



## BRAINWARE UNIVERSITY

Term End Examination 2021 - 22

Programme – Bachelor of Arts (Honours) in Journalism, Mass Communication & Media Science

Course Name – Videography & Video Editing

Course Code - GEMM401

( Semester IV )

Time allotted : 1 Hrs.15 Min.

Full Marks : 60

[The figure in the margin indicates full marks.]

### Group-A

(Multiple Choice Type Question)

1 x 60=60

Choose the correct alternative from the following :

- (1) What is the full form of SLR?
 

a) Single Long Reflex	b) Simple Lens Reflex
c) Single Lens Reflection	d) Single Lens Reflex
- (2) Light travels in a
 

a) circular line	b) zigzag line
c) straight line	d) None of these
- (3) An exposure combination of F/5.6 with 1/500sec is equivalent with an exposure F/2.8 with 1/\_\_\_sec
 

a) 100	b) 200
c) 500	d) 2000
- (4) Camera sensor is equivalent to \_\_\_\_\_ of human eye
 

a) retina	b) Brain Cells
c) Optic nerves	d) Cornea
- (5) Focal length for normal lens for CANON 5D DSLR is approximately
 

a) 35	b) 20
c) 50	d) 100
- (6) 25 mm lens is a \_\_\_\_\_ lens for CANON 1000D DSLR camera
 

a) Wide	b) Normal
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- c) Narrow  
 (7) 250 mm lens is a \_\_\_\_\_ lens for CANON 5D DSLR camera  
 a) Wide  
 c) Narrow
- d) None of these  
 b) Normal  
 d) None of these
- (8) Block lens has a \_\_\_\_\_ focal length  
 a) variable  
 c) Fixed
- b) Long  
 d) None of these
- (9) Which magnification is needed to capture a scenic beauty?  
 a) Extreme long shot  
 c) Long shot
- b) Mid shot  
 d) None of these
- (10) Which lens is needed to capture a scenic beauty?  
 a) Normal  
 c) Wide
- b) Tele  
 d) None of these
- (11) Magnification from head to waist is called  
 a) Long shot  
 c) Mid shot
- b) Close shot  
 d) None of these
- (12) \_\_\_\_\_ light creates outline of a character  
 a) Fill Light  
 c) Key Light
- b) Back Light  
 d) None of these
- (13) A light is placed 180 degree to camera via the subject. The Light is called  
 a) Fill Light  
 c) Rim Light
- b) Key Light  
 d) Back Light
- (14) A camera placed above the subject's eye line is called \_\_\_\_ shot.  
 a) Top View  
 c) OTS
- b) High angle  
 d) Low angle
- (15) The light creating visibility is called as \_\_\_\_\_  
 a) Back Light  
 c) Key Light
- b) Top light  
 d) Rim Light
- (16) The light which eliminates shadow is called as \_\_\_\_\_  
 a) Back Light  
 c) Key Light
- b) Fill light  
 d) Rim Light
- (17) The light placed just horizontal 180 degree opposite to the subject is called as \_\_\_\_\_  
 a) Back Light  
 c) Key Light
- b) Fill light  
 d) Rim Light
- (18) The light which can't create shadow is \_\_\_\_\_  
 a) Back Light  
 c) Key Light
- b) Fill light  
 d) Rim Light
- (19) A Hard shadow is created by \_\_\_\_\_  
 a) Hard Light
- b) Reflected light

- c) Refracted Light  
 (20) Refraction happens in \_\_\_\_\_  
 a) Glass  
 c) Glycerine
- d) None of these  
 b) Water  
 d) None of these
- (21) Reflected Light creates  
 a) hard shadows  
 c) Very soft shadows
- b) soft shadows  
 d) no shadows
- (22) Diffused Light creates  
 a) hard shadows  
 c) no shadows
- b) soft shadows  
 d) None of these
- (23) To shoot a landscape we need \_\_\_\_\_ lens  
 a) Wide angle  
 c) Narrow angle
- b) Normal  
 d) None of these
- (24) To shoot a portrait we need \_\_\_\_\_ lens  
 a) Wide angle  
 c) Narrow angle
- b) Normal  
 d) None of these
- (25) To shoot a locality we need \_\_\_\_\_ lens  
 a) Drone  
 c) Crane
- b) Steadycam  
 d) None of these
- (26) To shoot an ant we need \_\_\_\_\_ lens  
 a) Wide angle  
 c) Narrow angle
- b) Normal  
 d) Macro
- (27) Lower depth of field is obtained by aperture no \_\_\_\_\_  
 a) 16  
 c) 5.6
- b) 1.4  
 d) 2.8
- (28) A video consists of a sequence of \_\_\_\_\_.  
 a) Frames  
 c) Packets
- b) Signals  
 d) Slots
- (29) If frames are displayed on screen fast enough, we get an impression of:  
 a) Signals  
 c) Packets
- b) Motion  
 d) Bits
- (30) Most common compression technique that is used to create CD-quality audio is based on perceptual encoding technique is called \_\_\_\_\_.  
 a) Predictive Encoding  
 c) MPEG
- b) Perceptual Encoding  
 d) JPEG
- (31) Streaming stored audio/video, files are compressed and stored on a \_\_\_\_\_.  
 a) IP  
 c) Domain
- b) Server  
 d) Internet
- (32) What type of shot displays the camera as a subject or character?

