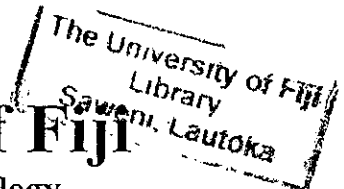




The University of Fiji

School of Science and Technology

Department of Information Technology and Computer Science



ITC224

Virtualization & Animation

Semester II, 2012

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 (True/False)	20
C (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!!

1. This is, by far, the most tedious way to create animations.
 - A. Shape Tween
 - B. Motion Tween
 - C. Mask
 - D. Frame-by-Frame

2. Dragging a symbol from the Library to the stage creates a/an _____.
 - A. Keyframe
 - B. Movie Clip
 - C. Instance
 - D. Graphic

3. Which button state controls how the button looks when the viewer clicks the button?
 - A. The Up state
 - B. The Over state
 - C. The Down state
 - D. The Hit state

4. A/An _____ refers to what is going to happen once Flash detects the occurrence of an event.
 - A. Listener
 - B. Response
 - C. Event source
 - D. Event target

5. We can turn a straight line into a curve with the _____.
 - A. Lasso tool
 - B. Line tool
 - C. Su selection tool
 - D. Arrow tool

6. What is the shortcut if you want to create a keyframe?
 - A. F5
 - B. Shift + F5

C. F6

D. F9

7. What is the shortcut if you want to delete frames from a movie clip?

A. F5

B. Shift + F5

C. Ctrl + Del

D. F9

8. Each cell in a timeline is called a _____, a unit of playing time.

A. Key frame

B. Frame

C. Dot

D. Layer

9. If you change the _____ of an object it will appear as the object is growing or shrinking.

A. Size

B. Position

C. Axis

D. Color

10. You have a movie clip that is located in many places in your Flash document, what is the panel that is used to find the places where the movie clip is in the document?

A. The Library panel

B. The Timeline panel

C. The Movie Explorer panel

D. The Components panel

Section B

True/False Questions

20 marks

1. You can have as many altered instances of a symbol as you like.
2. "Convert to Symbol" dialog box allows you to rename and specify the type of symbol.
3. In Theatrical Timing its weight is always a huge factor in determining how it should move.
4. Any object, including Flash objects, can be turned into a Button symbol.
5. A character's pose should not be exaggerated at any time in the span of an animation.
6. Changes made to symbols are reflected in all their associated instances.

7. No matter how much the character squashes, the volume of the character must change.
8. Changes made to instances do not affect their symbol.
9. The Up button state represents how the button appears when the mouse pointer is not over it.
10. Buttons have four states: up, over, down, and hit and have does not have own Timelines.
11. It is the quality of a particular image or drawing or frame of film that matters, not the quality of the movement.
12. The objects created in one layer cannot be moved to another one, because each layer is closely bound to its objects.
13. In Theatrical Timing its weight is always a huge factor in determining how it should move.
14. JPEG is an acronym for Joint Photographic Experts Group and is a file format for graphic images.
15. When presenting concepts, use short words, incomplete sentences and large fonts.
16. A motion path can be altered by dragging a point on the path using the Selection and Sub-selection tools.
17. You can remove a motion tween animation by clicking the keyframe span on the Timeline and choosing Remove Tween from the Modify menu.
18. Animations are placed on their own layer beneath a motion guide layer.
19. Turning on the Onion Skin feature allows you to view an outline of the object(s) in any number of frames.
20. Shape tweening can be applied only to editable graphics.

<u>Section C</u>	<u>Short/Long Answer Questions</u>	<u>70 marks</u>
-------------------------	---	------------------------

Question 1	[10 marks]
-------------------	-------------------

- | | |
|---|------------|
| 1. What is storyboarding? | [0.5 mark] |
| 2. ActionScript can be attached to a frame or to an object. | [0.5 mark] |
| a. Do you agree? | |
| b. Explain How? | |
| 3. Write the steps to insert sound. | [0.5 mark] |
| 4. How do you create the illusion of movement in an animation? | [2 marks] |
| 5. Explain do you create and preview buttons in flash. | [2 marks] |
| 6. Write five things you need to have if you want to be an Animator? [2.5marks] | |

