VCD/9/3/2020

Time: 2 hours   Total Marks: 60

Note: All Questions are compulsory. Figures to the right indicate full marks

_Q.1 A_ What is the difference between Vector Graphics and Raster Graphics?   (15)

OR

_Q.1 B_ Write in detail about 2D Animation.   (15)

_Q.2 A 1)_ Write in detail about the differences between Movie Clip & Graphic Symbol   (8)

   _2)_ What is the difference between Motion Tween & Shape Tween?   (7)

OR

_Q.2 B 1)_ Write about the 2D Animation pipeline (Process)   (8)

   _2)_ Write about the differences between Keyframes, Frames & Blank frames in Animate (7)

_Q.3 A 1)_ Answer the following questions. Match each statement with the correct term.
Write a full statement with your answer (any four)   (8)

_a)_ What are two file types that are associated with Flash?
1) FLV and SWF   2) PSD and FLV   3) DOC and PPT   4) SWF and DOC

_b)_ This Flash file is bigger because it is the project file.
It can be opened and modified to create animations.
1) SWF   2) FLA   3) DOC   4) PPT

_c)_ What are the starting points and the end points of an object's animation called?
1) Dots   2) Frames   3) Key Frames   4) Stage

_d)_ What is the animation (between points) created by Flash called?
1) Movement 2) Animation   3) Tween   4) Transition

_2)_ What is Tracking in Compositing? How is it done and where is it used?   (7)

Q.3 B 1) Answer the following questions. Match each statement with the correct term. Write a full statement with your answer (any four) (8)

a) To add a "Key Frame", you must click on a frame on the timeline and _____.
1) Press Enter 2) Double Click   3) Right click & Choose Insert Frame
4) Right click & Choose Insert Key Frame

b) To add an "Tween" between your Key Frames, you must click on any frame between the "Key Frames and _____.
1) Press Enter 2) Double Click   3) Right click & Choose Create Classic Tween
4) Right click & Choose Insert Frame

c) What is alpha?
1) The rotation of the object   2) The opacity of the object
3) The location of the object   4) The size of the object

d) The number of pictures/ drawings displayed in a second is called as _____.
1) Play Head   2) FPS   3) Function   4) Shape Tween

2) What is Chroma Key? How is it done and where is it used? (7)

Q.4 Write a short note on (any three) (15)
1) FPS   2) After Effects
3) Onion Skin   4) Adobe Animate
5) Adobe Premier