Dr. Babasaheb Ambedkar Open University
Term End Examination July – 2018

Course	:	**BCAMUL**	**Date**	:	**8/7/2018**
Subject Code	:	**BCAMUL-302(Web)**	**Time**	:	**11:00 to 02:00**
Subject Name	:	**Flash**	**Duration**	:	**03 Hours**
			Max. Marks	:	**70**

Section A

Answer the following (Attempt any three) **(30)**

1. Explain any 5 types of tools
2. Explain Color Swatches
3. Explain Using Frames and Keyframes
4. Explain "The Walk"
5. Explain Visual Accents

Section B

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

1. Write a short note on "Illusion of Life"
2. Explain Sand Animation, Flip Book Animation, Pinscreen Animation
3. Explain rulers, Grids & Guide
4. Write a note on Static & Dynamic Note
5. Write a short note on Color Mixer
6. Write a note on Timeline

Section C

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

1 How many types of symbols are there in Flash?

A 1 B 2 C 3 D 4

2 Which symbols are used as icons symbols, pictures, notations

A Graphic B Animation C Both A and B D All

3 Which symbol has up, over, down and hit states.

A Animation B Button C None D Both A and B

4 Which are small independent animations that run on the stage

A Movie clips B Graphic
C Both A and B D None

5 Is it possible to edit the symbol directly on the stage

A Yes B No
C Depends D Both A and B

6 What is used to change the color of the symbols?

A Outline B Color
C Transparency D Tint

7 Which feature allows you to change the RGB value along with the alpha

A Advance B Alpha
C Tint D None

8 You can duplicate the symbol in the library to get the same object with some minor changes.

A Yes B No

C None D Both A and B

9 Which library assets allow you to use assets from a document and in multiple destination documents

A Shared Library B Color Library

C None D Both A and B

10 Which document has to be posted to a URL such that this share asset is available vie this URL at runtime

A Source B Target

C None D Both A and B

Part – B (Do as Directed) (10)

1 Humans can have 4 legged walk cycle **[True/False]**

2 Walk and Run Cycle are same **[True/False]**

3 Tweening is the process of drawing and creating frames between the two key frames to give smoothness to the animation **[True/False]**

4 The timeline contains the frames of the animation and will display them in sequence from left to right.**[True/False]**

5 To create an animation we need to work with the frames **[True/False]**

6 Layers are like transparent sheets of which is stacked on top of each other **[True/False]**

7 The walk cycle is one of the most important and technically difficult concepts to learn in any kind animation and because it requires so much attention to the movement of all limbs. **[True/False]**

8 Library items can be used as many times as you like throughout your animation **[True/False]**

9 A symbol is the name of any object saved in the library. It can be used over and over again in your Flash movie **[True/False]**

10 An instance is one copy of a symbol that is used in the Flash movie **[True/False]**