



# The University of Fiji

School of Science and Technology

Department of Information Technology and Computer Science



ITC224

Virtualization & Animation

Semester II, 2011

## FINAL EXAMINATION PAPER

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

*Weighting: 40%*

*Total Marks: 100*

### Instructions

- There are 4 main sections in this examination

| Section                         | Marks |
|---------------------------------|-------|
| A (Multiple Choice Questions)   | 20    |
| B (True/False)                  | 15    |
| C ( Fill in the blanks )        | 10    |
| D (Short/Long Answer Questions) | 55    |

- 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. 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
2. What is the best method to create a star which consists of 5 sides in Flash?
  - A. The Rectangle Primitive tool
  - B. The Polystar tool
  - C. Draw it using the Line tool
  - D. Import star symbol from Illustrator
3. Each individual display object on the stage is referred to as a/an \_\_\_\_\_.
  - A. Image
  - B. Symbol
  - C. Instance
  - D. None of the above
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. A motion tween animation in Flash always moves along the \_\_\_\_\_ possible trajectory.
  - A. Circuitous

- B. Longest
- C. Shortest
- D. None of the above

7. What is the shortcut if you want to go to the actions panel?

- A. F5
- B. Shift + F5
- C. F6
- D. F9

8. What is the shortcut if you want to create a keyframe?

- A. F5
- B. Shift + F5
- C. F6
- D. F9

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

- A. F5
- B. Shift + F5
- C. Ctrl + Del
- D. F9

10. \_\_\_\_\_ is probably the step most often missed by students, and at the same time, it is probably the most essential tool in your entire animation toolbox.

- A. Observation
- B. Planning
- C. Gathering reference material
- D. Sketching

11. \_\_\_\_\_ consist of groups of individually selectable frames in the Timeline.

- A. Motion Tweens
- B. Shape Tweens
- C. Classic Tweens
- D. Animation

12. \_\_\_\_\_ are frames in which a new instance of an object appears.

- A. Keyframes
- B. Movie Clips

- C. Onion Skin
- D. Masking

13. \_\_\_\_\_ provide additional tools for creating and editing movies.

- A. Toolbox
- B. Attributes editor
- C. Option Windows
- D. Panels

14. \_\_\_\_\_ reduces the size of your published movies and decreases download times.

- A. Color
- B. Symbols
- C. Volume
- D. Number of Contents

15. Before a drawing can be animated, it must be converted to a \_\_\_\_\_.

- A. Symbol
- B. Tween
- C. Keyframe
- D. Layer

16. What are keyframes?

- A. The in-between frames of the animation that tweens fill in for you
- B. The frames of the animation where the important changes to the image happen
- C. The layers that contain the symbols you drew
- D. The borders that you can add around the Stage to frame the movie

17. 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

18. The Stage is the large \_\_\_\_\_ in the workspace.

- A. Gray area
- B. Blue border
- C. White box
- D. Properties panel

19. Each cell in a timeline is called a \_\_\_\_\_, a unit of playing time.

- A. Key frame
- B. Frame
- C. Dot
- D. Layer

20. 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

**Section B**

**True/False Questions**

**15 marks**

1. This event source can also be alternatively referred to as the event target.
2. The scaleX property controls the vertical scaling.
3. Flash is both a drawing tool and a movie editor.
4. Movement makes static drawings come alive.
5. The only object type in Flash that can detect mouse events is the Button object.
6. Buttons have four states: up, over, down, and hit and have does not have own Timelines.
7. It is the quality of a particular image or drawing or frame of film that matters, not the quality of the movement.
8. Instance names are author defined, meaning you decide what names to give them.
9. A character's pose should not be exaggerated at any time in the span of an animation.
10. No matter how much the character squashes, the volume of the character must change.
11. The Motion Editor enables you to view all Motion tween properties and their property keyframes.

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.

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**Section C** **Fill in the blanks** **10 marks**

1. \_\_\_\_\_ are characteristics that describe instances.
2. A/An \_\_\_\_\_ refers to a specific occurrence that happens as your Flash movie runs.
3. When you draw a circle, Flash actually creates two objects: the fill and the \_\_\_\_\_.
4. The purpose of the \_\_\_\_\_ tool is to allow you to draw precise paths as straight lines or smooth, flowing curves.
5. The \_\_\_\_\_ point is the small cross you can see in the image.
6. You can create motion by changing the placement of an object in successive \_\_\_\_\_.
7. \_\_\_\_\_ is a programming language you can use to send instructions to a Flash movie.
8. The \_\_\_\_\_ move is something that we physically cannot do without.
9. The keyboard shortcut to view the library panel is \_\_\_\_\_.
10. \_\_\_\_\_ an object from one frame to another creates the illusion that the object is spinning.

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**Section D** **Short/Long Answer Questions** **55 marks**

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**Question 1** **[10 marks]**

1. What is animation? [0.5 mark]
2. What is virtualization? [0.5 mark]

3. What do you understand by frames per second (FPS)? [0.5 mark]

4. How do you apply shape tweening to text? [1 mark]

5. ActionScript can be attached to a frame or to an object. [1 mark]

- a. Do you agree?
- b. Explain how it can be attached?

6. It is important that only one idea is seen by the audience at a time. [1 mark]

- a. Do you agree?
- b. Reason.

7. Explain three ways using which we can delete layers from the timeline. [1.5 marks]

8. There are some objects in flash for which we can give instance name and some which we can't give instance name. Which objects in flash can be given instance name? [2 marks]

9. What will happen when you type in `circle1_mc.scaleY = 2` in the actions panel? [2 marks]

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Question 2 [10 marks]

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1. How can you tell if you are working on the stage or inside a symbol? [1 mark]

2. What is storyboarding? [0.5 mark]

3. Video is one of the most important elements of multimedia. Discuss how is video used currently? [2 marks]

4. What is the importance of Locking and Hiding a layer? [1 mark]

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

6. Give three reasons, why Do Animations Fail? [1.5 marks]

7. Write five things you need to have if you want to be an Animator? [2.5 marks]

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Question 3 [10 marks]

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1. What is the syntax for writing event handling code? [3 marks]

2. Briefly explain how events in AS3 are handled?

[4 marks]

3. 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]

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**Question 4**

**25 marks**

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1. Explain four rules which have to be followed while giving instance name.

[2 marks]

2. Discuss any four animation tips from the following list.

[4 marks]

- i. Reference Materials
- ii. Thumbnails
- iii. Blinks have Meaning
- iv. Spotlight Your Expressions
- v. Operative words

3. Discuss any seven Principles of animation from the list below.

[7 marks]

- i. Anticipation
- ii. Exaggeration
- iii. Timing
- iv. Secondary Action
- v. Solid Drawing
- vi. Squash and Stretch
- vii. Staging
- viii. Follow Through and Overlapping Action
- ix. Straight Ahead Action and Pose to Pose

4. Discuss the 7 points which need to be considered when planning an animation.[7 marks]

5. Write the step by step procedure of how to do the lighting effect?

[5 marks]