B. Voc. (ACTECH) (Sem. III) (CBCS) Examination
October / November – 2016
ACTECT-3.4 : Basic Animation using Flash

Faculty Code : 003
Subject Code : 039304

Time : $2\frac{1}{2}$ Hours]   [Total Marks : 70

1   Answer the following questions :   20

   (1)   What is the range of frame rate of FPS can set ?

   (2)   Which effect is known as Shape Tweening?

   (3)   Which shortcut key is used for Document Property?

   (4)   In which text type "Maximum Character" option is appeared?

   (5)   Which shortcut key is used to insert frame?

   (6)   What is the minimum value of radius of rectangle's corner?

   (7)   Where we can change the dimension of the stage?

   (8)   Which shortcut key is used to select magnifier or zoom tool?

   (9)   What is the maximum value of radius of rectangle's corner?

   (10) How many ways we can use the erase tool?

   (11) Flash 8 a powerful tool is created by whom?

   (12) Which type of animation, Flash is known?

   (13) A copy of the symbols is known as _____.

   (14) Which tool we can access after use of spacebar?

   (15) In which text type we can restrict the characters length?

   (16) Which layer's mission is to represent the route of an animated object?

(17) What is the shortcut key to display the library panel in flash?

(18) Which shortcut key is used for Align panel?

(19) Which property is used for stop the sound default in animation?

(20) Which property is used for Fade in or Fade out Effect in sound?

2 (a) Answer the following questions : (any **three**)   6

   (1) Write down any two events with an example.

   (2) What is Brightness and Tint?

   (3) What is Color Swatches panel?

   (4) What is Scrubbing?

   (5) Write about Operator in brief.

   (6) Write about Layer and its different mode.

   (b) Answer the following questions : (any **three**)   9

   (1) What is Action Panel? Explain in detail.

   (2) Explain about Color Mixer Panel with its types of Fill.

   (3) Explain type of Graphics symbol.

   (4) Explain about Guide line layer in detail.

   (5) What is Masking? Explain.

   (6) How can we run animation in different way?

   (c) Answer the following questions : (any **two**)   10

   (1) Write about Objects Initiation in detail.

   (2) What is Animation? Explain the type of animation.

   (3) What is layer? Explain type of layer.

   (4) Explain type of Text.

   (5) What is Symbol? How to create it? Explain type of Symbols.

3 (a) Answer the following questions : (any **three**) 6

    (1) Explain _rotation in short.

    (2) What is Motion tween effect in Flash?

    (3) Explain Document property.

    (4) What is an Instance?

    (5) What is Outline mode in Layer?

    (6) Explain Input Text in short.

  (b) Answer the following questions : (any **three**) 9

    (1) Explain Graphics and its properties.

    (2) Explain Flash Interface.

    (3) Explain any six Flash tools in detail.

    (4) Explain any six panels in short.

    (5) How to publish animation in flash?

    (6) How to edit sound?

  (c) Answer the following questions : (any **two**) 10

    (1) Write about Filter in detail.

    (2) Explain Timeline window with different parts in detail.

    (3) Explain about Animated Mask and Filter in detail.

    (4) What is the Library? Explain about common Library.

    (5) Explain about Object Property in detail.

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