SRM VALLIAMMAI ENGINEERING COLLEGE

SRM Nagar, Kattankulathur – 603 203

DEPARTMENT OF ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

QUESTION BANK

V SEMESTER
PIT402- VIDEO CREATION AND EDITING
Regulation – 2023
Academic Year 2025 – 2026 ODD

Prepared by

Dr. R. Thenmozhi – Associate Professor / AI&DS

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QUESTION BANK

SUBJECT: PIT402- VIDEO CREATION AND EDITING

SEM / YEAR : II/ I

UNIT I - FUNDAMENTALS				
Evolution of filmmaking - linear editing - non-linear digital video - Economy of Expression — risks associated with altering reality through editing.				
PART-A (2 - MARKS)				
Q. No	**QUESTIONS**	**Competence**	**BT Level**	**CO'S**
1.	Define filmmaking as described in the early stages of cinema evolution.	BTL1	Remembering	CO1
2.	Interpret why early filmmakers considered editing a crucial part of the creative process.	BTL2	Understanding	CO1
3.	List any two major technological developments that influenced the evolution of filmmaking.	BTL1	Remembering	CO1
4.	What is the significance of the transition from silent films to sound films in the history of filmmaking?	BTL1	Remembering	CO1
5.	Interpret why early filmmakers considered editing a crucial part of the creative process.	BTL2	Understanding	CO1
6.	What is an edit decision list (EDL) in linear editing?	BTL1	Remembering	CO1
7.	Mention any two limitations of linear editing.	BTL1	Remembering	CO1
8.	List two major equipment used in linear editing systems.	BTL1	Remembering	CO1
9.	Why is precision important in linear editing when using timecodes?	BTL2	Understanding	CO1
10.	Illustrate the concept of assemble editing in a linear workflow.	BTL2	Understanding	CO1
11.	What is a timeline in non-linear digital video editing?	BTL1	Remembering	CO1
12.	Define non-linear editing.	BTL1	Remembering	CO1
13.	Differentiate between linear and non-linear editing systems.	BTL2	Understanding	CO1
14.	Name any two popular non-linear video editing software tools.	BTL1	Remembering	CO1
15.	Mention any two common file formats used in non-linear video editing.	BTL1	Remembering	CO1
16.	List two benefits of maintaining economy of expression in a video sequence.	BTL1	Remembering	CO1
17.	Define 'Economy of Expression' in video editing.	BTL1	Remembering	CO1
18.	Interpret the role of economy of expression in documentary filmmaking.	BTL2	Understanding	CO1
19.	Name two editing tools commonly used to achieve economy of expression.	BTL1	Remembering	CO1
20.	How does shot selection contribute to achieving economy of expression?	BTL2	Understanding	CO1
21.	What is meant by "altering reality" in the context of video editing?	BTL1	Remembering	CO1
22.	State two example of a real-world scenario where video editing could be ethically problematic.	BTL1	Remembering	CO1
23.	Why is continuity editing not always an accurate representation of real-time events?	BTL2	Understanding	CO1
24.	How can editing change the perceived intent of a character or subject?	BTL2	Understanding	CO1

