

**DIP-067**

**DIA-1**

**DIPLOMA EXAMINATION —  
DECEMBER, 2019.**

**Animation**

**ADOBE PHOTOSHOP**

**Time : 3 hours**

**Maximum marks : 75**

**PART A — (5 × 5 = 25 marks)**

**Answer any FIVE questions.**

1. Explain how you crop an image in Adobe Photoshop.
2. Write about Photoshop work area.
3. Discuss how to choose a layer style.
4. Define path. Explain how to create path in Photoshop.
5. Discuss how to fill an area with paint bucket.
6. Describe how to resize an image.
7. Explain how to correct the color of an image in Photoshop.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions

8. Discuss any Five Photoshop tools you familiar with.
  9. Explain the steps involved in creation of a layer.
  10. Write short notes on flattening image.
  11. Discuss the use of Mask.
  12. Explain how to add gradient to an image.
  13. Write short note on rotating and trimming the canvas.
  14. Describe how to install plug-ins in Photoshop.
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**DIP – 068**

**DIA-2**

**DIPLOMA IN ANIMATION EXAMINATION –  
DECEMBER, 2019.**

**MACROMEDIA FLASH 8: ADVANCED DESIGN**

Time : 3 hours

Maximum marks : 75

**PART A — (20 × 1 = 20 marks)**

Choose the correct answer:

1. Flash 8 conceived to create standard \_\_\_\_\_
  - (a) web pages
  - (b) documents
  - (c) forms
  - (d) domain
  
2. OOP stands for
  - (a) Ongoing Object based Projects
  - (b) Object Oriented Programming
  - (c) Online Outsource Projects
  - (d) Online Oriented Programming

3. In Flash, the Actions Panel is used to \_\_\_\_\_ with Action Script.
- (a) create document
  - (b) develop forms
  - (c) program animation
  - (d) program scripts
4. The major limitation of event handler is \_\_\_\_\_
- (a) Medium communication
  - (b) Faster communication
  - (c) one-to-one event communication
  - (d) fool proofing communication
5. Blend mode menu is located in the \_\_\_\_\_
- (a) Form panel
  - (b) properties panel
  - (c) Menu panel
  - (d) Action panel

6. In flash 8, if bitmap caching is enabled, flash will convert the vector graphic into a \_\_\_\_\_ image at run time.
- (a) text
  - (b) video
  - (c) gray
  - (d) bitmap
7. XML stands for \_\_\_\_\_
- (a) Extensible Markup Language
  - (b) Extra Markup Language
  - (c) Enumerated Markup Language
  - (d) Extensible Manipulation Language
8. \_\_\_\_\_ is essential tool in creating dynamically driven web sites with flash.
- (a) Java
  - (b) Filter
  - (c) XML
  - (d) Flash class
9. CSS stands for
- (a) Continuous Style Sheet
  - (b) Cascading Standard Sheet
  - (c) Continuous Standard Sheet
  - (d) Cascading Style Sheet

10. \_\_\_\_\_ is a function or method that should receive notifications when an event is dispatched.
- (a) Listener                      (b) Event handler
- (c) Event                          (d) Activity
11. \_\_\_\_\_ is a method of rendering (drawing lines and curves) that softens edges.
- (a) Copying                      (b) Editing
- (c) Viewing                      (d) Anti-aliasing
12. Which of the following is not a property of Cascading Style Sheet (CSS) text formatting?
- (a) Text-color                      (b) Line height
- (c) Word spacing                  (d) Text height
13. Where is the main timeline?
- (a) Pallet
- (b) Canvas
- (c) Main stage
- (d) Blank Page

14. Which of the following file can be opened and modified in animation?
- (a) DOC                      (b) FLV  
(c) JPEG                      (d) SWF
15. When creating an animation, at least how many “Key Frames” are needed?
- (a) 1                              (b) 2  
(c) 3                              (d) 4
16. When you place action script in frames we must use
- (a) Key frames  
(b) Animation spin  
(c) Motion guide  
(d) Empty frame
17. Which type of animation can make a shape change to another?
- (a) Frame-by-frame animation  
(b) Tweened animation  
(c) Shape tweened animation  
(d) Aliasing animation

18. \_\_\_\_\_ is a 2D computer graphics term for a technique used in creating animated cartoons and editing movies to see several frames at once.
- (a) Onion skinning
  - (b) Tweening
  - (c) Aliasing
  - (d) Transformation
19. \_\_\_\_\_ is used to create a component listener.
- (a) Editor
  - (b) Handler
  - (c) Delegate
  - (d) Tweening
20. In \_\_\_\_\_ we can draw a shape at one specific frame in the Timeline, and change that shape or draw another shape at another specific frame.
- (a) Skinning
  - (b) Animation
  - (c) Listening
  - (d) Shape tweening

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

21. Outline the general characteristics of Action Script.
22. Describe the ways of using hitTest().
23. What do you mean by filters in flash? Explain.
24. Describe the two types of flash drawing models.
25. Brief about the difference between listener and event handler.
26. Write the procedure for attaching movie clips.
27. Point out the steps involved in adding easing via Action script.
28. What are transition classes? Explain.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

29. Illustrate with an example, explain the working of flash classes.
30. Explain how to create an XML document and import it into a flash application.

