QP CODE: UV25C011

Reg No: ……

Name: ……..

ST MARY'S COLLEGE (AUTONOMOUS), THRISSUR-20

III SEMESTER (CBCSS-VUG) DEGREE EXAMINATIONS, OCTOBER 2025

B. Voc Multimedia

SDC3MM12 : FUNDAMENTALS OF 2D ANIMATION

2024 Admission Onwards

Time: 2.5 Hours **Maximum Marks: 80**

Section A

*Short answer type carries **2** Marks each. **(Ceiling 25)***

1. List any two software used for 2D animation.
2. What is frame label in animation?
3. Differentiate between scenes and frames.
4. What is the purpose of instance objects in animation?
5. How tweening is used to animate an object across a scene.
6. Define Character Animation.
7. List any two uses of Interactive Navigation in Flash.
8. Write the syntax for declaring a variable in ActionScript 3.0.
9. Identify any two properties of a Movie Clip object in AS3.
10. What is path in vector animation?
11. Write two tools used for creating or editing paths.
12. Which audio formats are supported in Adobe Animate?
13. Define embedding in multimedia.
14. What are the steps to add and synchronize sound in an animation.
15. Write any functions that improve scripting efficiency in animation projects?

Section B

*Paragraph types carries **5** Marks each **(Ceiling 35)***

16. Compare traditional and digital animation in terms of process and techniques.
17. How acting principles help animators to bring life in characters.

Turn Over

18. Explain the role of layers in 2D animation project.
19. Describe the process of organizing project layers effectively in an animation timeline.
20. Demonstrate how to import an image and create a simple motion tween.
21. Analyse how symbols help streamline animation workflow.
22. Describe the concept of Interactivity in Flash using ActionScript 3.0.
23. Explain the steps to edit a motion path in Adobe Animate.

Section C

*Essay-type carries **10** Marks. Answer **any two** questions.*

24. Design a short sequence applying 12 principles of animation.
    How does each principle contributes to motion realism?
25. Compare motion tweening, classic tweening, and shape tweening with examples.
26. Develop a simple timeline control (Play/Stop button) using ActionScript 3.0.
27. Illustrate with an example how paths are used in motion tweening and shape animation.

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