



## BRAINWARE UNIVERSITY

### Term End Examination 2020 - 21

Programme – Bachelor of Arts (Honours) in Multimedia & Web Development

Course Name – 2D Animation

Course Code - BMW301

Semester / Year - Semester III

Time allotted : 85 Minutes

Full Marks : 70

[The figure in the margin indicates full marks. Candidates are required to give their answers in their own words as far as practicable.]

### Group-A

(Multiple Choice Type Question)

1 x 70=70

1. (Answer any Seventy )

(i) A most basic skill a person requires to be an Animator \_\_\_\_\_.

- |                        |                  |
|------------------------|------------------|
| a) Writing             | b) Drawing.      |
| c) Flip book creation. | d) None of these |

(ii) The resolution of the screen is given in terms of \_\_\_\_\_

- |           |           |
|-----------|-----------|
| a) Inches | b) Dots   |
| c) Cord   | d) Pixels |

(iii) The audio recording is also called \_\_\_\_\_.

- |                    |                  |
|--------------------|------------------|
| a) Voice recording | b) Dialogue      |
| c) Dubbing         | d) None of these |

(iv) The animatic, also known as \_\_\_\_\_.

- |              |                  |
|--------------|------------------|
| a) Leica     | b) Screenplay    |
| c) Slug line | d) None of these |

(v) Ideas can arrive from \_\_\_\_\_.

- |            |                 |
|------------|-----------------|
| a) Book    | b) Newspaper    |
| c) Thought | d) All of these |

- (vi) The term animation has its roots in the Latin word animare, meaning
- a) “to give breath to.”
  - b) bring an inanimate object (or virtual object) to life.
  - c) Soul or spirit
  - d) “to give life to”

(vii) Thaumatrope introduced in the year of\_\_\_\_\_.

- a) 1824
- b) 1930
- c) 1829
- d) 1830

(viii) The \_\_\_\_\_ consisted of a two-sided card with a different image on each side hanging below two strings that could be wound up.

- a) Thaumatrope
- b) Phenakistoscope
- c) Zoetrope
- d) Flip-book

(ix) A person who creates animations is called \_\_\_\_\_.

- a) Composer
- b) Editor
- c) Painter
- d) Animator

(x) Why Animation?

- a) to create something we can't easily see otherwise.
- b) for entertainment
- c) Both to create something we can't easily see otherwise. and for entertainment
- d) None of these

(xi) With this two-disc setup, the viewer would look through the slits in the first disc at the drawings on the second disc.

- a) Thaumatrope
- b) Phenakistoscope
- c) Zoetrope
- d) Flip-book

(xii) \_\_\_\_\_ device can be created with one dice or two dice.

- a) Thaumatrope
- b) Phenakistoscope

c) Zoetrope

d) Flip-book

(xiii) The \_\_\_\_\_ used a cylinder with around 16 slits cut into it inside of which a series of drawings on a strip of paper could be mounted.

a) Thaumatrope

b) Phenakistoscope

c) Zoetrope

d) Flip-book

(xiv) Zoetrope also known as \_\_\_\_\_.

a) wheel of life

b) Dice of life

c) Plate of life

d) None of these

(xv) It refers to simulated motion pictures showing movement of drawn objects.

a) Motion

b) Animation

c) VR

d) SMD

(xvi) FPS means \_\_\_\_\_.

a) Frames per second

b) Film per second

c) Frame per scene

d) Film per scene

(xvii) A simple form of stop motion animation using a pliable material to create movement is called

a) Morphing

b) Clay motioning

c) Moveclaying

d) Claymation

(xviii) This symbol is a collection of frames used in animations or single frame mode.

a) Graphic

b) Movie clip

c) Button

d) Raster

(xix) \_\_\_\_\_ is used to prepare the audience for an action, and to make the action appear more realistic.

a) Anticipation

b) Straight Ahead Action

c) Follow Through

d) Secondary Action

(xx) For this reason, animation looks more realistic if it has more drawings near the beginning and end of an action, emphasizing the extreme poses, and fewer in the middle.