- a) Over the Shoulder  
c) Point of View
- b) Wide Shot  
d) Mid Shot
- (33) What is a standard piece of equipment used for steady camera shots?  
a) Hand held  
c) Lens  
b) Tripod  
d) Camera Strap
- (34) Which of the following is not a type of Reflector?  
a) Gold  
c) Diamond  
b) Silver  
d) Translucent
- (35) A wide-angle lens refers to:  
a) a lens whose focal length is substantially smaller than the focal length of a normal lens for a given film plane.  
c) a lens whose focal length is equal to the focal length of a normal lens for a given film plane.  
b) a lens whose focal length is substantially larger than the focal length of a normal lens for a given film plane.  
d) None of these
- (36) EDL stands for:  
a) Electronic Decision list  
c) Electronic Decision list  
b) Edit Decision List  
d) None of these
- (37) Chroma is the term used to refer to:  
a) Saturation or strength of a color.  
c) Colour Temperature  
b) Luminosity of Colour  
d) None of these
- (38) Cloudy sky has a colour temperature of:  
a) 8000 – 9000 K  
c) 5500 K  
b) 6500-7500 K  
d) None of these
- (39) The distance between the nearest and the furthest objects giving a focused image is called \_\_\_\_\_.  
a) Depth of Focus  
c) Distance of Field  
b) Depth of Field  
d) None of these
- (40) Light creates \_\_\_\_\_ in human life?  
a) Shadows  
c) Depth  
b) Colours  
d) All of these
- (41) Focus is also called as?  
a) Image Plane  
c) Zoom out  
b) Zoom in  
d) All of these
- (42) Which of these lenses are used for sports and wildlife photography?  
a) Less than 21mm  
c) 70-135 mm  
b) 135-300 mm  
d) 35-70 mm
- (43) SLR stands for:  
a) Sound lens reflex  
c) Serial lens reflex  
b) Single lens rotator  
d) Single-lens reflex
- (44) Colour Temperature is measured in \_\_\_\_\_.

- a) Fahrenheit  
c) Kelvin
- b) Celsius  
d) None of these
- (45) Sunny daylight has a colour temperature of:
- a) 8000  
c) 3200
- b) 5500  
d) None of these
- (46) What is a document that describes your needed camera set ups?
- a) Script  
c) Rule of Thirds
- b) Shot List  
d) Synopsis
- (47) MPEG stands for :
- a) Media Player Experts Group  
c) Media Player Exports Group
- b) Moving Picture Experts Group  
d) Motion Picture Exports Group
- (48) In which stage do you EDIT your video?
- a) Production  
c) Post-Production
- b) Pre-Production  
d) None of these
- (49) In which stage to you RECORD/CAPTURE the videos?
- a) Pre-Production  
c) Post-Production
- b) Production  
d) None of these
- (50) In which stage do you create a STORYBOARD?
- a) Post-production  
c) Pre-production
- b) Production  
d) None of these
- (51) What are the three stages of a video production?
- a) Pre-production, production and post-production  
c) Storyboard, Filming, editing
- b) production, storyboard, editing  
d) None of these
- (52) Editing is almost an art form because
- a) You have to know what to cut to make people look good.  
c) You are blending together images and sound to make a connected piece
- b) You are trying to cover up the mistakes of the director and cameraman.  
d) It's not really an art, it's just moving things around to look good
- (53) Name the tool that trims the In and Out points of a single clip at the same time. The Clip duration remains the same but you are showing different clip content.
- a) Slip tool  
c) Slide
- b) Razor  
d) None of these
- (54) What are cover shots that go Jump Cuts called?
- a) Handles  
c) B-Roll
- b) Jump Cut  
d) Cutaway
- (55) Name the cut between slightly different angles of any single subject.
- a) Handles  
c) B-Roll
- b) Jump Cut  
d) Cutaway
- (56) Define the keyboard shortcut A.
- a) Track select forward tool  
b) Track backward tool

- c) Rolling edit tool
- (57) Define the keyboard shortcut K.
- a) Play
  - c) one frame backward
- (58) Define the keyboard shortcut Shift-I.
- a) Placing pointer at the first frame
  - c) Placing pointer at the last frame
- (59) Define the keyboard shortcut J.
- a) Play clip or sequence forward
  - c) Play clip or sequence backward
- (60) Define the keyboard shortcut L.
- a) Play clip or sequence forward
  - c) Play clip or sequence backward
- d) None of these
  - b) One frame forward
  - d) To stop play head
  - b) Placing pointer at the in-point position
  - d) None of these
  - b) Stop Playing Clip or Sequence
  - d) None of these
  - b) Stop Playing Clip or Sequence
  - d) None of these