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

Question 2 [10 marks]

1. If you want to edit a movie clip, there are two ways to do that. Explain the ways and state the difference between the two ways. [3 marks]
2. There are several tasks which should be completed before an animation can be published or presented. Explain the tasks involved in detail. [2 marks]
3. Different effects used in animations enhance your work and makes it look realistic. Write the steps to create a ripple effect. [3 marks]
4. Use this to make a symbol disappear from view (great for changing pictures). You would use motion tween or classic tween for this method. You have to change the "alpha" setting of the symbol. Alpha represents transparency. Name and Explain the concept. [2 marks]

Question 3 [10 marks]

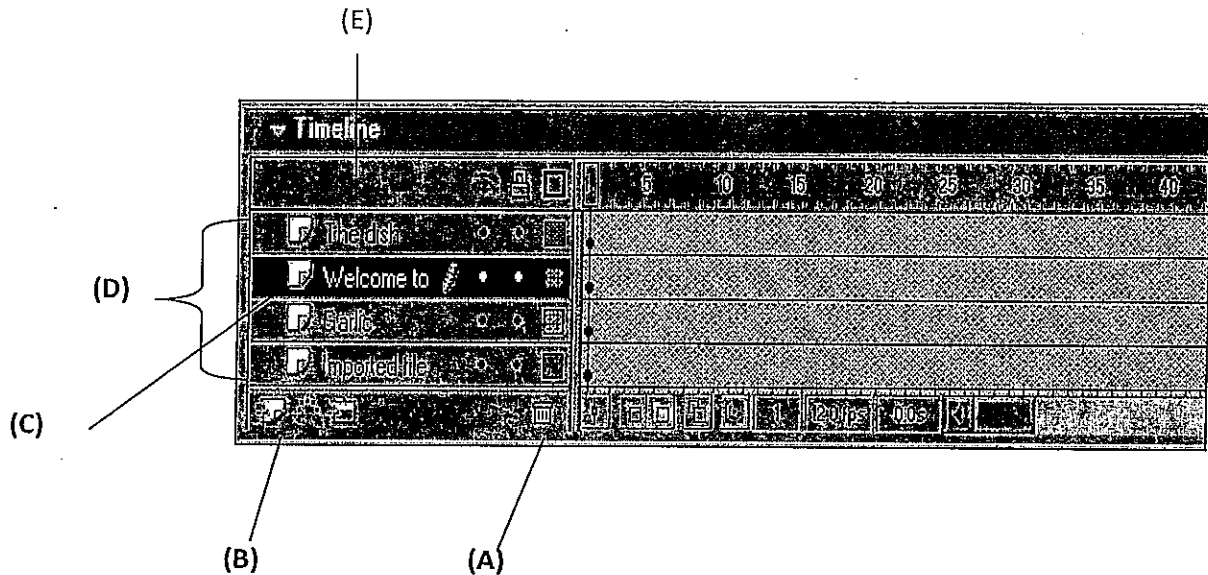
1. What is the importance of Locking and Hiding a layer? [0.5 mark]
2. Flash supports three different types of tweening. Discuss the three different type of tweening. [1.5marks]
3. Give four reasons, why Do Animations Fail? [2 marks]
4. Video is one of the most important elements of multimedia. Discuss how is video used currently? [2 marks]
5. What do you understand by frames per second (FPS)? [0.5 mark]
6. How do you apply shape tweening to text? [0.5 mark]
7. It is important that you provide the audience with as much information or idea as you can at a time. [1 mark]
 - a. Do you agree?
 - b. Explain with reasons.
8. What you understand by the term Virtualization and how is it related to animation. [1 mark]
9. Differentiate between Bitmap and vector images. [1 mark]

Question 4 [10 marks]

1. Name and describe the three types of text which can be used in Flash? [1.5marks]

2. Write the code which can be attached to a button to play a particular frame. [1 mark]

3. Label the different parts of the flash Timeline. [1.5marks]



4. It is very important to consider the tips provided by the experts from the animation field. Explain at least six animation tips and techniques. [6 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!