

Game Trailers Practice Test Questions and Answers

1. What is a trailer typically used for?

- A) To demonstrate the level design of a game
- B) To review a film
- C) To give an overview of a game's plot
- D) To give the viewer an idea about game mechanics and core features

2. What is the purpose of a teaser video?

- A) To give the viewer an "entry point" into the game's universe
- B) Describe game features
- C) Provide background details
- D) Showcase gameplay

3. Where can you find Nintendo game trailers?

- A) Twitch
- B) Hulu
- C) YouTube
- D) Video Games Now

4. In game trailer VFX, what is 'compositing'?

- A) Combining multiple visual layers—CGI, game footage, live action, UI elements, text—into a single cohesive image or sequence
- B) The process of converting raw game engine output into compressed video formats for web delivery
- C) The color calibration step that matches game footage to reference monitor specifications
- D) The technique of placing identical visual elements in multiple shots across a trailer for brand consistency

Answers: 1-D 2-A 3-C 4-A

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