

1069

Diploma Course (Add-on-Course)
Animation & Graphics
ANG-2001: A Flash

Time allowed: 3 Hours

Max. Marks: 65

NOTE: Attempt five questions in all, including Question No. IX (Unit-V) which is compulsory and selecting one question each from Unit I-IV.

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UNIT-I

- I. (a) Explain various salient features of flash and its various applications.
(b) What is object? Explain various ways of selecting and grouping objects in detail. (7+6)
- II. (a) Explain various options available in flash interface.
(b) Explain various operations those can be performed on objects. (7+6)

UNIT-II

- III. (a) How various types of layer are used and reorganized in flash? Explain.
(b) What is Instance? Explain in context of its appearance and location on the stage. (7+6)
- IV. (a) What is frame? How key frames are created and implemented with other frames? Exemplify.
(b) How symbols are created, modified and organized? (7+6)

UNIT-III

- V. (a) How Bitmap and vectored graphics work? Explain.
(b) Explain various operations for static and dynamic text. (7+6)
- VI. (a) How Bitmaps are created, imported and used in flash?
(b) How Button is created? Explain the process of including 'clip' and 'action' in a button. (7+6)

UNIT-IV

- VII. (a) Define animation. Explain tweened and path animation in detail.
(b) Explain what is movie? Exemplify its various properties in detail. (7+6)
- VIII. (a) Explain various effects that can be given in animation.
(b) What is movie-clip? How are they created and sound is added to them? Explain. (7+6)

P.T.O.

(2)

UNIT-V

IX. Explain: -

- (a) Layer masking
- (b) Test masking
- (c) Frame-by-frame animation
- (d) Any flash application
- (e) Advanced tools any two
- (f) Frame types

(3+2+2+2+2+2)

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