

## Unit 13

### Multiple Choice

*Identify the choice that best completes the statement or answers the question.*

- \_\_\_\_\_ 1. What does a mental map tell us?
- where things are or are supposed to be in on-screen space
  - where things are or are supposed to be in on- and off-screen space
  - where things are or are supposed to be in off-screen space
  - how to block the next shot
  - how to remember the details of the preceding shots to avoid continuity problems
- \_\_\_\_\_ 2. When two people are talking to each other, where is the vector line?
- parallel to camera
  - from one person to the other
  - from one person to the camera lens
  - along the x-axis
  - from the close-up perspective to the horizon line
- \_\_\_\_\_ 3. What situation indicates continuing graphic vectors?
- a combination of horizontal and vertical vectors
  - a combination of slightly curved vectors
  - two people looking at each other
  - a horizon line that cuts the screen at the same height in subsequent shots
  - a horizon line that continues from screen-left to screen-right
- \_\_\_\_\_ 4. What situation creates converging index vectors?
- two people looking at each other
  - two cars moving toward each other
  - a person pointing in a specific direction
  - two people pointing in the same direction
  - two people looking in the same direction
- \_\_\_\_\_ 5. What situation creates diverging motion vectors?
- two people walking in opposite directions
  - a photo of two people running away from each other
  - two people walking in the same direction
  - two successive shots showing a screen-left-to-screen-right motion
  - two successive shots showing z-axis motion away from the camera
- \_\_\_\_\_ 6. What are the four editing functions?
- continuing, converging, diverging, and pursuing
  - combine, correct, conserve, and convey
  - audio, video, picture, and narration
  - play, record, pause, and rewind
  - combine, condense, correct, and build

- \_\_\_\_\_ 7. What factor determines whether we perceive successive z-axis motion vectors as continuing or converging?
- field of view
  - object speed
  - the lens used
  - length of shot
  - event context
- \_\_\_\_\_ 8. What is a jump cut?
- somebody suddenly jumping up during a cut
  - somebody jumping out of the frame
  - an abrupt position shift of an object or subject from one shot to another
  - showing a different angle of an object in subsequent shots in complexity editing
  - showing a different field of view in subsequent shots in complexity editing
- \_\_\_\_\_ 9. Which is associated with complexity editing?
- intensifying an event
  - preserving the mental map
  - preserving off-screen talent positions
  - not crossing the vector line
  - maintaining vector direction
- \_\_\_\_\_ 10. What happens when cutting between two cameras placed on opposite sides of the motion vector line?
- the object will be shown moving in the same direction
  - the object will be shown moving in opposite directions
  - the object will be shown moving toward the camera
  - the object will be shown moving away from the camera
  - the object will be shown coming to a sudden stop
- \_\_\_\_\_ 11. Which shot sequence describes a collision montage?
- hungry person looking through a garbage can / waiters serving an opulent meal in a fine restaurant
  - hungry person looking through a garbage can / hungry dog looking through a garbage can
  - elegant people in restaurant / garden party at a swimming pool
  - soldiers in battle / bloody boxing match
  - mother and baby / cat carrying kitten
- \_\_\_\_\_ 12. What major function does the vector line fulfill in editing?
- preserves the complexity of each shot
  - preserves continuity of position and vectors
  - creates a mental map
  - creates a plan for a motion vector
  - creates a plan for an index vector