

Television Productions (Digital Media)
Core Course of BMMC VI Semester
CUCBCSS-2014-admn

QUESTIONNAIRE

1. Documentary
 - A. Story narration
 - B. **Factual report on a subject**
 - C. Serial story
 - D. None of the above
2. Drama
 - A. Narration of a subject
 - B. **A play**
 - C. Serial story
 - D. Live story
3. Fiction
 - A. Documentary
 - B. **Imaginary Events**
 - C. A News report
 - D. None of the above
4. Soap opera
 - A. **Television serial**
 - B. Opera Dance
 - C. Live Quiz
 - D. None of the above
5. Properties in production
 - A. Location
 - B. **Materials**
 - C. Real estate
 - D. None of the above
6. Crew
 - A. **Personal employed**
 - B. Stunt artists
 - C. Video tripod
 - D. Editing technique
7. Floor Management
 - A. Art Direction

- B. Scenic Design
- C. Connecting Control room, crew and Director
- D. None of the above

8. Media research

- A. Innovation in media technology
- B. Study of effects of Different media
- C. Interactive Media
- D. None of the above

9. Qualitative research

- A. primary exploratory research.
- B. Research on quality control
- C. Research on Total quality management
- D. None of the above

10. Quantitative research

- A. Method dealing with numbers
- B. Exploratory research
- C. Quantity of research
- D. None of the above

11. Historical Research

- A. Examining past events to draw conclusions
- B. Method dealing with number of years
- C. A method of quantitative research
- D. None of the above

12. Survey in research

- A. Research using questionnaire
- B. Exploratory research.
- C. Aerial survey
- D. None of the above

13. Content Analysis

- A. Content creation
- B. Script discussion
- C. Interpreting and coding textual material
- D. None of the above

14. Literature review

- A. Published and un published studies on a topic
- B. Review writing of a novel

- C. Review on an event
- D. None of the above

15. Statistical analysis

- A. Static page analysis
- B. **Data analysis**
- C. Research in Statics
- D. None of the above

16. Interpretation in research

- A. Translation
- B. **drawing inferences from facts**
- C. Different views
- D. None of the above

17. Production planning

- A. **Pre production**
- B. Post Production
- C. Editing
- D. Dissemination

18. Pre production

- A. Editing
- B. **Story Board**
- C. Live recording
- D. None of the above

19. Post production

- A. Editing
- B. **Story Board**
- C. Live recording
- D. Set designing

20. Live recording

- A. **Location Sound**
- B. Back ground sound
- C. Mixing
- D. None of the above

21. Linear editing

- A. Non destructive
- B. Destructive
- C. **Order sequence**

D. None of the above

22. Non linear Editing

- A. **Non destructive**
- B. Destructive
- C. Order sequence
- D. None of the above

23. Ambient sound.

- A. **Back ground sound**
- B. Sound noise
- C. Sound created by console
- D. None of the above

24. Bandwidth.

- A. The amount of audio spectrum required by a signal.**
- B. Width of radio band
- C. Frequency of signals
- D. None of the above

25. Bidirectional microphone.

- A. **Microphone pick up sound on two sides**
- B. Two microphones mounted in two directions
- C. Capture from all direction
- D. None of the above

26. Capture Card.

- A. Memory Card
- B. Mother Board
- C. Converts analogue to Digital**
- D. None of the above

27. CCU.

- A. Charged Couple Unit
- B. Camera control unit**
- C. Camera condenser Unit.
- D. None of the above

28. CCD.

- A. Camera Control device
- B. Charge-coupled device**
- C. Character control Dept.
- D. Chroma control device

29. CG.
- A. **Character Generator.**
 - B. Control ground
 - C. Condenser Generator
 - D. Chroma generator
30. Character generator
- A. **Generate titles**
 - B. Generation loss controller
 - C. Character design software
 - D. None of the above
31. Chroma.
- A. Sound effect
 - B. **The characteristic of a color**
 - C. Character generator
 - D. None of the above
32. Chroma key.
- A. **Layering two images**
 - B. Sound editing
 - C. Title generation
 - D. Background score
33. Chrominance.
- A. **Refers to Color**
 - B. Refers to Brightness
 - C. Refers to sound
 - D. Refers to Light
34. Luminance
- A. Refers to Color
 - B. **Refers to Brightness**
 - C. Refers to sound
 - D. Refers to Light
35. Panoramic
- A. Close up
 - B. **Wide view**
 - C. Mid shot
 - D. Detail of scene
36. Close-up
- A. **Detail of scene**
 - B. Wide view
 - C. Mid shot

- D. None of the above
- 37. Codec.
 - A. **Compress and decompress data**
 - B. Video code
 - C. Video deck
 - D. None of the above
- 38. Compression.
 - A. **Reducing the size of digital file**
 - B. Converting analogue to Digital
 - C. Reducing physical size
 - D. Converting Digital to analogue
- 39. Condenser microphone.
 - A. **Using a battery to maintain a charge across two plates**
 - B. Omni directional
 - C. Bi directional
 - D. None of the above
- 40. Story board
 - A. **Pre production**
 - B. Production
 - C. Post Production
- 41. Commercials
 - A. Trade and commerce
 - B. **Advertisement**
 - C. Anchoring
 - D. Finance programmers
- 42. Narrative Editing
 - A. **Story as its main motivation**
 - B. an aesthetic of film that does not narrate
 - C. Silent movie
 - D. None of the above
- 43. Non Narrative editing
 - A. Story as its main motivation
 - B. **aesthetic of film that does not narrate**
 - C. Silent movie
 - D. None of the above
- 44. VFX
 - A. **Special effects**
 - B. Story board
 - C. Digital script
 - D. Shooting script

45. CU.
A. **Close-up.**
B. Camera Unit
C. Control Unit
D. Cut and Paste
46. Cut in editing
A. **The instantaneous transition**
B. B. Cut and paste
C. Removing the frame
D. None of the above
47. Cyclorama.
A. **seamless background**
B. Special effects
C. Editing software
D. None of the above
48. DV.
A. **Digital video**
B. Data version
C. Drive of video
D. None of the above
49. dB.
A. **Decibel.**
B. Digital book
C. Digital backup
D. Digital background
50. LCD.
A. **Liquid Crystal Display.**
B. Lens Couple Devise
C. Linear Control devise
D. None of the above

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