

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

**Term-End Theory**

**December, 2011**

**BNMI-001 (F2F) : BASICS OF FILM MAKING - I**

*Time : 1.5 hours*

*Maximum Marks : 30*

*(Weightage 30%)*

---

*Note : Attempt ALL questions.*

---

**The following section is objective questions.  
Please tick the right answers. Each question  
carries 1 mark.**

1. What is a short description, an outline or a short presentation of the story ?
  - (a) Logline.
  - (b) Synopsis.
  - (c) Script.
  
2. Which of the below is not a type of Character Designing ?
  - (a) Cartoon Character
  - (b) Anthropomorphic Character
  - (c) Special Character

3. Main Character of a story is called \_\_\_\_\_.
- (a) Antagonist
  - (b) Side Actor.
  - (c) Protagonist
4. Lighting a scene is done on the base of \_\_\_\_\_ lighting theory.
- (a) 6 point
  - (b) 3 point
  - (c) 4 point
5. "Turning Point" in a story is known as \_\_\_\_\_.
- (a) Climax
  - (b) Start
  - (c) Songs
6. How many sections are made in "**Golden Section**"?
- (a) 13
  - (b) 9
  - (c) 8
7. Which of the following point should be kept in mind for a Travelling object in a Scene ?  
e.g. A person is jogging on a beach.
- (a) More space should be kept in front.
  - (b) More space should be in top.
  - (c) More space should be in back.

8. CCD stands for
- (a) Color Correction Diode
  - (b) Charge Coupled Device
  - (c) Charged Color Device
9. Which of the below is a Film based Camera ?
- (a) Digicam
  - (b) Analog
  - (c) Digital
10. Which of the below is not a term used while Story Boarding ?
- (a) Hook-Up
  - (b) Action
  - (c) Light
11. When we use Optical Zoom in a camera \_\_\_\_\_
- (a) The Focal Length Changes.
  - (b) The camera moves from up to down.
  - (c) Camera moves closer to the object.
12. While shooting in low light which of the below mentioned focusing system would create a problem ?
- (a) Manual Focusing.
  - (b) Auto Focusing.

13. Which light is used to separate the Subject from the back ground ?
- (a) Key Light
  - (b) Fill Light
  - (c) Back Light
14. To shoot a War sequence which of the below shots would be highly recommended ?
- (a) Bird's eye
  - (b) Tower Shot
  - (c) Flying Camera
15. Which of the below shape is not exciting/boring in a Composition ?
- (a) Hexagon
  - (b) Ellipse
  - (c) Circle
16. **Answer the below questions in brief. Each question carries 5 marks each.**
- (a) Explain in Brief What is "BODY LANGUAGE"
  - (b) What is a "Rule of Thirds".
  - (c) In Cinematography what are the different types of Shots ? Explain any 2 in brief.
-