Roll No. ……..... Total Pages: _6 _

Paper ID: MA003Course 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.

Q1. This panel indicates what settings are being used for objects and allows you to change those settings. A. Tools B. Actions C. Frames D. Properties	Q2. A key frame that contains objects will be represented by a _____ circle. A. hollow B. black C. blue D. Gray
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. A. Zoom B. Masking C. Fade Effect D. Morphing	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. A. Layer B. vector C. bitmap D. object
Q5. The _____ is a holding place for all symbols and imported images and sounds within a single Flash file. A. library B. timeline C. properties D. tools panel	Q6. This ideals with the rotation and movement of the object from one point to another in specificframes. A. Tweening B. Shape Tween C. Motion Tween D. Transition

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

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

D) Pencil tool	A. Dashboard B. Flash Stage C. Tools Palette D. Layers Pane
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	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
Q39.What part of the menu bar allows you to hide/unhide panels? A. View B. Edit C. Window D. None of the above	Q40. What does the abbreviation, FPS means? A. Flick Per Scene B. Frames Per Second C. Frames Per Scene D. Flick Per Second
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	Q42. This is used to change an object from a circle to a square. A. Mask B. Shape tween C. Motion tween D. Morphing
Q43. Empty key frames are indicated by a _____ circle on the timeline A. hollow B. black C. open eye D. closed eye	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
Q45. Changing this can sometimes make an animation look smoother. A. frame rate B. key frame C. mask D. Layer	Q46. Screenplay is____ A. a specific script B. play back C. one line script D. none of the above
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	Q48. This is the shortcut key for adding a key frame. A. .FLA B. .Doc File C. .FLV File D. .ASF File

Q49. The last step in production. It is done to verify if you have met the goals of the project. A. Brainstorming B. Refining C. Action Scripting D. Adding sound	Q50. These are frames that are significant. It is the basis for tweened animation. A. Keyframes B. Special Frames C. Master Frame D. None of the above
Q51. What is a blank keyframe? 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 - itlooks 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	Q52. To apply a stroke to a shape that does not currently have one, you ... A. select the shape, open the dialogue box in the properties window for ink color and make aselection. 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 shapenear 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.
Q53. If you want to have a loop animation nested with in a symbol that you can tween on the main stage,you would A. make a graphic symbol, then edit its timeline to animate a movie clip with shape tweens. Then onthe 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. Thenon 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 themain 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. Thenon the main stage, you could motion tween the movie clip symbol.E. either b or d	Q54. With a button symbol... 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 been seen by the end user.
Q55. Shape tweens can only A. be used to tween between one shape on one frame and another shape on another frame, buton the same layer. B. be used on the main stage. C. change the shape of a symbol. D. eat bunnies.	Q56. Anticipation is... 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 actionoccurs. 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 actionand reacts with gravity.

Q57. What is an acceptable instance name? A. 1thumb_mc B. thumb01.mc C. *thumb01_mc D. $01thumb E. 1thumb.mc	Q58. Double-clicking on a stroke will... A. ... select the entire stroke. B. ... select the entire object. C. ... delete the entire stroke. D. None
Q 59. The ink bottle changes the color of... A. ...strokes. B. ...fills. C. ...the background. D. ...the picture	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... 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
Q 61. The transformation point is... 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.	Q 62. A white box with a diagonal red line through it means... A. ... no color. B. ... do not enter. C. ... no data. D. ... no rotation
Q63. You can change a solid color into a gradient in the.... A. ... color menu. B. ... swatches menu. C. ...properties inspector. D. ... all of the above.	Q64. You cannot change the angle or length of a gradient. A. True B. False
Q65. It is to create new file. A. Ctrl + O B. Ctrl + Q C. Ctrl + T D. Ctrl + N	Q66. The stacking order of viewing objects is decided by the order of the l A. scenes B. frames C. layers D. actions
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. A. Morphing B. Tweening C. Stacking D. Masking	Q68. This is a way to take a word and animate each letter separately. A. Distribute to layers. B. Break apart C. frame-by-frame D. Convert to symbol
Q69. _____ allow you to make objects move in a more random or non-straight path. A. Mask B. Shape tween	Q70. _____, when used appropriately, adds to the viewer’s experience, making for a much richer and enjoyable activity. A. Advertisments

C. Guided layer D. Gravity effect	B. Sound C. Commericals D. Tweens