

Dr. Babasaheb Ambedkar Open University
Term End Examination February – 2026

Course	: BCADES	Date	: 14-02-2026
Subject Code	: BCADES-303 (Animation)	Time	: 11:30am to 01:45pm
Subject Name	: 2D Animation and Publication	Duration	: 02.15 Hours
		Max. Marks	: 70

Section A

Answer the following (Attempt any three) (20)

1. Explain the Flash interface in detail.
2. Describe the various drawing and selection tools available in Flash.
3. Explain the structure and functions of the Timeline in Flash. How does it organize animation using layers and frames?
4. Differentiate between frames and keyframes. Explain the creation, use, and management of layers and layer folders in Flash.
5. Explain frame-by-frame animation and tween animation in Flash.

Section B

Answer the following (Attempt any four) (15)

1. What are Document Properties in Flash? Explain each property such as dimensions, background color, frame rate, and ruler units with suitable examples.
2. Explain the role of Fill tools in Flash.
3. Explain the different types of text supported in Flash.
4. Explain the Color Mixer panel in Flash.
5. Explain the concept of symbols in Flash.
6. Describe masking animation and animation along a path in Flash.

Section C

Part – A (Multiple Choice Questions) (10)

- 1 Flash was originally developed under which name?
A Macromedia Flash B Adobe Animate
C Future Splash D Flash MX
- 2 Flash is primarily based on which type of graphics?
A Raster graphics B Vector graphics
C Bitmap images D Pixel graphics
- 3 Which file extension represents the editable Flash source file?
A .fla B .swf
C .exe D .html
- 4 Which panel is used to control animation timing in Flash?
A Tools panel B Stage
C Library D Timeline
- 5 Which tool is used to select objects partially in freehand shape?
A Selection Tool B Lasso Tool
C Sub-selection Tool D Pen Tool

- 6 Which tool is mainly used for drawing custom vector paths?
A Brush Tool B Pen Tool
C Pencil Tool D Line Tool
- 7 Which tool allows scaling, rotating, and skewing objects?
A Zoom Tool B Hand Tool
C Sub Select Tool D Free Transform Tool
- 8 How many types of text are available in Flash?
A One B Two
C Three D Four
- 9 Which option stores data for use with ActionScript?
A Variable name B Instance name
C Line type D Selectable
- 10 Which alignment option aligns objects relative to the stage?
A Match Size B Distribute
C Align to Stage D Align to Object

Part – B (Do as Directed)

(10)

State whether the following statements are true or false

- 1 Flash Player supports Unicode text encoding, allowing multilingual text in a single SWF file.
- 2 The maximum frame rate supported by Flash is 60 FPS.
- 3 Shared library assets are loaded at runtime from the source document.
- 4 The Tint option allows changing the color of a symbol without creating a new one.
- 5 Editing a symbol directly on the stage modifies all its instances automatically.
- 6 Blank keyframes contain objects copied from previous frames.
- 7 The Timeline header displays frame numbers in Flash.
- 8 Deleting a scene in Flash can be undone using Undo command.
- 9 The Distribute option in Align panel helps maintain equal spacing between objects.
- 10 Hyperlinks can be assigned only to dynamic text fields.
