Dr. Babasaheb Ambedkar Open University
Term End Examination March – 2021

Course	**:**	**BCA(DES)**	**Date**	**:**	**06-March-2021**
Subject Code	**:**	**BCA-306(DES)-Graph.**	**Time**	**:**	**10:00am to 12:00pm**
Subject Name	**:**	**Publication Technique-2**	**Duration**	**:**	**02 Hours**
			Max. Marks	**:**	**50**

Section A

Answer the following (Attempt any two) **(20)**

1. Explain Principal of Animation?
2. Explain all the selection tools.
3. Explain Audio and Video properties while publishing.
4. Give all the tabs that are available and explain them when you publish from flash.

Section B

Answer the following (Attempt any three) **(15)**

1. Name all the components of Flash Interface? Give all the document properties.
2. What is the use of Lasso tool, Ink Bottle, Paint Bucket, Pan and Zoom Tool?
3. Explain Frame by Frame Animation and Tween Animation?
4. Which are the various templates that are there at the time of publishing?
5. Give the difference between dynamic and static text.

Section C

Part – A (Multiple Choice Questions) **(10)**

1 The 'Illusion of life' was coined by the Disney animator Hamilton Luske in the _____years

A 1925 B 1930
C 1935 D 1940

2 The ADPCM compression is used for ____-bit or ___-bit sound data.

A 2 , 4 B 4 , 8
C 8 , 16 D 16 , 32

3 What does the abbreviation, FPS means?

A Flick Per Scene B Frames Per Second
C Frames Per Scene D Flick Per Second

4 This is used to change an object from a circle to a square.

A Mask B Shape tween
C Motion tween D Morphing

5 This is the shortcut key for adding a key frame.

A Erase Objects B Erase Only Shapes
C Erase Selected Fills D Erase Normal

6 A powerful tool in flash that allows you to have greater control when creating lines.

A Power Line B Line Tool

C Power Tool D Pen Tool

7 The tool that creates a rectangle, which you can customize the sides.

A Rectangle tool B Square tool

C Rectangle primitive tool D Oval tool

8 It allows you to insert text within your flash stage.

A Text Box B Text Tool

C HTML D Key frames

9 Graphic symbol behavior is traditionally used for _____images.

A Static B Dynamic

C Both A and B D None of the Above

10 SWF full form_____

A Switch Wave Flash B Shut Wave Flash

C Shock Wave Flash D Show Wave Flash

Part – B (Do as Directed) **(05)**

State weather the following statement are True or False

1 A flip book is a set of pictures that vary, like drawings of animation, from one page to the next and when these pages are turned rapidly, creates illusion of motion.

2 Zoom Tool is useful when you are zoomed in and need to move around an area in your artwork.

3 Object tool allows you to scale, rotate and skew objects in the flash stage.

4 The Raw compression exports sounds with high sound compression.

5 Every animation needs a starting and ending point. Key frames are used to set these.

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