

1068

Diploma Course (Add-on-Course)
Animation & Graphics
ANG-201: 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 some salient functions of flash in detail along with its applications.
(b) Which are the various tools used in flash to develop applications? (7+6)
- II. (a) Develop an application in flash to demonstrate its important features.
(b) Explain various advanced tools in Flash. (7+6)

UNIT-II

- III. (a) Why frames are made and used in flash? Explain through example.
(b) How symbols are created and modified? Explain through example. (7+6)
- IV. (a) How layers are used in Flash? Explain.
(b) How instances properties are explored through flash applications? Explain. (7+6)

UNIT-III

- V. (a) Draw difference between Bitmap and Vectored graphics.
(b) Why Buttons are created? Explain the procedure of adding "Action" and "Sound" in a Button. (6+7)
- VI. (a) How Bitmaps are imported and exported in flash?
(b) Explain various operations which can be carried out on TEXT like fading, morphing and text marking. (7+6)

UNIT-IV

- VII. (a) Explain Animation. Explain the difference between Tweened and Text animation.
(b) Which are the various layers in Animation? Explain through example. (7+6)

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- VIII. (a) Explain "Path" and a "Frame by Frame" animation in detail.
 (b) Explain various effects like Fade, Zoom, Blur, Tint and Alpha with example. (7+6)

UNIT-V

IX. Explain: -

- (a) Layer masking
 (b) Grouping objects
 (c) Static and dynamic text
 (d) Skewing object
 (e) Timeline layer
 (f) Panels in flash

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

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