

DIP-179

VDIA-1

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

ADOBE PHOTOSHOP

Time : 3 hours

Maximum marks : 75

PART A — (5 × 5 = 25 marks)

Answer any FIVE questions.

1. Can you explain Adobe Photoshop is Raster Based Software or Vector Based Software? Please Explain.
2. Explain the process of restoration of image?
3. Explain about Lasso tools in Photoshop?
4. Difference between RGB & CMYK color mode?
5. How to organize layers in Photoshop?
6. What is a heal tool?

7. What are the type tools in Photoshop and explain them?
8. What is a Smart Object in Adobe Photoshop and explain its benefits?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

Question No. 9 and 10 are compulsory.

9. (a) Pixels represent tiny _____ of colour, which are typically unseen by the naked eye.
 - (i) Circles
 - (ii) Squares
 - (iii) Inches
 - (iv) Swatches
- (b) The tool allows you to cut text out of a scenic background for use in your design.
 - (i) Blending options
 - (ii) Image adjustments
 - (iii) Layer modes
 - (iv) Text mask

- (c) Clouds, motion blur, ocean ripple and plastic wrap are all examples of that can be used in your graphic design.
 - (i) Transparency
 - (ii) Opacity
 - (iii) Filter
 - (iv) Zoom

- (d) If you have a solid colour to select and delete, the tool is the quickest and most effective.
 - (i) Magic wand
 - (ii) Colour picker
 - (iii) Zoom
 - (iv) None

- (e) The name of the area upon which the graphic design is completed is
 - (i) Gradient
 - (ii) Canvas
 - (iii) Smudge
 - (iv) Stage

- (f) Bitmap is sometimes referred as
 - (i) JPEG
 - (ii) GIF
 - (iii) Raster
 - (iv) None
- (g) How many Colour Modes are there in Photoshop?
 - (i) Five
 - (ii) One
 - (iii) Three
 - (iv) None
- (h) To get Stroke option in Photoshop, we have to select
 - (i) Select Menu
 - (ii) Filter Menu
 - (iii) Edit Menu
 - (iv) None of the above
- (i) JPEG stands for
 - (i) Joint Photographic Experts Group
 - (ii) Joint Picture Export Group
 - (iii) Junior Photographer Experimental Group
 - (iv) None of the above

- (j) We use Dodge Tool to _____ the area of image.
 - (i) Lighten or darken
 - (ii) Sharp or Unsharp
 - (iii) Blur and mix
 - (iv) None of the above

10. State true or false

- (a) The default colours for the foreground and background colours are black and white.
- (b) A layer is a separate image to an overall image
- (c) Layers cannot be deleted once they've been created.
- (d) Hue, Saturation and Brightness are terms used with colour.
- (e) Control + R is the short cut for hiding/showing your rulers.
- (f) Raster Graphic consists of Pixels
- (g) The short cut key of Feather is Alt+Ctrl+F.
- (h) Liquify is a Filter.
- (i) By using Photoshop, we can make a static Web site
- (j) We cannot save any Selection in Photoshop.

11. What are the Editing tools and explain?
 12. What is a camera raw filter and its purpose?
 13. Difference between clone stamp and pattern stamp tool with editing process?
 14. Explain the process of making a static website?
 15. Explain process of cutting image with flying hair?
 16. What is Puppet warp tool and its uses?
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VOCATIONAL DIPLOMA IN ANIMATION
TERM END EXAMINATION —
DECEMBER, 2019.

MACROMEDIA FLASH – ADVANCE DESIGN

Time : 3 hours

Maximum marks :75

PART A — (5 × 5 = 25 marks)

Answer any FIVE questions.

1. Describe the uses of TIME LINE and Layer panel in flash.
2. How to Change background colour and Stage size?
3. Define MASK layer in flash.
4. Explain Shape command and Align command.
5. How to create a path tween in flash?
6. Difference between Normal web page and Dynamic web page.
7. How to Embed Flash in html'?
8. Explain Drawing Toolbar.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

Question No.9 and 10 are compulsory

9. (a) A frame that has no drawing on it.
- (i) Input Text
 - (ii) Motion Presets
 - (iii) Animation spin
 - (iv) Empty Frame
- (b) The number of picture displayed in a second in Flash?
- (i) Static Text
 - (ii) Bones
 - (iii) FPS (frames per second)
 - (iv) Frame
- (c) A GUI object one can press or click to trigger some function.
- (i) Frame-by-frame Animation
 - (ii) Motion Tween
 - (iii) Button
 - (iv) Function

- (d) The programming language that goes with Flash?
 - (i) Variable
 - (ii) Action Script
 - (iii) Key Frame
 - (iv) .SWF
- (e) Movie Clip - Button and Graphic are?
 - (i) Symbol Types
 - (ii) Library Panel
 - (iii) URL
 - (iv) Video Formats
- (f) This panel indicates what settings are being used for objects and allows you to change those settings?
 - (i) Tools
 - (ii) Actions
 - (iii) Frames
 - (iv) Properties
- (g) A building block of an animation.
 - (i) Motion Guide
 - (ii) Adobe Media Encoder
 - (iii) Frame
 - (iv) Empty Frame

