

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

Term-End Theory Examination

December, 2017

BNMI-014 : EDITING

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 mark.

1. Montage is a editing technique. 1
 - (a) True
 - (b) False

2. We can do multicam editing in FCP. 1
 - (a) True
 - (b) False

3. What is the shortcut for turning snapping on or off in FCP ? 1
 - (a) Shift+3
 - (b) S
 - (c) N

4. Shift+Command+M is shortcut for _____ 1
in FCP.
- (a) Match color between clips
 - (b) Match sound between clips
 - (c) None of the above
5. Which of the following is true ? 1
- (a) FCP is a audio editing software
 - (b) FCP is used for linear video editing
 - (c) FCP is used for non-linear video editing
6. Time code is used for _____ . 1
- (a) Identifying recorded video
 - (b) Making time-table
 - (c) None of the above
7. Which of the following is SMPTE time code ? 1
- (a) Hour : Minute : Frame : Second
 - (b) Hour : Minute : Second : Frame
 - (c) None of the above
8. Dissolve is a video transition. 1
- (a) True
 - (b) False
9. Delay is _____ effect. 1
- (a) Audio
 - (b) Video
 - (c) None of the above

10. Live Type is developed by _____ . 1
- (a) Microsoft
 - (b) Apple Inc.
 - (c) None of the above
11. 3D compositing for visual effects can be done in _____ 1
- (a) Motion
 - (b) Sound track pro
 - (c) None of the above
12. .mov is a _____ file format. 1
- (a) Video
 - (b) Audio
 - (c) None of the above
13. Transitions can be used in both audio and video editing. 1
- (a) True
 - (b) False
14. Viewer and Canvas are windows in _____. 1
- (a) Photoshop
 - (b) FCP
 - (c) None of the above.

15. 180° rule is related to _____ . 1
- (a) Reverse cut
 - (b) Jump cut
 - (c) None of the above

SECTION - B

Answer all three questions. Each question carries 5 marks.

16. What is cross cutting ? Explain with examples. 5
17. What is transition ? Describe any two video transitions with examples. 5
18. What is editing ? Describe the different steps of editing in FCP. 5