



- c) Zoetrope  
 (vii) Identify what "stretch and squash" adds to the animation of a bouncing ball.  
 a) Realistic shadows  
 c) A sense of weight and flexibility  
 (viii) Define Bridge.  
 a) Connect selected edges/edge loops by creating a face between them.  
 c) Join multiple objects into a single unit.  
 (ix) Select the statement that best describes a Boolean command from the list below.  
 a) Quadratic  
 c) Bridge  
 (x) Identify the type of layer that is not exported with the final output file in Adobe Animate.  
 a) Normal layer  
 c) Classic Motion Guide layer  
 (xi) Explain secondary action.  
 a) Is the second thing to happen in your animation  
 c) Adds to the main action or movement, giving it more life  
 (xii) Choose the correct option that means drawing out a scene frame by frame from beginning to end.  
 a) pose to pose  
 c) Slow In and Slow Out  
 (xiii) Define Staging.  
 a) Its purpose is to drag the audience's attention and make it clear what is of greatest importance in a scene.  
 c) It is used to prepare the audience for an action  
 (xiv) Select the name of the panel that contains the basic tools needed to draw and modify objects.  
 a) Actions  
 c) Tools  
 (xv) Choose the correct option to fill in the blank. The stacking order of viewing objects is decided by the order of the \_\_\_\_\_.  
 a) Scenes  
 c) Layers
- d) Flip-book  
 b) Smooth transitions between frames  
 d) 3D effects on the ball's surface  
 b) Connect 2 vertices by cutting an edge loop across a polygonal surface.  
 d) Form divisions between 2 selected polygons.  
 b) Connect  
 d) Union  
 b) Guide layer  
 d) Guide layer and Classic Motion Guide layer  
 b) Is too hard and should be avoided  
 d) Adds to the main action or movement, making it less realistic  
 b) Straight ahead action  
 d) Follow Through  
 b) It means drawing out a scene frame by frame from beginning to end.  
 d) None of these  
 b) Properties  
 d) Layers  
 b) Frames  
 d) Actions

**Group-B**

(Short Answer Type Questions)

3 x 5=15

2. Define the Animation concept. (3)  
 3. Define Movieclip Symbol. (3)  
 4. Explain Motion tween. (3)  
 5. Explain Squash and Stretch. (3)  
 6. Write about Polygon Modelling. (3)

**OR**

Write about NURBS Modelling. (3)

**Group-C**  
(Long Answer Type Questions)

5 x 6=30

- 7. Describe in detail about Paperless animation techniques. (5)
- 8. Give a brief explanation of timelines in Animate CC. (5)
- 9. Explain about Principles of Animation. (5)
- 10. Discuss about application of 3D Animation. (5)
- 11. Explain the concept of Symbols in Adobe Animate CC. (5)
- 12. Explain in detail about "Key frame" and "In between-frame" Animation. (5)

**OR**

Explain the function of the Mask layer. (5)

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