

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

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

**B.C.A. / B.S.W 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. Creation of a storyboard is done in \_\_\_\_\_ phase of the project development.  
a) planning                      b) designing                      c) creating                      d) supporting
2. Web sites having moving graphics are called \_\_\_\_\_  
a) animations                      b) vectors                      c) links                      d) morphs
3. \_\_\_\_\_ font does not have the small projecting features called serifs at the end of strokes.  
a) serif                      b) sans-serif                      c) proportional                      d) both a & b
4. \_\_\_\_\_ is the final compressed file version of your working Flash file.  
a) .fla                      b) .flv                      c) .swf                      d) .swa
5. Raster graphics are composed of a grid of small squares called \_\_\_\_\_  
a) pixels                      b) graphics                      c) vectors                      d) table

**Fill in the blanks:**

6. \_\_\_\_\_ shows the overall flow of a multimedia presentation.
7. \_\_\_\_\_ organizes and controls a movie's content over time in layers and frames.
8. \_\_\_\_\_ used to create a hole through which underlying layers are visible.
9. \_\_\_\_\_ tool is used to scale, rotate, compress and stretch lines and shapes.
10. \_\_\_\_\_ tool will pick up strokes or fills and apply them to another object.

**Section – B**

**Answer all the questions:**

**(5 x 2 = 10)**

11. What is hypermedia?
12. Give the purpose of jpeg and gif image format.
13. Can you animate text in flash? If yes, write down the steps.
14. What is onion skinning?
15. Give the syntax to navigate between scenes and frames.

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**Section – C**

**Answer any six questions:**

**(6 x 5 = 30)**

16. What is multimedia? Discuss any three applications of multimedia.
17. Discuss on the multimedia hardware and software.
18. Explain the color theory in detail.
19. How do you create a motion guide in flash?
20. What is a symbol? Explain the different types of symbols.
21. Give short note on the following tools:
  - a. Subselection
  - b. Rectangle Primitive
  - c. Ink Bottle
22. Explain the different types of tweening.
23. How the button symbol works? Show the differences between the four button behaviours.

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