a) Slow In and Slow Out

b) Follow Through

c) Overlapping Action

d) Pose to Pose

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

a) Pose to pose

b) Straight ahead action

c) Slow In and Slow Out

d) Staging

(xxii) \_\_\_\_\_ gives a sense of weight and flexibility to drawn objects.

a) Squash and stretch

b) Straight ahead action

c) Appeal

d) Follow Through

(xxiii) The principle of \_\_\_\_\_ means taking into forms in three-dimensional space, or giving them volume and weight.

a) Squash and stretch

b) Solid drawing

c) Appeal

d) Follow Through

(xxiv) When objects come to a standstill after being in motion, different parts of the object will stop at different rates. This is called\_\_\_\_\_.

a) Squash and stretch

b) Straight ahead action

c) Appeal

d) Follow Through

(xxv) \_\_\_\_\_ usually does not feature a main character and has no plot.

a) Abstract Mime

b) Literal Mime

c) Dynamic Mime

d) Static Mime

(xxvi) File format of Adobe Animate \_\_\_\_\_.

- a) .ai
- b) .fla
- c) .swf
- d) none of these

(xxvii) \_\_\_\_\_ is used to change an object from a circle to a square.

- a) Mask
- b) Shape tween
- c) Motion tween
- d) Morphing

(xxviii) The \_\_\_\_\_ shows the frames in the movie.

- a) Toolbar
- b) Properties pane
- c) Timeline
- d) Scene

(xxix) A key frame that contains objects will be represented by a \_\_\_\_\_ circle.

- a) Hollow
- b) Black
- c) Blue
- d) Gray

(xxx) By default frame rate of Adobe Animate software \_\_\_\_\_

- a) 12
- b) 24
- c) 8
- d) 25

(xxxii) \_\_\_\_\_ is a way to partially hide an image in the layer immediately below another layer. The 2 layers get “locked” together to produce the effect.

- a) Tweening
- b) Stacking
- c) Masking
- d) Morphing

(xxxiii) This is, by far, the most time taking way to create animations.

- a) Motion Tween
- b) Mask
- c) Frame-by-Frame
- d) Shape Tween

(xxxiiii) The \_\_\_\_\_ window displays the file you’re working on.

- a) Document window
- b) Library window
- c) Properties window
- d) None of these

(xxxiv) Use \_\_\_\_\_ to compare the previous and next frames and adjust the objects in the current frame.

- a) Snapping object
- b) Onion skinning
- c) Convert to symbol
- d) None of these

(xxxv) How many types of tweens are used in Animate CC?

- a) 4
- b) 3
- c) 2
- d) 1

(xxxvi) In animate 'Action' means

- a) Scripting
- b) Saving document
- c) Advance Scripting
- d) Making symbol

(xxxvii) Designed to be an interactive object. You create these so that action scripts can be used to control other objects or events in the movie.

- a) Graphic
- b) Mask
- c) Button
- d) Tween

(xxxviii) How to fill a shape in animate?

- a) Paint bucket
- b) Ink bottle
- c) Pen tool
- d) Eraser

(xxxix) Which one is an Animate software output format file?

- a) .swf
- b) .pdf
- c) .doc
- d) .deg

(xl) These are objects that have been converted so that you can use the same image a number of times in a movie.

- a) Layer
- b) Symbol
- c) Clipart
- d) Tween

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

- a) Play head
- b) Playback control
- c) Onion skinning
- d) Timeline

(xlii) The drawings are called as \_\_\_\_\_ in Adobe Animate.

- a) Frames
- b) Symbol
- c) Blank key frame
- d) None of these

(xliii) \_\_\_\_\_ help you organize the artwork in our document.

- a) Symbol
- b) Frames
- c) Scene
- d) Layers

(xliv) What is the first name of Adobe Animate software?

- a) Future Splash Animator
- b) Macromedia Flash
- c) Flash
- d) Adobe animate

(xlv) Anything within the \_\_\_\_\_ is visible within our project.

