Roll No. .....

Total Pages : 3

327204

May-2026

B.Sc (VCMT)-II SEMESTER

Audio-Video Editing

(VCU-108-V)

Time: 3 Hours]

[Max. Marks : 35

Instructions :

1. *It is compulsory to answer all the questions (1 marks each) of Part-A in short.*
2. *Answer any four questions from Part-B in detail.*
3. *Different sub-parts of a question are to be attempted adjacent to each other.*

PART–A

1. (a) Define Audio Modulation. (1)
   (b) What is a Video Timeline? (1)
   (c) Name two software tools used for Audio Editing. (1)
   (d) Define the term "Pitch" in audio. (1)
   (e) What is a Codec? (1)
   (f) Name one lossless compression format. (1)
   (g) Define Aspect Ratio. (1)

PART–B

2. (a) Discuss the basics of sound, specifically focusing on Tone, Bass, and Tempo. (5)

   (b) How does a console assist in audio modulation? (2)

3. (a) Compare and contrast Linear *vs.* Non-Linear editing workflows. (5)

   (b) Explain the role of mixing and mastering in professional audio. (2)

4. Describe the process of colour grading and correction for various delivery platforms. (7)

5. (a) Explain the significance of frame rates and resolutions (HD, FHD, 4K, 8K) in modern production. (5)

   (b) Define the difference between lossy and lossless compression. (2)

6. (a) Discuss the features and interface of Adobe Premiere Pro for cutting and arranging clips. (5)

   (b) How do transitions and effects impact the viewer's experience? (2)

7. Analyze the role of motion graphics and keyframe animation techniques in post-production. (7)
