination

June, 2018

00273

BNMI-001 : BASICS OF FILM MAKING – I

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

Maximum Marks : 30

Note : Attempt *all* questions.

SECTION A

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

1. Pan is a 1
- (a) Camera movement
 - (b) Camera lens
 - (c) Tripod
 - (d) None of these
2. Scripting is part of 1
- (a) Post production
 - (b) Production
 - (c) Pre-production
 - (d) None of these

3. Setup is a part of Act-I. 1
- (a) True
 - (b) False
4. Which one of the following is *not* a part of three-point lighting? 1
- (a) Key light
 - (b) Background light
 - (c) Back light
 - (d) Fill light
5. Hard light creates darker shadow. 1
- (a) True
 - (b) False
6. High-key lighting 1
- (a) Minimises shadows
 - (b) Enhances shadows
 - (c) None of these
7. Which of the following shots is used to show facial expression? 1
- (a) Long shot
 - (b) Medium shot
 - (c) Close-up shot
 - (d) None of these

8. In zoom lens 1
- (a) Focal length is fixed
 - (b) Focal length can be changed
 - (c) None of these
9. If focal length increases, angle of view also increases. 1
- (a) True
 - (b) False
10. Low-angle shot 1
- (a) Enhances the subject's importance
 - (b) Shows the subject is weaker or less important
 - (c) None of these
11. Dolly and Zoom have different effects. 1
- (a) True
 - (b) False
12. Static shots have no camera movements. 1
- (a) True
 - (b) False
13. Character designing is a part of 1
- (a) Production
 - (b) Pre-production
 - (c) Post-production
 - (d) None of these

14. Storyboard helps in pre-visualization of shots. 1
- (a) True
 - (b) False
15. Antagonist is popularly called as 1
- (a) Hero
 - (b) Villain
 - (c) Director
 - (d) None of these

SECTION B

Answer all the questions. Each question carries 5 marks.

16. Define the following terms : 5
- (a) Shot
 - (b) Scene
 - (c) Sequence
17. What is three-point lighting ? Describe it with the help of a diagram. 5
18. Write a short note on 'Character Designing'. 5
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