Total No. of printed pages = 5

2D AND FLASH ANIMATION

Full Marks – 70

Pass Marks – 28

Time – Three hours

The figures in the margin indicate full marks for the questions.

Illustrate your answers with suitable sketches and examples wherever necessary.

Question No.1 is compulsory. From question No. 2 to question No.10, choose any *six* questions.

1. Multiple choice questions : 1×10=10

   (i) In a head shape how many basic elements are there ?

   (a) 1 (b) 3

   (c) 5 (d) 8

[Turn over

(ii) In Flash, an object is converted into a symbol. That symbol could be a

(a) Movie clip

(b) Graphic

(c) Button

(d) All of the above

(iii) Gesture drawings are made for

(a) Giving poses to the character

(b) Giving size to the character

(c) Giving motion to the character

(d) None of the above

(iv) Shortcut for inserting a new key frame in Flash is

(a) F5   (b) F8

(c) F6   (d) F9

(v) Drawing in Flash is a

(a) Raster image

(b) Vector image

(c) Pixel image

(d) None of the above

(vi) Zero point perspective has

(a) 2 vanishing point

(b) 4 vanishing point

(c) 7 vanishing point

(d) None of the above

(vii) In 2D animation, characters are moved in

(a) X-direction

(b) X and Y direction

(c) X,Y and Z direction

(d) All of the above

(viii) In Flash, mask layer always kept

(a) Below the object layer

(b) Above the object layer

(c) Inside the object layer

(d) None of the above

(ix) The file format of a Flash working file is

(a) .FLV   (b) .SWF

(c) .FLA   (d) .GIF

(x) To make an animation very smooth

    (a) Increase the frame rate

    (b) Decrease the frame rate

    (c) Increase the total frames

    (d) Decrease the total frames

2. You have studied 12 principles of animation. Explain any two principles with proper illustration.   5+5=10

3. Explain with appropriate illustration :

    (a) Line of Action

    (b) Gesture Drawing.   5+5=10

4. Draw a human skeleton figure (front view) using proper scale with all descriptions.   10

5. Describe the following. Use illustration wherever necessary :   2×5=10

    (a) Background

    (b) Props

    (c) Pose to pose

    (d) Composition

    (e) Tweening.

6. Draw 1 point, 2 point and 3 point perspective of a cube.   10

7. Give 5 areas where Flash application can be used. You have to mention area and application both. (For example : area – mobile phone, application – screen interface)   5×2=10

8. You are given a square, a circle and a triangle. Create five objects from these elements and give a name to the object. You can repeat 1 object only twice.   5×2=10

9. You have created a Flash movie for a story in your course. Describe the complete process from concept to final output.   10

10. Define the following in Flash :   5×2=10

   (a) Key frame

   (b) Time lime

   (c) FPS (frame per second)

   (d) Asset

   (e) Code snippets.