

Roll No



**PRESIDENCY UNIVERSITY  
BENGALURU**

**SCHOOL OF DESIGN  
END TERM EXAMINATION - JAN 2023**

**Semester :** Semester I - 2022

**Course Code :** BSM1003

**Course Name :** Sem I - BSM1003 - Preproduction

**Program :** B.Sc. Multimedia-VFX SFX GAMING

**Date :** 25-JAN-2023

**Time :** 10.00AM - 1.00PM

**Max Marks :** 100

**Weightage :** 50%

**Instructions:**

- (i) Read all questions carefully and answer accordingly.
- (ii) Question paper consists of 3 parts.
- (iii) Scientific and non-programmable calculator are permitted.
- (iv) Do not write any information on the question paper other than Roll Number.

**PART-A**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**5Q X 10M = 30M**

1. Outline the pre-production in 2D-animation. (CO1) [Knowledge]
2. Discuss the pre-production process involved in designing a magazine cover page. (CO2) [Knowledge]
3. List out the necessary equipment for Video Production Studio (CO3) [Knowledge]
4. Discuss the pre-production involved in radio production. (CO4) [Knowledge]
5. 'Script writing is a significant phase in pre-production'-Discuss and list out a few softwares used for script writing. (CO5) [Knowledge]

**PART-B**

**ANSWER ALL THE FOLLOWING QUESTIONS**

**3Q X 10 M = 30M**

6. Differentiate shots, scenes & sequence. (CO1) [Comprehension]

7. Write your views and opinions on the importance of scheduling in production. (CO2) [Comprehension]
8. Point out the pre-production checklist. (CO3) [Comprehension]

### **PART C**

**VIVA / JURY**

**1 X 40M = 40M**

9. Categorize, explain and sketch the different types of Camera Shot. (CO2) [Application]