- (h) Animation where objects change in each frame
 - (i) Merge Drawing
 - (ii) Stage
 - (iii) Properties Panel
 - (iv) Frame-by-frame Animation
- (i) Contains Action Script code
 - (i) Motion Path
 - (ii) AS - Action Script File
 - (iii) Motion Tween
 - (iv) Event Listener
- (j) Something that you drag to move to indicate your current frame. (Orange/Red in color).
 - (i) Import Graphic
 - (ii) FPS (frames per second)
 - (iii) Toolbar
 - (iv) Play head

10. State True or False:

- (a) Files in .swf format can be edited in the Flash program.
- (b) The Window menu on the menu bar cannot be used to display and hide panels.

- (c) You can learn several things about a movie by studying the timeline.
 - (d) Frames in a Flash movie are similar to frames in a motion picture.
 - (e) The size of the Stage is equivalent to the size of the area within your browser window that displays the movie.
 - (f) You cannot animate an objects appearance.
 - (g) Panels are used to modify objects and features in a movie.
 - (h) Colours and symbols are used to indicate types of frames.
 - (i) A storyboard includes placeholders for various elements of a user interface.
 - (j) Gradient swatches does not appear in the Fill color control.
11. Explain the types of Animations and its uses in Flash.
 12. What are the panels available in flash window?
 13. Explain the Import and Export file formats in Flash.

14. Discuss the guide layer and Masking Text in detail.
 15. What are the sound file import formats in flash?
How will you add sound to button?
 16. Explain the different tools in the Tool Box.
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DIP-181

VDIA-3

**VOCATIONAL DIPLOMA IN ANIMATION
EXAMINATION — DECEMBER, 2019.**

**VIDEO EDITING PROCESS AND 3D COMPUTER
GRAPHICS AND MODELING**

Time : 3 hours

Maximum marks : 75

PART A — (5 × 5 = 25 marks)

Answer any FIVE questions.

1. How to create a title and motion graphics?
2. What are the panel tools?
3. What are the video codecs for exporting?
4. Describe the video standards?
5. How to export the files for web and mobile devices
6. Elaborate the differences of masking and tracking
7. How do you handle and work with source monitor?
8. What is import batch list?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

Question No: 9 and 10 are compulsory.

9. (a) Its help you to balance the Shadows, Midtones, and Highlights of an image.
- (i) Two-way color corrector
 - (ii) Three-way color corrector
 - (iii) Layer correction
 - (iv) Color adjustment
- (b) The shortcut of Shift+5 is used to open
- (i) Tools panel
 - (ii) Control panel
 - (iii) Stereo control
 - (iv) Effect control panel
- (c) Iris is an option under
- (i) video effects
 - (ii) audio effects
 - (iii) video transitions
 - (iv) audio transitions

- (d) DV-NTSC is a
 - (i) European standard
 - (ii) Indian standard
 - (iii) North American standard
 - (iv) USA standard
- (e) The menu has two options, Video and Luma.
 - (i) Input menu
 - (ii) Output menu
 - (iii) Color menu
 - (iv) Tool menu
- (f) Rolling edit tool in
 - (i) Tools panel
 - (ii) Monitor panel
 - (iii) Control panel
 - (iv) Effect panel

- (g) To set the balance between left and right channels of a stereo sequence use
 - (i) Balance knob
 - (ii) Audio effect
 - (iii) Stereo control
 - (iv) Control panel
- (h) The shortcut to select the clip
 - (i) V
 - (ii) S
 - (iii) C
 - (iv) A
- (i) Smoke, Avid, Fcp is a
 - (i) audio editing software
 - (ii) only video editing software
 - (iii) video editing and effects software
- (j) DI stands for
 - (i) Direct intermediate
 - (ii) Digital intermediate
 - (iii) Digital image
 - (iv) Direct image mode

10. True or False:
- (a) To change the duration of the transition, double-click the transition in a Timeline panel and enter the new duration in the Set Transition Duration dialog
 - (b) A yellow render bar indicates an un rendered section
 - (c) FCP is an Audio editing software
 - (d) DAT is stands for Digital Audio Tape
 - (e) To create text layer, select Vertical type tool from tools panel
 - (f) You cannot editor unlink the linked video and audio
 - (g) Adaptive tracks contain mono, stereo, and adaptive clips only
 - (h) You cannot export the footage without the device control
 - (i) To crop the image, specify cropping options in the Source panel
 - (j) In PAL, 25 frames were transmitted each second.
11. How to apply and customize the animation and key frame.
12. Discuss and differentiate the audio master meters and audio mixer.

13. Elaborate and discuss how to work multi camera editing source.
 14. Elaborate the capturing time code.
 15. Enumerate the effective techniques of video editing.
 16. Discuss the different monitors with their tools.
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