

MSc IT (AN & VFX) Sem.-2 Examination

MSCAN-408

Film Language & Appreciation

May-2025

Time : 2-30 Hours]

[Max. Marks : 70

Instructions:

- Each question carries marks on the right-side.
- Answer All questions.
- Do not write anything on the question paper.

Q1: Answer the following MCQs.**[14 Marks]**

1. What is the purpose of an **establishing shot** in film?
 - a) Show action
 - b) Reveal emotions
 - c) Set the scene's location
 - d) Show character detail
2. A **low-angle shot** typically makes the subject appear:
 - a) Weak
 - b) Powerful
 - c) Afraid
 - d) Hidden
3. Which of the following is **NOT** a camera movement?
 - a) Pan
 - b) Zoom
 - c) Tilt
 - d) Jump Cut
4. In a classical narrative, the **climax** is usually where:
 - a) The character is introduced
 - b) The conflict resolves
 - c) Tension peaks
 - d) The credits roll
5. A **plot point** is best described as:
 - a) A camera direction
 - b) A major turn in the narrative
 - c) An emotional moment
 - d) The setting description
6. In "Kubo and the Two Strings", the main theme revolves around:
 - a) Time travel
 - b) Magic and family
 - c) Superheroes
 - d) Historical politics
7. In "Brave", the conflict arises mainly between:
 - a) Two kingdoms
 - b) Queen Elinor and Merida
 - c) Merida and her brothers
 - d) King Fergus and the Witch
8. What does a **high-angle shot** typically convey about a character?
 - a) Dominance
 - b) Vulnerability
 - c) Confidence
 - d) Mystery
9. The **climax** of a film is generally:
 - a) The beginning
 - b) The turning point
 - c) The ending credits
 - d) The initial conflict
10. In "Kubo and the Two Strings", the **Moon King** represents:
 - a) Protection
 - b) Memory
 - c) Family tradition
 - d) Control and detachment
11. Which of the following is a **camera movement**?
 - a) Crosscut
 - b) Tilt
 - c) Montage
 - d) Dissolve
12. In "**Kubo and the Two Strings**", Kubo's main weapon is:
 - a) A sword
 - b) A flute
 - c) Magic hair
 - d) A shamisen
13. In "**Brave**", Merida transforms her mother into a:
 - a) Bird
 - b) Bear
 - c) Witch
 - d) Warrior
14. **Conflict** in storytelling creates:
 - a) Mood
 - b) Location
 - c) Tension and movement
 - d) Resolution

(9.750)

N 474-2

Q2: Answer the following Questions (Each carries 7 marks)

[14 Marks]

1. Define and differentiate between **pan**, **tilt**, and **dolly** movements.
2. Describe how different camera angles (high, low, eye-level) affect the audience's perception of characters in a film. Give examples from any animated film you've studied.

Or

2. Describe the difference between camera movement and camera angle. How can the creative use of both elevate an animated scene's impact on the viewer?

Q3: Answer the following Questions (Each carries 7 marks)

[14 Marks]

1. What is the difference between Establishing shot and Extreme long shot ?
2. Describe what is Kuleshov Effect with the Example.

Or

2. Describe the conflict, plot points and climax from the "Kubo and the two string" Animated movie.

Q4: Answer the following Questions (Each carries 14 marks)

[28 Marks]

1. What is camera shots? Explain the use of camera shots and name all the camera shots.

Note: Do not Explain all the camera shots, write only types of shots.

2. Explain the film making process. (Story graph, Conflict, Plot points, Climax Etc.) Give the example of Brave Movie.

Or

2. What is conflict and types of conflict, plot point and climax in term of movie?
-