Exam. Code: 1262 Sub. Code: 8913

1068

# Diploma Course (Add-on-Course) Animation & Graphics ANG-201: A Flash

# Time allowed: 3 Hours

I.

Max. Marks: 65

(7+6)

**NOTE**: Attempt <u>five</u> 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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## <u>UNIT-I</u>

- (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.

## **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)

<u>P.T.O.</u>

- 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)

#### 0-10-1

- (a) Why frames are made and used in flash? Explain driving example. Ins. How evabols are created and modified? Explain furction complete. (20)
  - (a) How layers an used in Fash? Explaint
- (b) How inductions properties are explored through that application Basteling.

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- Denv difference between littman and Vectored graphics.
- Why Buttome are arrested? Explain the procedure of adding "Action" and
  - (a) How Bitmins are immeted and exported in finally
- (u) Explain various operations which can be carried out in TEXT life tating.

- VII. (a) Explain Animation. Explain the difference between Tweeded and Feel solution.
- (b) Which are the verifies layers in Animation? Exclusion for each resumpte, ....