

THIRD SEMESTER B.VOC. DEGREE EXAMINATION, NOVEMBER 2017**Multimedia****SDC 3MM 10—INTRODUCTION TO ANIMATION****Time : Three Hours****Maximum : 80 Marks****Section A***Answer all questions.***I. Choose the right answer from the following :****1. Save file formats of Adobe flash is ——— ?**

- | | |
|----------|----------|
| (a) Swf. | (b) Fla. |
| (c) Pdf. | (d) Psd. |

2. Short cut for inserting a blank key frame is ?

- | | |
|---------|---------|
| (a) f3. | (b) f6. |
| (c) f4. | (d) f7. |

3. Action script format in flash :

- | | |
|----------|----------|
| (a) Swf. | (b) Fla. |
| (c) As. | (d) Asd. |

4. Full form of AS is ?

- | | |
|---------------------------|-------------------------|
| (a) Access Score file. | (b) Action script file. |
| (c) Action sequence file. | (d) None of these. |

5. Short key of group ?

- | | |
|---------------|-----------------------|
| (a) CTRL + G. | (b) CTRL + D. |
| (c) CTRL + A. | (d) CTRL + SHIFT – G. |

6. How many symbols in flash ?

- | | |
|--------|--------|
| (a) 1. | (b) 2. |
| (c) 3. | (d) 4. |

7. An animation depends on ——— per second.

- | | |
|-------------|-------------|
| (a) 25 FPS. | (b) 24 FPS. |
| (c) 30 FPS. | (d) 20 FPS. |

Turn over

8. Which image asset type can be scaled without losing quality ?
(a) Bitmap. (b) Vector.
(c) Movie clip symbol. (d) Graphic symbol.
9. You are creating an Interface for an action script class. What is the file extension for an Interface ?
(a) SWF. (b) AS.
(c) FLA. (d) PNG.
10. Which tool is used for geometric shape ?
(a) Selection tool. (b) Rectangular Tool.
(c) Pointer tool. (d) None of the above.

(10 × 1 = 10 marks)

Section B

II. Write short notes on any *eight* of the following :

- 11 Explain Classical Animation.
- 12 What is motion Tween ?
- 13 What do you mean by stage in flash ?
- 14 Explain about Key frame in flash ?
- 15 Define the term Time line ?
- 16 What do you mean by Action script ?
- 17 What is a blank key frame ?
- 18 Explain the two kinds of Tweening.
- 19 Explain working with variables
- 20 How to change Mouse pointer in flash ?
- 21 Explain working with sound.
- 22 How can we create triggers ?

(8 × 2 = 16 marks)

Section C

III. Write short essays on any *six* of the following :

- 23 Write about masking in flash Software.
- 24 Create a bouncing ball Animation.

- 25 Draw six walking steps in Animation.
- 26 Explain Action script and Interactivity.
- 27 Explain symbols.
- 28 Explain controlling Time line with Action script.
- 29 Explain creating Action script movies.
- 30 Differentiate between a Symbol and Key frame.
- 31 Explain creating Action script loops.

(6 × 4 = 24 marks)

Section D

IV. Write essays on any *two* of the following :

- 32 Explain Synchronizing audio to Animation.
- 33 Explain various components in flash.
- 34 Explain creating a scalar function.
- 35 Explain the features of flash.

(2 × 15 = 30 marks)