Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021

Course Name - −2D Animation-II
Course Code - BMMC401

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Mark only one oval.

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○ M.SC.(AM)

○ M.SC.CS)

○ M.SC.(ANCS)

○ M.SC.(MM)

○ B.A.(Eng)

Answer all the questions. Each question carry one mark.

9. 1. What is the abbreviation,FPS means

Mark only one oval.

○ Frame per second

○ Film per second

○ Frame per scene

○ Film per scene

10. 2.This is like a comic strip that shows the important parts of the story.

Mark only one oval.

◯ Comic book

◯ Storyboard

◯ Photo Story

◯ Timeline

11. 3. Which action allows you to save the object in the library panel for future use?

Mark only one oval.

◯ Exporting

◯ Importing

◯ Convert to symbol

◯ Convert to text

12. 4. Which tools allows you to scale,rotate and skew objects in the animate stage?

Mark only one oval.

◯ Free convert tool

◯ Free transform tool

◯ Pen tool

◯ Bone tool

13.   5. This tool allows you to modify the gradient in three ways.

Mark only one oval.

◯ Object Drawing

◯ Merge Drawing

◯ Gradient Transform Tool

◯ Flash Tool

14.   6. This panel indicates what settings are being used for objects and allows you to change those settings.

Mark only one oval.

◯ Tools

◯ Actions

◯ Properties

◯ None of these

15.   7. The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.

Mark only one oval.

◯ Library

◯ Timeline

◯ Properties

◯ None of these

16.   8. What is the name of the programming / scripting language of Animate software?

Mark only one oval.

○ Java script

○ MEL script

○ Pytho script

○ Action script

17.   9. What method of animation creates the in-between frames when you create the start and end points of the animation?

Mark only one oval.

○ Frame by frame

○ Tween

○ Stop motion

○ Cel animation

18.   10. The type of graphics uses math formulas to draw animation shapes.

Mark only one oval.

○ Vector

○ Pixel

○ Shape

○ Raster

19. 11.This symbol is a collection of frames used in animations or single frame mode.

Mark only one oval.

◯ Graphic

◯ Movie clip

◯ Button

◯ Raster

20. 12. What is Ambient Sound?

Mark only one oval.

◯ These are individual sounds in sync with the on screen actions.

◯ They set moods, define place and reinforces the visuals without calling attention to the soundtrack.

◯ Performing sound effects live while watching the clips projected in a studio.

◯ Sound created vocally by vocal artists.

21. 13. What is Vocal sound?

Mark only one oval.

◯ These are individual sounds in sync with the on screen actions.

◯ They set moods, define place and reinforces the visuals without calling attention to the soundtrack.

◯ Performing sound effects live while watching the clips projected in a studio.

◯ Sound created vocally by vocal artists.

22. 14. Performing sound effects live while watching the clips projected in a studio is known as _____.

Mark only one oval.

   ◯ Foley Effects

   ◯ Vocal Sound

   ◯ Hard or Cut Effects

   ◯ Ambient Sound/Background

23. 15. Recorded voices are synced with the animated visuals this process is known as _____.

Mark only one oval.

   ◯ Lip-sync animation

   ◯ Tweening animation

   ◯ Frame by frame animation

   ◯ Voice recording animation

24. 16. Which element is act as a guideline for the animators to animate the lip movements of the characters?

Mark only one oval.

   ◯ Extension

   ◯ Dialogue

   ◯ Sound effects

   ◯ None of these

25.   17. In which year first animation movie released with sound?

Mark only one oval.

- ⬭ 1928
- ⬭ 1925
- ⬭ 1930
- ⬭ 1990

26.   18. _____ was the first animated work with synchronized sound on picture.

Mark only one oval.

- ⬭ Tom and Jerry
- ⬭ Scooby-Doo
- ⬭ Disney's Steamboat Willie
- ⬭ Popeye the Sailor man

27.   19. CGI stands for_____.

Mark only one oval.

- ⬭ Computer Graphic Image
- ⬭ Computer Generated Imagery
- ⬭ Computer Graphic Interface
- ⬭ None of these

28.   20. _____ which can be used to zoom, pan and rotate effects to our content.

Mark only one oval.

◯ Camera

◯ Properties

◯ Stage

◯ Timeline

29.   21. The last step in production,It is done to verify if you have met the goals of the project.

Mark only one oval.

◯ Adding sound

◯ Character drawing

◯ Action scripting

◯ Compositing

30.   22. This is the term used to describe any imagery created, altered, or enhanced for a film or other moving media that cannot be accomplished during live-action shooting.

Mark only one oval.

◯ SPX

◯ CGI

◯ VFX

◯ None of these

31.   23. This is the application of computer graphics to create or contribute to images in art, printed media, video games, films, television programs, shorts, commercials, videos, and simulators.

Mark only one oval.

○ SPX

○ CGI

○ VFX

○ None of these

32.   24. As an animator you must be able to create_____.

Mark only one oval.

○ believable movements

○ unrealistic movements

○ random movements

○ none of these

33.   25. What are the challenges of acting?

Mark only one oval.

○ Believable acting

○ Unrealistic acting

○ Movement

○ Action

34. 26. What are the tools of an actor?

Mark only one oval.

( ) voice

( ) body

( ) imagination

( ) all of these

35. 27. What is Acting?

Mark only one oval.

( ) Art

( ) Modeling

( ) Science

( ) Photography

36. 28. What is Staging?

Mark only one oval.

( ) Its purpose is to drag the audience's attention, and make it clear what is of greatest importance in a scene.

( ) It means drawing out a scene frame by frame from beginning to end.

( ) It is used to prepare the audience for an action

( ) None of these

37. 29.If we unable to synchronies the _____ properly of the animation it looks odd and the total action will be mismatched.