PART-B (16- MARKS)					
1.	Using the concepts from the evolution of filmmaking, illustrate how technological milestones influenced narrative style and pacing in films.	(16)	BTL3	Applying	CO1
2.	Demonstrate how the evolution of filmmaking, particularly in editing, can be applied to create a short film workflow plan.	(16)	BTL3	Applying	CO1
3.	Compare and contrast the storytelling approaches used in films before and after the introduction of digital video editing.	(16)	BTL4	Analyzing	CO1
4.	Evaluate the role of digital video editing in democratizing the filmmaking process in the context of its historical evolution.	(16)	BTL5	Evaluating	CO1
5.	Design a complete linear editing workflow for producing a 30-minute television documentary, considering hardware setup, timecode planning, edit decision list creation, and final output preparation. Justify each stage of your design.	(16)	BTL6	Creating	CO1
6.	(i) Critically evaluate the advantages and disadvantages of linear editing compared to non-linear editing systems. (ii) Support your evaluation with relevant use cases from traditional and modern editing workflows.	(8) (8)	BTL5	Evaluating	CO1
7.	(i) Demonstrate how to perform a basic linear editing sequence using a source deck, record deck, and edit controller. (ii) Explain each step and the role of equipment in the editing process.	(8) (8)	BTL3	Applying	CO1
8.	Apply the concept of timeline-based editing by outlining how to create a basic video project using clips, transitions, and titles.	(16)	BTL3	Applying	CO1
9.	Differentiate between linear and non-linear editing workflows in terms of flexibility, time efficiency, and control over the final output.	(16)	BTL4	Analyzing	CO1
10.	Critically assess the role of non-destructive editing in enhancing creative decision-making during the post-production phase.	(16)	BTL5	Evaluating	CO1
11.	Examine how the overuse of editing effects or prolonged scenes can violate the principles of economy of expression.	(16)	BTL5	Evaluating	CO1
12.	(i) Apply the principle of economy of expression to a scene involving dialogue, action, and reaction shots. (ii) Show how the use of audio cues like ambient sound, voice-over, and effects can support visual economy in a narrative sequence	(8) (8)	BTL3	Applying	CO1
13.	Examine the relationship between shot duration and audience attention span. How does an editor balance visual rhythm with expressive economy?	(16)	BTL4	Analyzing	CO1
14.	Evaluate how altering audio-visual elements like music, sound effects, and slow motion can mislead the audience's emotional or factual understanding.	(16)	BTL4	Analyzing	CO1
15.	Illustrate with examples how improper use of editing tools of reaction shots, jump cuts, and montage can alter the perceived truth of a scene.	(16)	BTL3	Applying	CO1
16.	Create an editing workflow for a sensitive documentary that ensures factual integrity and emotional balance. Describe each stage with justification.	(16)	BTL6	Creating	CO1
17.	Judge the role of sound, pacing, and visual sequencing in shaping viewer perception. How can these be misused to distort truth?	(16)	BTL5	Evaluating	CO1

UNIT II- STORY TELLING

Storytelling styles in a digital world through jump cuts, L-cuts, match cuts, cutaways, dissolves, split edits - Consumer and pro NLE systems - digitizing images - managing resolutions -mechanics of digital editing - pointer files - media management.

PART-A (2 - MARKS)

Q.No.	QUESTIONS	BT Level	Competence	CO'S
1.	What is an L-cut and where is it commonly used?	BTL1	Understanding	CO2
2.	Differentiate between a jump cut and an L-cut with examples.	BTL2	Remembering	CO2
3.	What is the main purpose of using a jump cut?	BTL1	Understanding	CO2
4.	Define the term cutaway in the context of visual storytelling.	BTL1	Understanding	CO2
5.	State the key differences between a cutaway and a match cut.	BTL1	Understanding	CO2
6.	How a match cut can contribute to visual continuity in a scene.	BTL2	Remembering	CO2
7.	What is a dissolve in video editing?	BTL1	Understanding	CO2
8.	List two types of split edits commonly used in film editing.	BTL1	Understanding	CO2
9.	How does a split edit differ from a standard cut in editing?	BTL2	Remembering	CO2
10.	How do professional NLEs support collaborative editing?	BTL2	Remembering	CO2
11.	Define a Non-Linear Editing (NLE) system.	BTL1	Understanding	CO2
12.	Give a key feature that differentiates professional NLE systems from consumer systems.	BTL1	Understanding	CO2
13.	Why is color sampling important during digitization of images?	BTL2	Remembering	CO2
14.	State the importance of frame rate in video digitization.	BTL1	Understanding	CO2
15.	What is the significance of bit depth in the digitization process?	BTL2	Remembering	CO2
16.	What is pixel aspect ratio?	BTL1	Understanding	CO2
17.	How resolution affects the quality of a digital video?	BTL2	Remembering	CO2
18.	What is meant by 'scaling' in the context of resolution management?	BTL2	Remembering	CO2
19.	Distinguish between overwrite and insert edits in a digital timeline.	BTL2	Remembering	CO2
20.	What does rendering mean in digital video editing?	BTL1	Understanding	CO2
21.	What is a clip in the context of digital editing?	BTL1	Understanding	CO2
22.	How do pointer files enable faster editing workflows?	BTL2	Remembering	CO2
23.	What is a media directory?	BTL1	Understanding	CO2
24.	Describe the role of metadata in effective media management.	BTL2	Remembering	CO2

PART-B (16- MARKS)