- a) Stage
- b) Properties
- c) Pasteboard
- d) Timeline

(xlvi) The Animate \_\_\_\_\_ is where we manage Layer order and animate content across Frames. It is also where the powerful Motion Editor can be accessed.

- a) Stage
- b) Properties
- c) Pasteboard
- d) Timeline

(xlvii) \_\_\_\_\_ menu will display the properties of any selected object for

manipulation. When no objects are selected, it will display properties for the document itself.

- a) Stage
- b) Properties
- c) Pasteboard
- d) Timeline

(xlvi) Which tools allow you to insert text in your animate stage?

- a) Selection
- b) Text
- c) Script
- d) Brush

(xlv) Which tools allows you to scale, rotate and skew objects in the animate stage?

- a) Free convert tool
- b) Free transform tool
- c) Pen tool
- d) Bone tool

(l) This tool allows you to modify the gradient in three ways.

- a) Object Drawing
- b) Merge Drawing
- c) Gradient Transform Tool
- d) Flash Tool

(li) What is the shortcut Key of delete Frame?

- a) Shift+F5
- b) Shift+F6
- c) Ctrl+F5
- d) None of these

(lii) What is the shortcut Key of Add key frame?

- a) F5
- b) F6
- c) F7
- d) F8

(liii) What is the shortcut Key of Go to Last scene in Timeline?

- a) Home
- b) Page Down
- c) End
- d) None of these

(liv) What is the shortcut Key of Go to Next Scene in Timeline?



- a) Page Down
- c) Home

- b) Page Up
- d) None of these

(lv) These are objects that have been converted so that you can use the same image a number of times in a movie. You can also use this to do fade effects, rotation effects, and flip effects.

- a) Layer
- c) Clip art

- b) Symbols
- d) None of these

(lvi) A basic drawing object in Flash.

- a) Stage
- c) Symbol

- b) Shapes
- d) None of these

(lvii) \_\_\_\_\_ allows you to create and manipulate artwork.

- a) Workspaces
- c) Object Drawing

- b) Toolbar
- d) None of these

(lviii) Movie Clip, Button and Graphic are called as \_\_\_\_\_.

- a) Symbol Types
- c) Frame

- b) Empty Frame
- d) None of these

(lix) Text that is meant to be updated by code.

- a) Dynamic Text
- c) Variable

- b) Symbols
- d) None of these

(lx) The main working area in flash where you will create and manipulate artwork is called a \_\_\_\_\_.

- a) Stage
- c) Key Frame

- b) Adobe Flash
- d) None of these

(lxi) Movie clip and Graphics symbol are save in \_\_\_\_\_ Palette.

- a) Color
- b) Transform
- c) Align
- d) Library

(Ixii) Four Stages in Button symbol are UP, Over, \_\_\_\_\_ and Hit.

- a) Bottom
- b) Down
- c) Left
- d) Right

(Ixiii) HSB stands for Hue Saturation and \_\_\_\_\_.

- a) Brightness
- b) Backlight
- c) Balance
- d) Browse

(Ixiv) Shortcut of Free Transform Tool is \_\_\_\_\_

- a) T
- b) U
- c) Q
- d) F

(Ixv) CTR + ALT + S is shortcut of \_\_\_\_\_ command.

- a) Scale
- b) Rotate
- c) Scale & Rotate
- d) Scale Rotate & Skew

(Ixvi) Bitmaps, Symbols, Fonts all or collectively be kept in \_\_\_\_\_ Palette.

- a) Info
- b) Components
- c) Output
- d) Library

(Ixvii) \_\_\_\_\_ Command help us to hide a part of lower layer so you can see through it.

- a) Mask
- b) Duplicate
- c) Motion
- d) Multiple

(Ixviii) Classic tween is represented by \_\_\_\_\_ color.

- a) Red
- b) Blue

c) Green

d) Green

(lxix) This panel is used for writing scripts in Animate.

a) Target

b) Camera

c) Action

d) Cut

(lxx) Use this to move symbols from one point to another. All animation happens between key frames (point A and B). It will create a motion guide layer automatically.

a) Motion Tween

b) Shape Tween

c) Mask

d) None of these