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BNMI- 001

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

Term-End Theory Examination, 2019
BNMI-001: BASICS OF FILM MAKING-I

Time : 1½ hours]		urs}	[Maximum Marks: 30	
Note	: Atten	npt <b>all</b> questions.		
		SECTION	-A	
		on <b>A</b> has objective type er. <b>Each</b> question carr	questions. Select the correct ies 1 mark.	
1.	Villair	is also known as	[1]	
•	(a)	Antagonist		
	(b)	Protagonist		
	(c)	Director		
	(d)	None of the above		
2.	Dolly	is a camera move	ment. [1]	
	(a)	True	•	
•	(b)	False	•	
BNM	11-001	(1)	P.T.O.	

3.	Editi	ing is a part of pre-production.	[1]
	(a)	True	
	(b)	False	
4.	Photo	ography can be defined as recording of light	. [1]
	(a)	True	
	(b)	False	
5.		e context of 3 act structures, which of the follo the correct order ?	wing [1]
	(a)	Confrontation → Resolution → Setup	
	(b)	Setup $\rightarrow$ Confrontation $\rightarrow$ Resolution	
	(c)	Resolution $\rightarrow$ Confrontation $\rightarrow$ Setup	
	(d)	Setup $ ightarrow$ Resolution $ ightarrow$ Confrontation	
6.	Aeria	l view is also Known as	[1]
	(a)	Viral view	
	(b)	Bird's -Pye view	
	(c)	Mural view	
	(d)	None of the above	
BNM	[-00]	(2)	

7.	P.O.V	stands for	[1]
	(a)	Point of View	
	(b)	Part of View	
	(c)	Portion of View	
8.	In a hi	gh-angle shot, the camera is placed _	[1]
· ·	(a)	below eye level	
	(b)	above eye level	
	(c)	at eye level	
	(d)	None of these	
9.	Scene	e action is not a part of screenplay.	[1]
	(a)	True	
	(b)	False	
10.	Vertig	go effect can be created with the cor	nbination of
	Dolly	and loom.	[1]
	(a)	True	
	(b)	False	
BNM	II-001	(3)	[P.T.O.]

11.	Three-point lighting contains		[1]
	(a)	Key,Fill and Background lights	
	(b)	Key, Back and Background lights	
	(c)	Key, Fill and Back lights	
. '	(d)	None of the above	
12.	High-Key lighting		[1]
	(a)	Enhances shadows	
	(b)	Minimises shadows	
	(c)	None of the above	
13.	Zoom is not a true camera movement.		[1]
	(a)	True	
	(b)	False	
14.	Hard	light creates lighter shadow.	[1]
	(a)	True	
	(b)	False	
BNMI	-001	(4)	

15.	ECU stands for				
•	(a)	Extreme Close Up			
	(b)	Extreme Crowd Up			
	(c)	Extreme Crane Up			
	(d)	None of the above			
		Section-B			
	Answer all the questions . Each question carries 5 marks.				
16.	What	is Shot ? Describe any four types of shots	[5]		
17.	What	is Three-point lighting? Describe it with diagram	.[5]		
18.	Write	a short note on Storyboard.	[5]		
	·	X	-		