C20-AMT-AMG-304

7307

BOARD DIPLOMA EXAMINATION, (C-20)

OCTOBER/NOVEMBER—2023

DAMT/DAMG - THIRD SEMESTER EXAMINATION

2D DIGITAL ANIMATION

Time: 3 Hours [Total Marks: 80

PART—A

 $3 \times 10 = 30$

Instructions: (1) Answer **all** questions.

- (2) Each question carries **three** marks.
- (3) Answers should be brief and straight to the point and shall not exceed five simple sentences.
- **1.** What are the components of flash workspace?
- **2.** List any three drawing modes.
- **3.** List any three bitmap images.
- **4.** State the importance of point bucket.
- **5.** Differentiate between primary and secondary action.
- **6.** Define the term key frame with its importance.
- **7.** List the various symbols in flash applications.
- **8.** Write the steps to duplicate symbol in flash.
- **9.** Write the steps to reuse character design.
- **10.** Differentiate between rigging and animation.

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PART—B 8×5=40

Instructions: (1) Answer **all** questions.

- (2) Each question carries eight marks.
- (3) Answers should be comprehensive and criterion for valuation is the content but not the length of the answer.
- 11. (a) Explain the procedure to create pattern in flash.

(OR)

- (b) Explain the importance of flash timeline and its effects.
- **12.** (a) Explain the process of adding lights and shadows to the scenes.

(OR)

- (b) Explain the steps to add perspective grids in flash animation file.
- **13.** (a) Write the difference between shape tweening and motion tweening.

(OR)

- (b) Describe how to do image scaling and squeezing in flash.
- **14.** (a) Explain the procedure to edit a symbol in symbol-editing mode.

(OR)

- (b) Explain the procedure to create any two timeline effects.
- **15.** (a) Explain the process of exporting video as sequence of image.

(OR)

(b) Explain the process to apply any four character rigging constraints.

Instructions: (1) Answer the following question.

- (2) The question carries **ten** marks.
- (3) Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer.
- **16.** Write the steps to develop a tweening animation with different symbols for 18sec.