1.	(i) Demonstrate how jump cuts can be effectively used in a music video or vlog to enhance rhythm and visual engagement. (ii) Provide a step-by-step editing workflow with jump cuts.	(8) (8)	BTL3	Applying	CO2
2.	Examine the effectiveness of L-cuts in maintaining continuity and emotional flow in film editing.	(16)	BTL4	Analyzing	CO2
3.	(i) Compare the effectiveness of match cuts and cutaways in reinforcing a visual narrative. (ii) How do these techniques influence the viewer's perception and understanding?	(8) (8)	BTL4	Analyzing	CO2
4.	Design a visual sequence that combines match cuts and cutaways to tell a story without dialogue. Justify your creative decisions and their intended emotional impact.	(16)	BTL6	Creating	CO2
5.	How dissolves can be applied in a montage sequence to create mood and continuity.	(16)	BTL3	Applying	CO2

6.	Analyze the combined use of dissolves and split edits in creating smooth transitions between different narrative threads	(16)	BTL4	Analyzing	CO2
7.	Evaluate the differences in timeline architecture of single-track vs. multi-track in consumer vs. professional NLEs.	(16)	BTL4	Analyzing	CO2
8.	Prepare an editing setup for a documentary using a consumer NLE.	(16)	BTL3	Applying	CO2
9.	Assess the impact of digitizing settings of resolution, bit rate and codec on the post-production editing process.	(16)	BTL5	Evaluating	CO2
10.	Evaluate the effects of bit depth and sampling rate in image quality after digitizing video footage.	(16)	BTL4	Analyzing	CO2
11.	(i) Evaluate different resolution management strategies in professional editing software. (ii) Which method provides the best balance between quality and performance?	(8) (8)	BTL5	Evaluating	CO2
12.	Compare standard definition (SD), high definition (HD), and 4K resolutions in terms of file size, quality, and editing workflow.	(16)	BTL4	Analyzing	CO2
13.	Create a set of best practices for managing pointer files in long-format documentary editing to prevent offline media issues.	(16)	BTL6	Creating	CO2
14.	Compare various digital editing tools and their interaction within an NLE environment.	(16)	BTL4	Analyzing	CO2
15.	Evaluate the effectiveness of pointer file-based systems in large-scale post-production environments.	(16)	BTL5	Evaluating	CO2
16.	Explain with examples how proxy editing helps in managing large-resolution files during media handling.	(16)	BTL3	Applying	CO2
17.	Examine the role of metadata in media organization and how it affects the speed and accuracy of editing.	(16)	BTL4	Analyzing	CO2

UNIT III- USING AUDIO AND VIDEO

Capturing digital and analog video importing audio putting video on exporting digital video to tape recording to CDs and VCDs.

	PART-A (2 - MARKS)	BT Level	Competence	CO'S
1.	What is the purpose of a video capture card?	BTL1	Understanding	CO3
2.	Define the term 'ingest' in digital video editing.	BTL1	Understanding	CO3
3.	Why is synchronization important during the capturing process?	BTL2	Remembering	CO3
4.	What is the purpose of a video capture card?	BTL1	Understanding	CO3
5.	Compare frame-based and field-based capture techniques.	BTL2	Remembering	CO3
6.	How resolution settings impact the captured video output?	BTL2	Remembering	CO3
7.	Define "audio codec."	BTL1	Understanding	CO3
8.	What is meant by sample rate in digital audio?	BTL1	Understanding	CO3
9.	Why audio must be synchronized during import? State.	BTL1	Understanding	CO3
10.	How metadata is used during the audio import process?	BTL2	Remembering	CO3
11.	Compare the roles of manual and automatic audio synchronization during import.	BTL2	Remembering	CO3
12.	How does the importing method vary between compressed and uncompressed audio formats?	BTL2	Remembering	CO3
13.	What is the primary function of a video editing timeline?	BTL1	Understanding	CO3
14.	List the file format commonly used when placing video in digital editors.	BTL1	Understanding	CO3
15.	Identify the shortcut key commonly used to insert video into the timeline.	BTL1	Understanding	CO3
16.	How the timeline helps in visualizing the sequence of video clips?	BTL2	Remembering	CO3
17.	Compare the use of ripple editing and standard insert while placing clips.	BTL2	Remembering	CO3
18.	Why is it necessary to trim clips before placing them into the timeline?	BTL2	Remembering	CO3
19.	Define video tape export.	BTL1	Understanding	CO3
20.	List any two optical disc formats used for video recording.	BTL1	Understanding	CO3
21.	What is the purpose of exporting video to tape?	BTL1	Understanding	CO3
22.	Differentiate between exporting to CD and VCD formats.	BTL2	Remembering	CO3
23.	How does the encoding process vary for CDs and VCDs?	BTL2	Remembering	CO3
24.	Describe the role of a digital-to-analog converter during video tape export.	BTL2	Remembering	CO3

