

Roll No. ....

Total Pages: 6

Paper ID: MA003 Course Code: CCMA-03T

Examination (January - 2024)  
Certificate/ Diploma (Semester-I)  
Programme in Multimedia and Animation

2D Animation

Time Allowed: 2 Hours

Max. Marks: 70

Instructions for the Students

1. The question paper shall consist of 70 Multiple Choice questions.
2. All questions are compulsory. Each question carries 1 mark.
3. There will be no negative marking.

<p>Q1. This panel indicates what settings are being used for objects and allows you to change those settings.</p> <p>A. Tools B. Actions C. Frames D. Properties</p>	<p>Q2. A key frame that contains objects will be represented by a _____ circle.</p> <p>A. hollow B. black C. blue D. Gray</p>
<p>Q3. Use this to make a symbol disappear from view (great for changing pictures). You would use motiontween for this method. You have to change the “alpha” setting of the symbol. Alpha represents transparency.</p> <p>A. Zoom B. Masking C. Fade Effect D. Morphing</p>	<p>Q4. Any item placed on a frame that has not been converted to a graphic, button, or movie clip. This includes shapes you draw as well as images you insert/import (jpg, bitmaps, etc.). Use this to do a shapetween or mask effect.</p> <p>A. Layer B. vector C. bitmap D. object</p>
<p>Q5. The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.</p> <p>A. library B. timeline C. properties D. tools panel</p>	<p>Q6. This ideals with the rotation and movement of the object from one point to another in specificframes.</p> <p>A. Tweening B. Shape Tween C. Motion Tween D. Transition</p>

<p>Q7. The step in production is performed to add more detailed to your scene.</p> <p>A. Improvement of design  B. Action Scripting  C. Polishing  D. Create a storyboard</p>	<p>Q8. Transition</p> <p>A. these describe the style in which one scene becomes the next  B. transmission  C. broadcast  D. none of the above</p>
<p>Q9. This action allows you to save the object in the library panel for future use</p> <p>A. Importing  B. Exporting  C. Convert to text  D. Convert to Symbol</p>	<p>Q10. Story board narrates the story of the movie through_____</p> <p>A. rough sketches  B. film strips  C. story synopsis  D. comic strips</p>
<p>Q11. The _____ panel contains the basic tools needed to draw and modify objects.</p> <p>A. Actions  B. Properties  C. Tools  D. Layers</p>	<p>Q12. This is, by far, the most tedious way to create animations.</p> <p>A. Shape Tween  B. Motion Tween  C. Mask  D. Frame-by-Frame</p>
<p>Q13. These are objects that have been converted so that you can use the same image a number of times in a movie. You can also use this to do fade effects, rotation effects, and flip effects.</p> <p>A. layer  B. symbols  C. clip art  D. Tween</p>	<p>Q14. Every animation needs a starting and ending point. _____ are used to set these.</p> <p>A. Scenes  B. Key frames  C. Blank frames  D. Graphic symbols</p>
<p>Q15. The _____ shows the frames in the movie.</p> <p>A. toolbar  B. Properties pane  C. timeline  D. scene</p>	<p>Q16. This type of drawing is a grouped shape; it has a rectangular surrounding in it when selected.</p> <p>A. Merge Drawing  B. Flash Tool  C. Oval Tool  D. Object Drawing</p>
<p>Q17. A drawing is started with</p> <p>A. All simple shapes laid out in composition  B. The colors being mixed and ready for application  C. All the important details  D. The separation between lights and darks</p>	<p>Q18. The tool that creates a rectangle, which you can customize the sides.</p> <p>A. Rectangle tool  B. Square tool  C. Rectangle primitive tool  D. Oval tool</p>
<p>Q19. The tool that allows you to create a polygon and a star.</p> <p>A. StarPoly tool  B. PolyStar  C. Custom shape tool  D. Polygon tool</p>	<p>Q20. The two ways to draw fills in a drawing?</p> <p>A. Ink and Pencil  B. Brush and Spray  C. Oval and Shape  D. Fill and Autofill</p>

