

2082
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.

**_*_

UNIT-I

- I. (a) Why is Flash used? Explain its important features.
(b) How are objects initialized and grouped? Exemplify. (7+6)
- II. (a) Explain the Flash interface in detail.
(b) Exemplify any four basic tools. (7+6)

UNIT-II

- III. (a) How are key frames and regular frames put in use? Explain.
(b) What is instance? How can you tween an instance's appearance? (7+6)
- IV. (a) What is layer? Explain its various types.
(b) How are symbols created and modified? Explain. (7+6)

UNIT-III

- V. (a) Draw difference between Bitmap and Vectored graphics.
(b) What is the use of button? How are they created and put into action? Explain. (7+6)
- VI. (a) What is Bitmap? How is flash object imported and exported as a Bitmap? Exemplify.
(b) What is the difference between static and dynamic text? Explain text exploding and morphing. (7+6)

UNIT-IV

- VII. (a) How are applications created using "Path" and "Frame by Frame" animation? Explain.
(b) How are movie properties set to create a new clip? Exemplify. (7+6)
- VIII. (a) What is layer masking? Also explain the layering in animation.
(b) What is movie clip? How are they imported and exported? Explain. (7+6)

UNIT-V

- IX. Explain: -
(a) Adding sound to movie
(b) Reshaping object
(c) Reorganizing layers
(d) Text masking
(e) Text animation
(f) Adding sound in button (3+2+2+2+2+2)

**_*_