

**STELLA MARIS COLLEGE (AUTONOMOUS) CHENNAI – 600 086.**  
**(For candidates admitted during the academic year 2011-2012 & thereafter)**

**SUBJECT CODE: 11CS/GE/AM24**

**B.A. / B.Sc. / B.Com. / B.C.A/ B.S.W/ B.V.A. DEGREE EXAMINATION,**  
**APRIL 2015**

**COURSE : GENERAL ELECTIVE**  
**PAPER : ANIMATION – MULTIMEDIA TOOL**  
**TIME : 1 ½ HOURS**

**MAX. MARKS: 50**

**Section – A**

**Answer all the questions:**

**(10 x 1 = 10)**

**Choose the best answer:**

1. A \_\_\_\_\_ is a frame where you define changes in the animation.  
a. Frame      b. key frame      c. empty frame      d. blank frame
2. \_\_\_\_\_ is the technique of adjusting the edge disturbance in curved portions of a letter.  
a. Aliasing      b. anti-aliasing      c. proportional      d. monospace
3. \_\_\_\_\_ is the primary medium used for delivering multimedia projects.  
a. CD-ROM      b. hard disk      c. document      d. video file
4. \_\_\_\_\_ used to create a hole through which underlying layers are visible.  
a. morphing      b. masking      c. tweening      c. none of these
5. \_\_\_\_\_ state represents the active area of the button.  
a. hit      b. over      c. move      d. up

**Fill in the blanks:**

6. \_\_\_\_\_ algorithm reduce file size with no loss in image quality.
7. RGB is referred to as \_\_\_\_\_ theory.
8. All symbols used in a flash movie are stored in \_\_\_\_\_.
9. GIF stands for \_\_\_\_\_.
10. \_\_\_\_\_ tool will pick up strokes and apply them to another object.

**Section – B****Answer all the questions:****(5 x 2 = 10)**

11. List out any two applications of multimedia.
12. What is JPEG?
13. What do you mean by layers?
14. What are the three different types of symbols in flash?
15. Write a code snippet to stop and play between frames.

**Section – C****Answer any six questions:****(6 x 5 = 30)**

16. Explain the different roles in multimedia team.
17. What is multimedia? Explain the different stages of multimedia project.
18. Give a short note on the classification of fonts.
19. What is tweening? Explain its types.
20. Give a short note on the following tools:
  - a. Brush
  - b. Oval Primitive
  - c. Transform
21. Discuss on the different segments in a timeline.
22. Write down the steps to perform masking.
23. What is an event? Explain the onclick event with a sample action script code.

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