<p>Q21. The brush option that paints behind the object on the stage</p> <p>.A. Paint Inside B. Paint Selection C. Paint Behind D. Paint Normal</p>	<p>Q22. Structure of script</p> <p>A. dialogue and description B. elements of design C. design of characters D. none of the above</p>
<p>Q23. Morphing is</p> <p>A. picture enhancing technique B. picture manipulation C. transformation from one image to other D. none of the above</p>	<p>Q24. The Windows &gt; Align &gt; Entire Stage makes the _____.</p> <p>A. object align with another object B. object fill the entire stage C. object fill another object D. object fill the entire screen</p>
<p>Q25. Stop motion is</p> <p>A. technique of physically manipulates an object B. computer generated C. cell animation D. none of the above</p>	<p>Q26. To make an object transparent, the _____ should be set in the Property Inspector panel.</p> <p>A. Alpha Value Settings B. Transparency Settings C. Color Settings D. Object Settings</p>
<p>Q27. This tool is useful when you are zoomed in and need to move around an area in your artwork.</p> <p>A. Merge Tool B. move Tool C. Hand Tool D. Zoom Tool</p>	<p>Q28. Character Animation is used for</p> <p>A. bringing animated character to life B. animating font character C. drawing a sketch of a character in a story D. none of the above</p>
<p>Q29. This is the shortcut key for adding a keyframe.</p> <p>A. Erase Objects B. Erase Only Shapes C. Erase Selected Fills D. Erase Normal</p>	<p>Q30. Clicking and dragging with the pen tool creates...</p> <p>A. a straight line. B. a curved line.</p>
<p>Q31. What is the maximum number of sides for a polygon that can be drawn ?</p> <p>A) 16 B) 10 C) 24 D) 32</p>	<p>Q32. Opacity is</p> <p>A. transparency B. opposite of transparency C. translucent D. none of the above</p>
<p>Q33. What do you call the colour formed by the mixing of two or more colours?</p> <p>A) Modifier B) Grid C) Gradient D) Lasso</p>	<p>Q34. What is the default frame size for creating a movie?</p> <p>A) 550 x 400 pixels B) 255 x 256 pixels C) 527 x 725 pixels D) 1024 x 625 pixels</p>
<p>Q35. Which tool erases the entire fill shape or an entire line with a single click?</p> <p>A) Eraser tool B) Faucet modifier C) Brush mode modifier</p>	<p>Q36. This area is much like a theatre stage. The white area displays what will be shown on the screen This area is much like a theatre stage. The white area displays what will be shown on the screen</p>

<p>D) Pencil tool</p>	<p>A. Dashboard B. Flash Stage C. Tools Palette D. Layers Pane</p>
<p>Q37. What does the abbreviation, FPS means? A. Flick Per Scene B. Frames Per Second (Correct Answer) C. Frames Per Scene D. Flick Per Second</p>	<p>Q38. This is like a comic strip that shows the important parts of a story.  A. Timeline B. Photo Story C. Comic book D. Storyboard</p>
<p>Q39. What part of the menu bar allows you to hide/unhide panels?  A. View B. Edit C. Window D. None of the above</p>	<p>Q40. What does the abbreviation, FPS means? A. Flick Per Scene B. Frames Per Second C. Frames Per Scene D. Flick Per Second</p>
<p>Q41. Designed to be an interactive object. You create these so that action scripts can be used to control other objects or events in the movie. A. layer B. mask C. button D. tween</p>	<p>Q42. This is used to change an object from a circle to a square. A. Mask B. Shape tween C. Motion tween D. Morphing</p>
<p>Q43. Empty key frames are indicated by a _____ circle on the timeline A. hollow B. black C. open eye D. closed eye</p>	<p>Q44. Use this to move symbols from one point to another. All animation happens between key frames(point A and B). The timeline turns purple between the key frames when this feature is being used. Adashed or dotted line in the colored area indicates a problem. A. Motion Tween B. Mask C. Shape Tween D. Action Script</p>
<p>Q45. Changing this can sometimes make an animation look smoother. A. frame rate B. key frame C. mask D. Layer</p>	<p>Q46. Screenplay is ____ A. a specific script B. play back C. one line script D. none of the above</p>
<p>Q47. This view that is similar to the old interface of flash and is perfect for old Flash users. A. Debug View B. Classic View C. Twining D. Transition View</p>	<p>Q48. This is the shortcut key for adding a key frame. A. .FLA B. .Doc File C. .FLV File D. .ASF File</p>

