



The University of Fiji

The University of Fiji
Library
Suva, Fiji

School of Science and Technology
Department of Information Technology and Computer Science

ITC224

Virtualization & Animation

Semester II, 2013

FINAL EXAMINATION PAPER

Time allowed: 3 hours [10 Minutes Extra Allowed for reading the Paper]

Weighting: 40%

Total Marks: 100

Instructions

- ✦ There are 3 main sections in this examination

Section	Marks
A (Multiple Choice Questions)	10
B (Fill in the Blanks)	10
C (True/False)	10
D (Short/Long Answer Questions)	70

- ✦ All sections are compulsory
- ✦ Start each question on a new page
- ✦ Write your Student ID number in all the pages of your answer sheet
- ✦ Do not write with pencil or highlighted pen
- ✦ Hand in the answer Booklet to the supervisor before you leave the examination hall

Good Luck!!

Section A.

Multiple choice Questions

[10 marks]

1. _____, when used appropriately, adds to the viewer's experience, making for a much richer and enjoyable activity.
 - A. Advertisements
 - B. Sound
 - C. Commericals
 - D. Tweens
2. _____ is a way to partially hide an image in the layer immediately below another layer. The 2 layers get "locked" together to produce the effect.
 - A. Morphing
 - B. Tweening
 - C. Stacking
 - D. Masking
3. Graphic programs widely used in the graphic arts profession include _____.
 - A. desktop publishing programs, image editors and illustration programs
 - B. artificial intelligence, virtual reality, and illustration programs
 - C. mega media programs, image editors, and desktop publishing programs
 - D. virtual reality, desktop publishing programs, and illustration programs
4. _____ allow you to make objects move in a more random or non-straight path.
 - A. Mask
 - B. Shape tween
 - C. Guided layer
 - D. Gravity effect
5. 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. A dashed or dotted line in the colored area indicates a problem.
 - A. Motion Tween
 - B. Mask
 - C. Shape Tween
 - D. Action Script
6. 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

7. 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

8. What should be used to quickly develop an interactive display of minerals that includes scroll bars, buttons, menus, and text fields?

- A. Wizards
- B. Components
- C. Adobe Media Encoder
- D. Dynamic Movie Clips

9. Which type of tween requires that the tweened object is NOT a symbol?

- A. Alpha Tween
- B. Shape Tween
- C. Motion Tween
- D. Classic Tween

10. Which ActionScript event will cause a movie to go to frame 50 of scene 2 and play when the frame is reached on the timeline?

- A. gotoandplay(50,2);
- B. gotoandplay(2,50);
- C. gotoandplay(50); scene(2);
- D. gotoandplay(2); Frame(50);

Section B. Fill in the Blanks [10 marks]

1. Every animation needs a starting and ending point. _____ are used to set these.
2. The stacking order of viewing objects is decided by the order of the _____.
3. _____ is the main area where you will find all your image editing tools.
4. _____ are 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.

5. The purpose of the _____ tool is to allow you to draw precise paths as straight lines or smooth, flowing curves.
6. The _____ point is the small cross you can see in the image.
7. The keyboard shortcut to view the library panel is _____.
8. _____ an object from one frame to another creates the illusion that the object is spinning.
9. _____ Tool provides more flexibility when selecting an area of the stage.
10. Text is entered into _____, which expands as more text is entered.

Section C.

True/False

[10 marks]

1. The objects created in one layer cannot be moved to another one, because each layer is closely bound to its objects.
2. Bones tool is one of the new features in Flash CS4 that is based on Action Script 3.
3. The timeline of a button has one layer and four frames.
4. When presenting concepts, use short words, incomplete sentences and large fonts.
5. In Theatrical Timing its weight is always a huge factor in determining how it should move.
6. Changes made to symbols are reflected in all their associated instances whereas changes made to instances do not affect their symbol.
7. A motion path can be altered by dragging a point on the path using the Selection and Sub-selection tools.
8. You can remove a motion tween animation by clicking the keyframe span on the timeline and choosing remove tween from the modify menu.
9. Any object, including Flash objects, can be turned into a Button symbol.
10. A character's pose should not be exaggerated at any time in the span of an animation.

Section D.

Short/Long Answer Questions

[70 marks]

Question 1

[10 marks]

1. What are two advantages of using external video files for playback versus embedding the video in the .swf? **[1 mark]**
2. Discuss the primary concerns that need to be considered while determining usability? **[1 mark]**
3. Which Flash object does not accept applying filters to it? **[0.5 mark]**
4. You are publishing a Flash movie that includes sound tracks, what is the best sound compression to create the highest quality? **[0.5 mark]**
5. Name and explain four things where Flash animation can be used? **[2 marks]**

6. Explain what you understand by blue drop zone. Also state what single blue line and rectangle with blue border indicate. [1.5 marks]
7. Discuss 5 things which can be determined after studying a timeline of a movie in flash. [2.5 marks]
8. It is important that you provide the audience with as much information or idea as you can at a time. Elaborate on the statement. [1 mark]

Question 2

[10 marks]

1. Layers are used on a timeline as a way to organize objects. Discuss five types of layers. [2.5 marks]
2. Explain the three types of symbols. Explain two ways to create a symbol. [2.5 marks]
3. In flash, buttons have four states. Explain the four button states. [2 marks]
4. While coding in Flash, exact syntax are essential. Explain four syntax rules which need to be followed while writing Action Script in Flash. [2.5 marks]
5. What you understand by the term Virtualization and how is it related to animation. [0.5 mark]

Question 3

[10 marks]

1. It is very important to consider the tips provided by the experts from the animation field. Provide at least six animation tips and techniques. [6 marks]
2. What is a movie clip in flash? Explain at least four advantages of using a movie clip. [2 marks]
3. What is the advantage of having a pre-loader in your animation? [0.5 mark]
4. Write the steps used in masking. [1.5 marks]

Question 4

[10 marks]

1. Explain what you understand by the term Inverse Kinematics. Elaborate on the use of bone tool. [1.5 marks]
2. How can you tell if you are working on the stage or inside a symbol? [0.5 mark]
3. What is storyboarding? [0.5 mark]

4. Flash supports three different types of tweening. Discuss the three different type of tweening. [1.5 marks]

5. Explain four rules which have to be followed while giving instance name. [2 marks]

6. Write the shortcuts for the following: [2 marks]

Function	Shortcut
A. Create a key frame	
B. Delete frames	
C. Insert frame	
D. Insert New Symbol	

7. Write the steps to create the lighting effect together with thunder sound. [2 marks]

Question 5 [30 marks]

1. "The next generation of *billboards* is *digital*". Elaborate on the statement. Compare and contrast billboards and digital billboards. [4.5marks]

2. Planning is one of the most essential tools in your entire animation toolbox. Discuss at least seven points which need to be considered when planning an animation. [3.5 marks]

3. Animation was borne out of different reasons. One of the most significant purposes of animation is in the field of education. Write an essay on the advantages and disadvantages of animation in the education sector with examples. Also state your opinion on using animation locally and its impact on our economy. [10 marks]

4. The main purpose of the principles of Animation was to produce an illusion of characters adhering to the basic laws of physics, but they also dealt with more abstract issues, such as emotional timing and character appeal. Discuss the twelve Principles of animation with examples. [12 marks]

-----The End-----