	PART-B (16 - MARKS)				
1.	Demonstrate the setup and configuration of a digital video capture system for professional editing purposes.	(16)	BTL3	Applying	CO3
2.	(i) Compare different video capture software tools (ii) How video capture software tools to handle analog vs digital input.	(8) (8)	BTL4	Analyzing	CO3
3.	Critically assess the role of timecode synchronization in multi-source video capture workflows. How does this impact editing efficiency?	(16)	BTL5	Evaluating	CO3
4.	Create a troubleshooting checklist for editors encountering dropped frames and audio lag during video capture. Explain.	(16)	BTL6	Creating	CO3
5.	Compare and contrast the audio import process in consumer versus professional non-linear editing (NLE) systems.	(16)	BTL4	Analyzing	CO3
6.	Implement audio normalization techniques while importing audio tracks for maintaining consistent volume levels.	(16)	BTL5	Evaluating	CO3
7.	Illustrate how to import audio from different devices like field recorder, and smartphone into the same project timeline.	(16)	BTL5	Evaluating	CO3
8.	Design an optimized workflow for importing, organizing, and synchronizing audio tracks in a professional video editing project.	(16)	BTL4	Analyzing	CO3
9.	Illustrate with an example how you would use multiple tracks for organizing video, audio, and effects during video placement.	(16)	BTL3	Applying	CO3
10.	Examine the function of time-stretching, speed ramps, and clip duration	(16)	BTL4	Analyzing	CO3

	adjustment in enhancing the visual impact of a video.				
11.	Appraise the contribution of transition effects and timeline-based alignment to visual storytelling clarity.	(16)	BTL5	Evaluating	CO3
12.	Design a multi-layered video editing timeline that integrates narrative, B- roll, and graphical overlays for a documentary short.	(16)	BTL6	Creating	CO3
13.	Apply the correct file formats and codecs needed to export a video for playback on legacy VCD players.	(16)	BTL3	Applying	CO3
14.	Using a real-time scenario, explain how to export a digital video sequence suitable for CD playback.	(16)	BTL4	Analyzing	CO3
15.	Examine the limitations of CD and VCD formats for high-resolution video export.	(16)	BTL3	Applying	CO3
16.	Compare the workflows involved in exporting video for DV tape and VCD, focusing on compression and resolution.	(16)	BTL3	Applying	CO3
17.	Evaluate how different authoring tools impact the final output quality of a VCD and the user experience.	(16)	BTL5	Evaluating	CO3
UNIT IV- WORKING WITH FINAL CUT PRO					

Working with clips and the Viewer - working with sequences, the Timeline, and the canvas – Basic Editing - Adding and Editing Testing Effects - Advanced Editing and Training Techniques -Working with Audio - Using Media Tools - Viewing and Setting Preferences.

PART-A (2 -MARKS)		**BT Level**	**Competence**	**CO'S**
1.	Why is the Viewer essential for non-destructive editing?	BTL2	Understanding	CO4
2.	Define a video clip in the context of digital editing	BTL1	Remembering	CO4
3.	What is the significance of waveform and vector scopes in the Viewer?	BTL2	Understanding	CO4
4.	Enumerate the key steps involved in performing a basic edit on a non-linear editing (NLE) system.	BTL1	Remembering	CO4
5.	List the primary functions of the timeline, viewer, and canvas in a basic video editing setup.	BTL1	Remembering	CO4
6.	Define a video sequence in the context of digital editing.	BTL1	Remembering	CO4
7.	How editing rhythm is established using basic editing techniques?	BTL2	Understanding	CO4
8.	Write about the process of rough cutting in basic editing.	BTL2	Understanding	CO4
9.	What is the purpose of a video transition effect?	BTL1	Remembering	CO4
10.	Mention any two testing effects used to simulate final output quality.	BTL1	Remembering	CO4
11.	How key framing is used in editing effects.	BTL2	Understanding	CO4
12.	Describe the role of rendering when adding complex effects.	BTL2	Understanding	CO4
13.	Define keyframing in the context of digital video editing.	BTL1	Remembering	CO4
14.	What is chroma keying used for in advanced editing?	BTL1	Remembering	CO4
15.	Describe the purpose of motion control in advanced video editing.	BTL2	Understanding	CO4
16.	What is the purpose of a decibel (dB) scale in audio editing?	BTL1	Remembering	CO4
17.	Differentiate between diegetic and non-diegetic sound in video	BTL2	Understanding	CO4
18.	Define audio normalization.	BTL1	Remembering	CO4
19.	What are media tools in the context of digital video editing?	BTL2	Understanding	CO4