<p>Q49. The last step in production. It is done to verify if you have met the goals of the project.</p> <p>A. Brainstorming  B. Refining  C. Action Scripting  D. Adding sound</p>	<p>Q50. These are frames that are significant. It is the basis for tweened animation.</p> <p>A. Keyframes  B. Special Frames  C. Master Frame  D. None of the above</p>
<p>Q51. What is a blank keyframe?</p> <p>A. a frame that is the same as the keyframe before it - it looks like a gray rectangle without a dot  B. a frame that represents a change in content, be that scale, movement, rotation, color, etc - it looks like a gray rectangle with a black dot.  C. a frame without any content - it looks like a white box  D. a frame without any content - it looks like a white box with a white dot</p>	<p>Q52. To apply a stroke to a shape that does not currently have one, you ...</p> <p>A. select the shape, open the dialogue box in the properties window for ink color and make a selection. From there you can edit the weight and style in the properties window.  B. select the ink tool in the tool box, select the ink color in the color picker and click on the shape near the outside of its fill. From there you can edit the weight and style in the properties window.  C. select the paint bucket in the tool box, select the ink color in the color picker and click on the shape near the outside of its fill. From there you can edit the weight and style in the properties window.  D. go to the actions window and add the addStroke() method to the fill. Be sure to also set the strokeColor and stroke Weight properties.</p>
<p>Q53. If you want to have a loop animation nested with in a symbol that you can tween on the main stage, you would</p> <p>A. make a graphic symbol, then edit its timeline to animate a movie clip with shape tweens. Then on the main stage, you could motion tween the graphic symbol.  B. make a movie clip symbol, then edit its timeline to animate a movie clip with motion tweens. Then on the main stage, you could motion tween the movie clip symbol.  C. make a shape symbol, then edit its timeline to animate a graphic with shape tweens. Then on the main stage, you could motion tween the shape symbol.  D. make a movie clip symbol, then edit its timeline to animate a shape clip with shape tweens. Then on the main stage, you could motion tween the movie clip symbol.  E. either b or d</p>	<p>Q54. With a button symbol...</p> <p>A. You need to have content on all four keyframes (Up, Over, Down and Hit).  B. The "Over" keyframe represents what the button will look like when a user clicks on it.  C. The "Hit" keyframe represents what the button will look like when a user clicks on it.  D. You need to write some actionscript to get the mouse over and down states to work properly.  E. The hit area will never be seen by the end user.</p>
<p>Q55. Shape tweens can only</p> <p>A. be used to tween between one shape on one frame and another shape on another frame, but on the same layer.  B. be used on the main stage.  C. change the shape of a symbol.  D. eat bunnies.</p>	<p>Q56. Anticipation is...</p> <p>A. the animation principle that deals with the motion at the end of an action.  B. the animation principle that deals with the effect on the surrounding environment as an action occurs.  C. the animation principle that deals with the motion at the beginning of an action.  D. the animation principle that deals with the transformation of object as it moves through its action and reacts with gravity.</p>

<p>Q57. What is an acceptable instance name?</p> <p>A. 1thumb_mc  B. thumb01.mc  C. *thumb01_mc  D. \$01thumb  E. 1thumb.mc</p>	<p>Q58. Double-clicking on a stroke will...</p> <p>A. ... select the entire stroke.  B. ... select the entire object.  C. ... delete the entire stroke.  D. None</p>
<p>Q 59.  The ink bottle changes the color of...</p> <p>A. ...strokes.  B. ...fills.  C. ...the background.  D. ...the picture</p>	<p>Q 60.  To keep an shape from "taking a bite" out of another shape when it is dragged over and then moved later on, you can...</p> <p>A. draw the shape with "object drawing" selected in the tools panel.  B. do not change the color  C. change the color of the shapes.  D. None</p>
<p>Q 61. The transformation point is...</p> <p>A. ... the fading in a color gradient.  B. ... the phase at which an object is rendered.  C. ... the point from which an object or shape is rotated or scaled.  D. ... the point from which an picture is rotated.</p>	<p>Q 62. A white box with a diagonal red line through it means...</p> <p>A. ... no color.  B. ... do not enter.  C. ... no data.  D. ... no rotation</p>
<p>Q63. You can change a solid color into a gradient in the....</p> <p>A. ... color menu.  B. ... swatches menu.  C. ...properties inspector.  D. ... all of the above.</p>	<p>Q64. You cannot change the angle or length of a gradient.</p> <p>A. True  B. False</p>
<p>Q65. It is to create new file.</p> <p>A. Ctrl + O  B. Ctrl + Q  C. Ctrl + T  D. Ctrl + N</p>	<p>Q66. The stacking order of viewing objects is decided by the order of the l</p> <p>A. scenes  B. frames  C. layers  D. actions</p>
<p>Q67. _____ is a way to partially hide an image in the layer immediately below another layer. The2 layers get "locked" together to produce the effect.</p> <p>A. Morphing  B. Tweening  C. Stacking  D. Masking</p>	<p>Q68. This is a way to take a word and animate each letter separately.</p> <p>A. Distribute to layers.  B. Break apart  C. frame-by-frame  D. Convert to symbol</p>
<p>Q69. _____ allow you to make objects move in a more random or non-straight path.</p> <p>A. Mask  B. Shape tween</p>	<p>Q70. _____, when used appropriately, adds to the viewer's experience, making for a much richer and enjoyable activity.</p> <p>A. Advertisements</p>

C. Guided layer  
D. Gravity effect

B. Sound  
C. Commericals  
D. Tweens