

2065

Diploma Course (Add-on)  
Animation and Graphics  
ANG-2001: Flash

Time allowed: 3 Hours

Max. Marks: 65

**NOTE:** Attempt five questions in all, including Question No. IX (Unit-V) which is compulsory and selecting one question each from Unit I - IV.

x-x-x

**UNIT - I**

- I. a) What do you mean by Timeline in Flash? What is its main Component? Discuss.  
b) What are the various applications of Flash? Explain with examples. (7,6)
- II. a) What is an object in Flash? How do you create and group object? Discuss.  
b) Mention the steps for the following in Flash:-  
i) Drawing using Brush Tool  
ii) Selection using Arrow Tool (7,6)

**UNIT - II**

- III. a) What is symbol in Flash? How can you create and duplicate symbols? Discuss.  
b) What is Layer in Flash? How do you add and organize Layers? (7,6)
- IV. a) What is Key Frame? How does it differ from a regular Frame? How can you use both to create animation? Explain.  
b) Discuss steps for the following in Flash:  
i) Modifying an Instance  
ii) Using a guide Layer (7,6)

**UNIT - III**

- V. a) What are Vector Graphics? Discuss its applications in Flash.  
b) How can you create animated text with a Mask in Flash? Mention all the steps. (7,6)
- VI. a) What is a button in Flash? Discuss the steps to include an action in button.  
b) Explain the following in Flash:  
i) Dynamic and Static Text  
ii) Exploring Flash Objects as bitmap. (7,6)

P.T.O.

(2)

**UNIT - IV**

- VII. a) What is layer masking? Discuss commonly used Layer Masking effects.  
b) What steps do you follow to create path animation? Explain with example. (7,6)
- VIII. a) How is Text animation done in Flash? Explain.  
b) How can you use several layers effectively to create an outstanding animation? (7,6)

**UNIT - V**

- IX. Attempt the following:-
- a) Which file format are supported in Flash? (2)
  - b) How can you add sound to Flash Movie? (2)
  - c) When do you use Gradient? (3)
  - d) How do you use Free Transform Tool in Flash? (3)
  - e) How do you use Pen Tool? (3)

x-x-x