31. Discuss how to create an instance of the Flash object class with an example.
  32. Explain the way of creating mask with Action Script.
  33. Explain about handling Tween class events.
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**DIPLOMA IN ANIMATION EXAMINATION —  
DECEMBER, 2019.**

Video Editing Process

**ANIMATION**

Time : 3 hours

Maximum marks : 75

**PART A — (20 × 1 = 20 marks)**

Answer ALL questions.

Choose the correct answer :

1. \_\_\_\_\_ is the process of converting an analog video signal to digital video and sending it to local storage or to external circuitry.
  - (a) Video editing
  - (b) Video capture
  - (c) Video Trimming
  - (d) Video viewing
  
2. The DV camera is connected from the DV in-out interface to an IEEE \_\_\_\_\_ port.
  - (a) 1394
  - (b) 1794
  - (c) 1740
  - (d) 1440

3. Which of the following is video editing free software?  
(a) iMovie                      (b) UNIX  
(c) Coreldraw                  (d) DBMiner
4. Which of the following is not a video file format?  
(a) MP4                          (b) FLV  
(c) DAT                          (d) MP3
5. A group of shots filmed at different times but edited together is called a \_\_\_\_\_.  
(a) Random                      (b) Animation  
(c) Buffering                      (d) Sequence
6. \_\_\_\_\_ is the manipulation and arrangement of video shots.  
(a) video clipping              (b) video framing  
(c) video editing                (d) video conferencing
7. \_\_\_\_\_ refers to taking off either part of the beginning or ending of a video clip.  
(a) Rolling                        (b) Trimming  
(c) Splitting                      (d) Cutting
8. A \_\_\_\_\_ changes the timing, but not the length of a clip.  
(a) slide edit                      (b) trim edit  
(c) slip edit                        (d) ripple edit

9. Example of transition in video editing is
- (a) Coloring image
  - (b) Segmentation
  - (c) Image change
  - (d) Image size
10. \_\_\_\_\_ effect lets you create a repeating pattern from a photo and includes options for setting vertical or horizontal offsets to the pattern.
- (a) Trimming
  - (b) Transition
  - (c) Scaling
  - (d) Motion Tile
11. Short cut key for Undo is
- (a) Ctrl + U
  - (b) Ctrl + A
  - (c) Ctrl + Z
  - (d) Ctrl + B
12. \_\_\_\_\_ is a marker indicating where an edit will begin.
- (a) In Point
  - (b) Out point
  - (c) Begin Point
  - (d) Start Point
13. \_\_\_\_\_ is a frame where a new symbol instance appears in the timeline.
- (a) Main frame
  - (b) Dual frame
  - (c) Keyframe
  - (d) Safe frame
14. Vfx stands for
- (a) Virtual effects
  - (b) Visual effects
  - (c) Video Effects
  - (d) Visual Error

15. In \_\_\_\_\_, the content changes within the span for each frame. You can use this type of span for animations.
- (a) Static frame span
  - (b) Tweened frame span
  - (c) Dynamic frame span
  - (d) Random frame span
16. Image distort filter contains \_\_\_\_\_.
- (a) Emboss
  - (b) Engrave
  - (c) Ripple
  - (d) All of the above
17. In video, DV stands for
- (a) Dynamic video
  - (b) Digital Video
  - (c) Distributed Video
  - (d) Direct Video
18. CD-ROM stand for \_\_\_\_\_.
- (a) Compact Disc-Read Only Memory
  - (b) Compact Disc-Random Only Memory
  - (c) Compact Demand-Read Only Memory
  - (d) Continuous Disc-Read Only Memory

19. Expansion of DVD is \_\_\_\_\_.
- (a) Digital Versatile Disk
  - (b) Digital Versatile Drive
  - (c) Digital Value Disk
  - (d) Distributed Versatile Disk
20. \_\_\_\_\_ converts sequences and clips into media suited for distribution on the web or on DVDs, iPods, tablets, cell phones, and other mobile devices.
- (a) Attribute media encoder
  - (b) Adobe module encoder
  - (c) Adobe media encoder
  - (d) Adobe media encrypter

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

21. What does video clip mean? Explain.
22. Explain how to import illustrator files.
23. Brief about the use of storyboard editing.
24. Point out the difference between rolling edit and ripple edit.

25. Explain the procedure for creating and opening title files.
26. Describe the concept of keying in video editing.
27. What do you mean by audio mixer? Explain its use.
28. Explain the concept of exporting single frame as a JPEG.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

29. Outline the tips for your videos look more professional.
30. Discuss the way of copying, splitting, cutting and pasting video clips.
31. Illustrate the steps involved in creating and modifying shape objects.
32. Elaborate on working with Key frames in the Timeline.
33. Write note on Adobe Media Encoder.