

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