Code: 316303

## BMC 3rd Semester Exam., 2018

## TELEVISION PRODUCTION-1

Time: 3 hours

Full Marks: 60

## Instructions:

- (i) The marks are indicated in the right-hand margin.
- (ii) There are **SEVEN** questions in this paper.
- (iii) Attempt FIVE questions in all.
- (iv) Question Nos. 1 and 2 are compulsory.
- 1. Answer any six of the following as directed:

 $2 \times 6 = 12$ 

- (a) Monopod also called a unipod is \_\_\_\_\_ staff or pole used to help support camera.
  - (i) double
  - (ii) triple
  - (iii) single

( Choose the correct option )

- (b) Width of DV tape is
  - (i) 1/4 inch
  - (ii) 1/2 inch
  - (iii) 3/4 inch

( Choose the correct option )

(Turn Over)

- Detailed shot is typically composed of
  - (i) ECU
  - (ii) ELS
  - (iii) MS

( Choose the correct option )

- India uses \_\_\_\_ colour system for television broadcasting.
  - (i) PAL
  - (ii) NTSC
  - (iii) SECAM

( Choose the correct option)

- (e) What is colour temperature of candle light?
  - (i) 1000 K
  - (ii) 2500 K
  - (iii) 5500 K

( Choose the correct option)

CMOS is not a part of camcorder.

( Write True or False

Audio comes after visuals.

( Write True or False) (Continued!

AK9/301

AK9/301

С

(h) By using white balance preset we can control depth of field.

(Write True or False)

- (i) Zoom is a type of camera movement.

  ( Write True or False )
- (j) Editing is a process before scripting.( Write True or False )
- 2. Explain any three of the following: 4×3=12
  - (a) Digital camera
  - (b) Focal length
  - (c) Lighting
  - (d) Special effect
  - (e) Resolution

Answer any three of the following questions:

12×3=36

- 3. What are three production phases in television production? Explain.
- Requirement of light and sound in video production. Explain.

5. Explain television camera setup with controls. What is ENG?

- 6. How does production model help you move from the original idea to the finished production in television production?
- What is linear and non-linear editing? Explain.

\* \* \*

AK9/301

(Turn Over)