YMCA UNIVERSITY OF SCIENCE& TECHNOLOG
M.A. Journalism & Mass Communicatic
(UNDER CBCS)
Editing in Digital Media Art (JMC-403

Time: 3 Hours
Marks:60

Note:
1. It is compulsory to answer the questions of Part -1. Limit your answers within 20-40 word in this part.
2. Answer any four questions from Part -2 in detail.
3. Different parts of the same question are to be attempted adjacent to each other.
4. Assume suitable standard data wherever required, if not given.

PART -1

Q1 (a) What is editing. (2)
(b) Define Parallelism. (2)
(c) Define symbolism. (2)
(d) Define Leitmotif. (2)
(e) Define non linear editing. (2)
(f) What is scripting. (2)
(g) Define animation. (2)
(h) What is continuity. (2)
(i) Define peak usage. (2)
(j) What is contrast? (2)

PART -2

Q2 (a) Explain parallelism. Why it is important? (5)
(b) How editing is the creative faculty of human mind. (5)

Q3 (a) What are five most important terms relating to editing. (5)
(b) What is visualization. How it is important. (5)

Q4 What theory governs the digital editing. Explain with examples. (10)

Q5 What are linear and non linear tools of editing. Explain. (10)

Q6 What are the features of Final Cut Studio. (10)

Q7 Discuss the Basic Visual FX. (10)

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