

Total No. of printed pages = 4

AMT-401/2DFA/4th Sem/2014/N

2D FLASH ANIMATION

Full Marks – 70

Pass Marks – 28

Time – Three hours

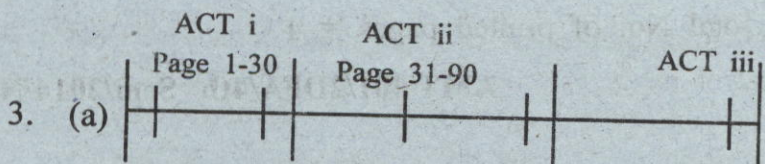
The figures in the margin indicate full marks for the questions.

Illustrate your answer with suitable sketches and examples wherever necessary.

A. Answer any *six* questions.

1. (a) What is meant by perspective ? 2
- (b) Describe two types of perspective. 8
2. (a) What are the twelve principles of 2D Animation ? 4
- (b) Explain two principles with example and diagram. 6

[Turn over



3. (a) Which part of story comes under ACT ii ?
 Explain. 6
- (b) Explain 'advantage of story boarding'. 4
4. (a) What are essential equipments required to
 create a layout ? Describe properly. 4
- (b) How can you create a 2D Animation
 production ? 6
5. (a) What are organic shapes ? 3
- (b) Cartoon drawing is like math. Explain. 7
6. (a) What are the three types of symbols you use
 in Flash ? 3
- (b) Explain their use and advantage. 7
7. 'Story board is an element to capture and refine
 your ideas, not to create them'. Do you agree
 with the statement and why ? 10

B. Multiple choice questions : $2 \times 5 = 10$

- (a) With reference to multimedia elements of the following pick the 'odd one' out.
- (i) Animation
 - (ii) Audio
 - (iii) Video
 - (iv) Voice script.
- (b) The output format of flash by default is
- (i) *.mov
 - (ii) avi
 - (iii) gif
 - (iv) Swf.
- (c) In animation, a is a frame in which the artwork differs from that of the previous frame.
- (i) Key frame
 - (ii) Cell
 - (iii) Lock frame.

(d) Image made up of thousands of pixels are called

- (i) bit map
- (ii) vector
- (iii) story boards.

(e) is the option to create a circle.

- (i) Shape
- (ii) Geometry
- (iii) Sphere.