1056
P.G. Diploma in Computer Graphics and Animation
Second Semester
CGA-08: Adobe Flash

Time allowed: 3 Hours   Max. Marks: 80

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.*

x-x-x

UNIT- I

I.   What is Adobe Flash? Discuss its features and applications with examples. Explain major tools available in Flash.   (16)

II.   Explain the main components of Flash Interface with a diagram. Discuss various types of frames with usage.   (16)

UNIT – II

III.   Write a note on key frame. Explain frame by frame technique of animating an object.   (16)

IV.   Explain different ways to select various properties of the object. How grouping and reshaping of the objects is done.   (16)

UNIT – III

V.   a) Differentiate between symbol and instance. Write the steps involved in creating a symbol in Adobe Flash.

        b) Discuss animation creation in Flash with the help of tweening method with example of motion Tween.   (8,8)

VI.   Differentiate between bitmap and vectored file. Write the steps involved in exporting flash object as bitmap.   (16)

UNIT – IV

VII.   Explain the applications of shockwave and video formats in Flash. Discuss various publishing settings available.   (16)

VIII. Discuss object animation along paths in flash. Write the steps involved in adding timeline effects to the created animation.   (16)

P.T.O.

(2)

UNIT – V

IX. Attempt the following:-

a) Define the purpose of LASSO tool.

b) What is the need of timeline?

c) What is a symbol?

d) Name the extension of the file created when a Flash movie is published.

e) List three modes of pencil tool.

f) Why do we use motion guide layer?

g) Write the shortcut key of oval tool and the line tool

h) What is a mask layer?   (8x2)

x-x-x