

SEM	SET	PAPER CODE	TITLE OF THE PAPER
VI	2012	11UBC640602B	FLASH

SECTION – A**Answer all the questions:****20 x 1 = 20****Choose the correct answer:**

- Flash MX is a _____.
 - Multimedia software
 - Animation software
 - Authoring software
 - Restore graphics software
- To align text _____ is used.
 - Info panel
 - Text panel
 - Align panel
 - Action panel
- _____ panel displays the size and position of the selected object.
 - Action
 - behaviour
 - Information
 - String
- If the frame rate is reduced and the number of frames is increased in an animation _____.
 - The animation will be slow
 - Animation will be fast
 - Animation is not affected
 - None of these
- _____ is used to rotate 3D object.
 - Motion Tweening
 - Shape Tweening
 - Frame by frame animation
 - Colour Tweening

Fill in the blanks:

- A flash source file has the extension _____.
- The _____ tool is used to select irregular areas in the objects.

8. _____ is used to create inner or outer fills that soften the edges.
9. Current frame is indicated by _____.
10. _____ is used to move on object from one place to another.

State True or False:

11. Flash uses Raster Graphics.
12. The arrow tool is used to transform objects.
13. Lasso tool is used to change the shape of an object.
14. By default, flash movie has a frame rate of 24 fps.
15. Shape Tweening is used to do morphing during run time.

Match the following:

- | | | |
|--------------------------------|---|--------------------|
| 16. Flash movie | - | a) F7 |
| 17. Keyframe to ordinary frame | - | b) Circular Shapes |
| 18. Oval tool | - | c) Shift + F6 |
| 19. Hash | - | d) .swf |
| 20. Blank keyframe | - | e) Animation tool |

SECTION – B

Answer all the questions:

5 x 4= 20

21. a. Write a short note on Timeline.

OR

- b. State the difference between work area and work space.

22. a. How do you reshape an object in the Flash MX?

OR

- b. What is a panel? Explain development panel in detail.

23. a. What is the use of pencil tool and its modifiers?

OR

b. How do you create and edit text in Flash MX?

24. a. What are the methods followed for scaling the objects in Flash?

OR

b. Define Keyframe and Blank Keyframe. How to insert a Keyframe and Blank Keyframe?

25. a. Write down the steps to move a circle from the left side of the stage to the right side using Tweening.

OR

b. What is animation and explain Frame-by-Frame animations?

SECTION – C

Answer any FOUR questions:

4 x 15 = 60

26. Explain the main components of the Flash environment with a neat diagram.

27. Explain the following tools. a) Arrow tool b) Lasso tool
c) Oval tool d) Hand tool e) Zoom tool.

28. Explain the purpose of Design Panel in detail.

29. What is Layer? How to create, lock, unlock, copy, rename and reorder the layer?

30. What are the three methods for creating Motion Tweening? Discuss it.
