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2. The option which allow user to modifies all frames –
 A. *Edit Multiple frames* B. *Modify frames* C. *Cut frames* D. *Cut Layers*
3. Rotoscopy was invented by –
 A. *Max Flicher* B. *Paul Terry* C. *Otto Messmer* D. *Akira Kurusowa*
4. The humorous situation where a cartoon's logic is governed by what –
 A. *Makes funny* B. *Makes realistic* C. *Makes natural* D. *Makes sense*
5. Disney Animators had classes under the instructor to study and analyze human and animal natural movements.
 A. *Frank Thomas* B. *Marc Davis* C. *Don Graham* D. *Ube Iwerk*
6. The animator who had animated Sherkhan of the Jungle Book –
 A. *Arthur M.* B. *Segundo De Chomon* C. *Ward Kimbal* D. *Mith Kahl*
7. The animator who is famous for silhouette animation -
 A. *Joe Barbera* B. *Winsor Mackay* C. *Lotte Reninger* D. *Osamu Tezuka*
8. The preparation before an action is called the –
 A. *Anticipation* B. *Overlapping action* C. *Followthrough* D. *Secondary action*
- D. The frame rate of animation is -
 a. *16 fps* B. *24 fps* C. *29 fps* D. *36 fps*
- E. The test done for 2d animation before the final animation is a called -
 a. *Line test* B. *Timing test* C. *Spacing test* D. *Chart test*

Q3 Short answer type questions.

1X 10 =10 Marks

1. What is a Drag in animation?
2. What do you mean by Overlapping action?
3. What are the different pose of a walk animation?
4. Write the names of any two out of the Nine old man of Disney?
5. What are the different types of 2D Flash animation?
6. How can you show Slow in and Slow out in a bouncing ball animation?

7. What is a breakdown position?
8. What was the purpose of doing the double pendulum exercise?
9. What is a key?
10. What is the shortcut of Insert frame and Insert blank keyframe?

Q4 Choose **any seven** from the following questions. 10X 7=70 Marks

1. Discuss the development of animation in the USA with at least four animators and their contributions.
2. Discuss the Follow through and Overlapping principles of animation with suitable examples for each. Illustrate wherever applicable to support your answer.
3. How is the guide layer use for animation? What is the Library Pin and how does it help?
4. Discuss the methods and illustrate to show the process of using symbols in animation in details.
5. Explain the different types of Symbols and their uses with appropriate examples.
6. What is a Shape tween? Discuss any two examples of shape tween animation that you can achieved in Adobe Flash?
7. Illustrate with the key pose how will you execute a walk cycle in Adobe flash.
8. Suppose you are going to animate a scene where a biped character jumps and tries to pluck a fruit from a tree and falls down. What are the animation principles that are going to be implemented in your animation? Elaborate in details.
9. Discuss the Timeline and the Library tools of Adobe Flash in details. Draw and explain the different elements to clarify your understanding.