20.	Define "media bin."		BTL1	Remembering	CO4
21.	What is the function of 'snapping' in video editing preferences?		BTL1	Remembering	CO4
22.	List any two common settings that can be adjusted under viewing preferences.		BTL1	Remembering	CO4
23.	How customizing user preferences enhances the editing workflow?		BTL2	Understanding	CO4
24.	Why is it important to adjust default settings before starting a video editing project?		BTL2	Understanding	CO4
	PART-B (16- MARKS)				
1.	Apply the In/Out point marking technique in the Viewer to create a rough cut and explain how it streamlines the editing process.	(16)	BTL3	Applying	CO4
2.	Write short notes on the following: (i) Break down the editing stages using the Viewer (ii) How each stage improves overall efficiency and visual storytelling?	(8) (8)	BTL4	Analyzing	CO4
3.	(i) Justify the use of nested sequences in professional editing. (ii) How do they affect flexibility, rendering, and media management?	(8) (8)	BTL5	Evaluating	CO4
4.	Develop an editing plan to produce a short narrative video, utilizing advanced features of the Timeline and Canvas for storytelling and pacing.	(16)	BTL6	Creating	CO4
5.	Demonstrate the step-by-step process of performing a basic edit using in and out points in a digital video editing system.	(16)	BTL3	Applying	CO4
6.	Differentiate basic editing tools such as ripple edit, roll edit, and slip edit.	(16)	BTL4	Analyzing	CO4
7.	Analyze the impact of using overused video effects in a professional edit.	(16)	BTL4	Analyzing	CO4
8.	Demonstrate the step-by-step process of applying visual and audio effects to a video clip using a non-linear editing system	(16)	BTL3	Applying	CO4
9.	(i) Examine the role of real-time rendering and previewing in advanced video editing.	(8)	BTL4	Analyzing	CO4
	(ii) How does real-time rendering and previewing influence creative decision-making and efficiency?	(8)	BTL4	Analyzing	CO4
10.	Evaluate the effectiveness of multi-camera editing techniques in enhancing storytelling in digital video production	(16)	BTL5	Evaluating	CO4
11.	Apply audio layering techniques to create a rich sound environment in a short video sequence.	(16)	BTL4	Analyzing	CO4
12.	How to import, organize, and manage media assets using digital video editing tools.	(16)	BTL3	Applying	CO4
13.	(i) Evaluate the importance of audio mixing and mastering in the final stages of video editing. (ii) How do these processes affect the professional quality of a video project?	(8) (8)	BTL4	Analyzing	CO4
14.	Analyze the role of different media tools of trim, slip, and slide and ripple edit in shaping the final video output.	(16)	BTL4	Analyzing	CO4
15.	Implement changes in editing software preferences to enhance real-time playback of HD footage.	(16)	BTL3	Applying	CO4
16.	(i) Examine the relationship between timeline display settings and editing accuracy. (ii) How can improper configuration lead to errors or inefficiencies in the editing process?	(8) (8)	BTL4	Analyzing	CO4
17.	Devise a set of default viewing and preference settings for a collaborative editing team working on a high-definition video project.	(16)	BTL6	Creating	CO4

UNIT V- WORKING WITH AVID XPRESS DV 4

Starting Projects and Working with Project Window - Using Basic Tools and Logging - Preparing to Record and Recording -Importing Files - Organizing with Bins - Viewing and Making Footage -Using Timeline and Working in Trim Mode - Working with Audio - Output Options.

