

Unit 6**Multiple Choice***Identify the choice that best completes the statement or answers the question.*

- ____ 1. Which is the most common way of handling camera and object movement?
- keep the camera as steady as possible and have the object do the moving
 - keep the object as steady as possible and have the camera do the moving
 - have the object as stationary as possible and zoom rapidly in and out
 - have the camera move while zooming slowly in and out
 - slow down object movement while speeding up camera movement
- ____ 2. Which way should the camera point and which zoom lens position should you use to intensify the congestion and the slowness of rush-hour traffic?
- x-axis and wide-angle lens
 - x-axis and narrow-angle lens
 - z-axis and wide-angle lens
 - z-axis and narrow-angle lens
 - wide-angle lens and rack focus from z-axis to x-axis
- ____ 3. What is field of view?
- the director's visualization of a scene
 - the depth of field
 - a camera view that matches a person's view
 - what the camera sees
 - the aperture of a camera's lens
- ____ 4. As light intensity increases, what happens to depth of field?
- the aperture can be larger, increasing depth of field
 - the aperture can be smaller, increasing depth of field
 - the aperture can be larger, decreasing depth of field
 - the aperture can be smaller, decreasing depth of field
 - the aperture may be damaged, resulting in no depth of field
- ____ 5. When do you need to leave leadroom?
- when the object moves up and down
 - when the object moves toward the camera
 - when the object moves away from the camera
 - when the object moves sideways
 - when zooming in and out
- ____ 6. What statement applies to proper z-axis blocking?
- objects and people are positioned along the screen width
 - objects and people are positioned in a triangular fashion
 - objects and people are positioned on the line that extends from the camera to the horizon
 - objects and people must be lined up in a zigzag fashion where each can see the camera lens
 - objects and people do not block each other's view

- ____ 7. If a director asks for "more headroom," what should the camera operator do?
- truck right
 - pan left
 - pan right
 - tilt down
 - tilt up
- ____ 8. What is the aesthetic difference between a zoom and a dolly, if any?
- there is no difference from the viewer's perspective
 - the zoom brings the event to the viewer; the dolly takes the viewer to the event
 - the zoom takes the viewer to the event; the dolly brings the event to the viewer
 - a zoom always appears to be slower than a dolly
 - a dolly always appears to be slower than a zoom
- ____ 9. Which statement describes a common application of psychological closure in picture composition?
- mentally filling in the missing parts in a close-up shot
 - finding common traits in performers
 - coming to an agreement in a production meeting
 - seeing the whole person during a long shot
 - mentally filling in the audio to correspond to a close-up shot using sound perspective
- ____ 10. What vector is created by somebody pointing in a particular direction?
- graphic vector
 - index vector
 - motion vector
 - directional vector
 - neutral vector
- ____ 11. In a 3D projection, the z-axis extends from:
- the screen to the horizon
 - the screen to the viewer
 - the horizon to the lens but also from the lens to the camera person
 - the screen to the horizon but also from the screen to the viewer
 - the 3D axis to the point of convergence
- ____ 12. What is the point of convergence?
- where the z-axis meets the 3D axis
 - where the pictures of the left-eye camera and the right-eye camera meet the eye positions of the viewer
 - where the pictures of the left-eye camera and the right-eye camera diverge in off-screen space
 - where the pictures of the left-eye camera and the right-eye camera overlap perfectly
 - where the pictures of the left-eye camera and the right-eye camera converge at the horizon line