Mark only one oval.

◯ Frame

◯ Fps

◯ Timing

◯ Staging

38. 30. _____ help you organize the artwork in our document.

Mark only one oval.

◯ Symbol

◯ Frames

◯ Scene

◯ Layers

39. 31. These are types of frames.

Mark only one oval.

◯ Frame,keyframe,blank keyframe

◯ Graphic,Movie clip,Button

◯ Classic,Motion,Shape

◯ None of these

40. 32. This red indicator at the top of the Timeline moves as a document plays to indicate the current frame displayed on the Stage.

Mark only one oval.

◯ Play head

◯ Playback control

◯ Onion skinning

◯ Timeline

41. 33. Which one is an Animate software format file?

Mark only one oval.

◯ .swf

◯ .pdf

◯ .doc

◯ .deg

42. 34. How many types of symbols are in Animate?

Mark only one oval.

◯ 5

◯ 3

◯ 4

◯ 6

43.   35. In animate 'Action' means

Mark only one oval.

- ⬭ Scripting
- ⬭ Saving document
- ⬭ Advance Scripting
- ⬭ Making symbol

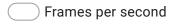44.   36. Acting serves countless purposes like–

Mark only one oval.

- ⬭ It reminds us of times past and forgotten
- ⬭ gives us a glimpse of a possible future
- ⬭ present scenario
- ⬭ All of these

45.   37. In which stage defining the target audience for an animation project?

Mark only one oval.

- ⬭ Post Production
- ⬭ Production
- ⬭ Pre Production
- ⬭ None of these

46. 38. What is the best type of animation to use for a Web-based project that requires a small file size, quick loading and no pixilation?

Mark only one oval.

( ) Frames per second

( ) Vector

( ) SWF

( ) MOV

47. 39. What type of animation is being used for ball moving?

Mark only one oval.

( ) Frames per second

( ) Vector

( ) Frame-based animation

( ) Scenes

48. 40. What term in animation refers to automatically adding or modifying a series of frames between two existing frames (also known as "in betweening")?

Mark only one oval.

( ) Animate

( ) Tweening

( ) Frames per second

( ) Frame-based animation

49. 41. In Adobe Animate, what is the rectangular white area where content such as graph

Mark only one oval.

◯ Stage

◯ Timeline

◯ Frames

◯ Keyframe

50. 42. In Adobe Animate, what is the gray area around the Stage where you can store elements you do not want to display on the Stage

Mark only one oval.

◯ Pasteboard

◯ Timeline

◯ Windows

◯ Properties Panel

51. 43. What does 24 fps mean?

Mark only one oval.

◯ There are 24 layers in the animation

◯ The animation is made up of total 24 individual frames

◯ The size of animation is 24 px by 24 px

◯ 24 individual frames will be played PER second

52. 44. Which part of the animation program will be used to generate the viewable portion of the animation?

Mark only one oval.

⬭ Library

⬭ Playhead

⬭ Stage

⬭ Timeline

53. 45. To extend a layer in the Timeline to Frame #30 you press function key _____

Mark only one oval.

⬭ F7

⬭ F6

⬭ F5

⬭ F4

54. 46. To Add Text to your Animation, you must use the

Mark only one oval.

⬭ Free-Transform Tool

⬭ Text Tool

⬭ Oval Tool

⬭ None of these

55.   47.What key is necessary to scale images proportionately?

Mark only one oval.

○ Ctrl

○ Caps Lock

○ Shift

○ Tab

56.   48. How can you get inside a symbol in Flash?

Mark only one oval.

○ Open a new document

○ Double-click on the symbol

○ Import a symbol to the stage

○ None of these

57.   49. The root of acting are in from

Mark only one oval.

○ Anima

○ Shamanism

○ Leica

○ Shamin

58.　50. What is the first recorded drama in Roman theater?

Mark only one oval.

◯ Ludi Romani

◯ Lado Roman

◯ Peninsula

◯ None of these

59.　51. Which forms are used for Roman Theatre?

Mark only one oval.

◯ Comedies

◯ Pantomine

◯ Mime

◯ All of these

60.　52. What type of Style used for Roman theatre Acting?

Mark only one oval.

◯ Tragedy

◯ Movements likely enlarged

◯ Mimes

◯ All of these

61.   53. What is MIme?

Mark only one oval.

◯ This is a form of silent art

◯ This is a form of drawing

◯ This is a form of dance

◯ None of these

62.   54. In which year Mime introduced?

Mark only one oval.

◯ 1811

◯ 1826

◯ 1850

◯ 1911

63.   55. What are the elements of Facial Expression?

Mark only one oval.

◯ Eye

◯ Eyebrow

◯ Mouth

◯ All of these

64.   56. A secondary action...

Mark only one oval.

○ Is the second thing to happen in your animation

○ Is too hard and should be avoided

○ Adds to the main action or movement, giving it more life

○ Adds to the main action or movement, making it less realistic

65.   57. _____ is used to prepare the audience for an action, and to make the action appear more realistic.

Mark only one oval.

○ Anticipation

○ Straight Ahead Action

○ Follow Through

○ Secondary Action

66.   58. _____ the purpose of which is to give a sense of weight and flexibility to drawn objects.

Mark only one oval.

○ Squash and stretch

○ Straight ahead action

○ Appeal

○ Follow Through

67.   59. Write the shortcut for Paint Bucket tool.

Mark only one oval.

⬭ K

⬭ Q

⬭ T

⬭ I

68.   60. Which of the following is shortcut for remove frame?

Mark only one oval.

⬭ Shift+F5

⬭ Shift+Alt+F5

⬭ F5

⬭ Alt+F5

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