	PART-A (2 -MARKS)	BT Level	Competence	CO'S
1.	Which file extension is used for saving a project in Avid Xpress DV 4?	BTL1	Remembering	CO5
2.	Name any two types of bins in Avid Xpress DV 4.	BTL1	Remembering	CO5
3.	Differentiate between the Bin and Settings tabs in the Project Window.	BTL2	Understanding	CO5
4.	What is the primary function of the Logging Tool in Avid Xpress DV 4?	BTL1	Remembering	CO5
5.	Write the purpose of marking IN and OUT points during logging.	BTL2	Understanding	CO5
6.	Differentiate between source monitor and record monitor.	BTL2	Understanding	CO5
7.	Define deck control.	BTL1	Remembering	CO5
8.	Differentiate between "Clip Name" and "Tape Name" in the logging process.	BTL2	Understanding	CO5
9.	Name the tool used to monitor video and audio signals during recording.	BTL1	Remembering	CO5
10.	Write the significance of selecting the correct file format while importing.	BTL2	Understanding	CO5
11.	Which menu option is used to import files in Avid Xpress DV 4?	BTL1	Remembering	CO5
12.	Why is it important to choose the correct resolution during file import?	BTL2	Understanding	CO5
13.	List any two functions of bins in a video editing project.	BTL1	Remembering	CO5
14.	Name the default bin created when a new project is started.	BTL1	Remembering	CO5
15.	Interpret how bins help in managing large editing projects.	BTL2	Understanding	CO5
16.	What tool is primarily used for viewing footage	BTL1	Remembering	CO5
17.	Describe how viewing footage helps in identifying usable and unusable shots.	BTL2	Understanding	CO5
18.	Mention the function of the 'Toggle Source/Record' button in the interface.	BTL1	Remembering	CO5
19.	Define Trim Mode	BTL1	Remembering	CO5
20.	How the Timeline window helps to visualize a sequence.	BTL2	Understanding	CO5
21.	List any two tools used in the Timeline window.	BTL1	Remembering	CO5
22.	Describe the process of syncing audio with video clips in the timeline.	BTL2	Understanding	CO5
23.	List the steps to adjust volume levels in the Audio Mixer.	BTL1	Remembering	CO5
24.	What is the purpose of the Export function?	BTL1	Remembering	CO5
	PART-B(16 MARKS)			
1.	(i) Demonstrate the process of creating a new project in Avid Xpress DV 4. (8) (ii) Apply the concept of bins and folders in the Project Window to organize a multi-scene documentary. (8)	BTL3	Applying	CO5
2.	Compare the functional differences between the tabs Bins, Settings, and Format in the Project Window. (16)	BTL4	Analyzing	CO5
3.	Apply the tools available in Avid Xpress DV 4 to perform basic trimming and marking of clips. (16)	BTL3	Applying	CO5
4.	(i) Compare the Clip, Bin, and Monitor windows in Avid Xpress DV 4. (8) (ii) How does each tool contribute to the logging and editing process? (8)	BTL4	Analyzing	CO5
5.	Explain the step-by-step process of setting up project settings, deck connection, and input source configuration for the system recording. (16)	BTL4	Analyzing	CO5
6.	Illustrate how to configure the Record Tool for batch capturing multiple clips from a DV tape. (16)	BTL3	Applying	CO5
7.	Explain how to organize and manage multiple types of images, video, and audio files efficiently using bins and metadata. (16)	BTL3	Applying	CO5
8.	Evaluate the effectiveness of Avid Xpress DV's import settings when dealing with high-definition media. (16)	BTL5	Evaluating	CO5
9.	(i) Apply the bin structure effectively to manage media assets for a multi-scene short film project. (8) (ii) Describe how sub-bins and custom views improve efficiency. (8)	BTL3	Applying	CO5

10.	Evaluate how the use of color coding and labeling within bins affects the speed and accuracy of the editing process.	(16)	BTL5	Evaluating	CO5
11.	(i) Describe the steps involved in loading footage into the Source monitor in Avid Xpress DV 4. (ii) Provide a labeled diagram of the interface.	(8) (8)	BTL3	Applying	CO5
12.	Discuss the process of making footage using Avid Xpress DV, including trimming, sub-clipping, and marking key points.	(16)	BTL4	Analyzing	CO5
13	(i) Demonstrate the use of Trim Mode to fine-tune a scene in a short video project. (ii) Explain how Ripple Trim and Overwrite Trim are applied.	(8) (8)	BTL3	Applying	CO5
14.	Assess the advantages and limitations of using Timeline editing versus Trim Mode for managing a multi-camera sequence.	(16)	BTL5	Evaluating	CO5
15.	Apply key frame-based audio adjustments on the Timeline to create fade-ins, fade-outs, and crossfades in a multi-track audio sequence.	(16)	BTL3	Applying	CO5
16.	Compare the use of mono vs. stereo tracks in editing dialogue and background music.	(16)	BTL4	Analyzing	CO5
17.	How would you apply export settings for a project intended for web streaming using Avid Xpress DV?	(16)	BTL3	Applying	CO5