

Dr. Babasaheb Ambedkar Open University

Term End Examination January-2015

Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 301(Animation)	Numerical Code: 0571
Subject	: Animation Production Process	Total Marks : 70
Date	: 31/01/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Explain Principal of animation.
2. Explain Traditional animation techniques.
3. Write a short note on animation production techniques.
4. Write a short note on animation paper.
5. Explain visual accents.

Section B (20)**Answer the following (any four)**

1. Explain document property.
2. Explain selection tools and lasso tools.
3. Write short note on static and dynamic text.
4. Write short not on colour mixer.
5. Explain difference between frames and key frames.
6. Explain shared library asset in flase.

Section C**(A) Choose correct answer. (10)**

- 1 'Illusion for life' was coined in the...
a) 1928 b) 1930 c) 1932 d) 1934
- 2 Stop motion is also known as
a) stop action b) no animation c) no motion d) none
- 3 X sheets are also known as
a) Excel sheet b) sheets c) Dope sheets d) none
- 4 What is help in communicating a characters personality?
a) colours b) sheets c) animation d) none
- 5 Which is false interface contains?
a) animation b) tools c) color d) none
- 6 Which key is pressing for draw perfect circle.
a) ctrl b) shift c) alt d) space
- 7 Which tools is used for draw custom shapes?
a) Polestar b) Rectangle c) Brush d) pen
- 8 Which tools is used for change fill color of the object.
a) brush b) Eye Dropper c) Paint bucket d) Ink Bottle
- 9 Which panel is used for transformation to the object with all the proportion and perfect values.
a) Transform b) Duplication c) Adding d) none
- 10 What is used for transparent sheets stacked on top of each other?
a) Frame b) Key Frame c) Layers d) none

(B) Fill in the blanks.

(10)

1. The book _____ has been described as the bible of the animation industry.
 2. Computer animation can be produced by using a _____ machine.
 3. Animation process typically starts with the creation of _____ board.
 4. A _____ captures the drawing and plays them back.
 5. _____ is a caricature of realism.
 6. _____ tool is used to select the object.
 7. _____ tool is used to draw the polygon & star.
 8. _____ manipulates the properties of the stroke of the objects.
 9. _____ tools move the complete stage.
 10. Static, Dynamic and _____ font are used in Macromedia Flash.
- _____

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 301(Graphics)	Numerical Code: 0571
Subject	: Drawing & Sketching	Total Marks : 70
Date	: 31/01/2015	Time : 11.00 to 02.00

Section A (30)

Answer the following (any three)

1. What is the method of drawing the nose? Describe it with the sketch of nose in different angle.
2. Explain the importance of advertising, and the types of advertising
3. Discuss Digicel Software in detail
4. Explain the relationship of the artist with the nature.
5. Describe various steps of sketches with examples

Section B (20)

Answer the following (any four)

1. Properties of colour
2. Outdoor Advertising
3. Bamboo Calligraphy
4. Primary and secondary colors
5. Vanishing point
6. Character's identity

Section C

(A) Answer the following (10)

1. Firstly make a line down the centre of the face as it must be between the ears and eyes at the middle of the nose and divides the whole face into two parts vertically. This is known as
 - a. Blocking IN
 - b. Blocking OUT
 - c. Drawing
 - d. None
2. The _____ can be divided into two horizontal parts by a straight line and then some lines to divide the face for eyes, nose and lips and then we can get proper proportion and get good results
 - a. Sketch
 - b. Drawing
 - c. Human face
 - d. All the above
3. _____, with 17" screen, color laser printers, scanners and gogllion meg of memory these all things are used for cartooning and it overkills it
 - a. whizzband PII 300
 - b. Whizzband PIII 600
 - c. All of the above
 - d. None of the above
4. The process of filling colour in the cels is called as _____
 - a. Ink and Paint
 - b. Xerography
 - c. Animatic
 - d. All of the above

5. If you want to give your faces the right expressions then it's simple - most of the expressions are all in the _____
 - a. Lips
 - b. Eyes
 - c. Mouth
 - d. Ears
6. The Master key for giving the characters life are 'wiffles', '_____', 'puffles', 'whackos' and 'whooshes'
 - a. staankles
 - b. Stinkles
 - c. All the above
 - d. None of the above
7. The strong lines that show where an object came from.
 - a. Whooshes
 - b. Wiffles
 - c. Whackos
 - d. Puffles
8. They emphasis for Whackos.
 - a. Whooshes
 - b. Wiffles
 - c. Whackos
 - d. Puffles
9. These are impact lines; something has hit hard
 - a. Whooshes
 - b. Wiffles
 - c. Whackos
 - d. Puffles
10. If you put them over, it's hot. Put it over someone's head, and he will be angry
 - a. Whooshes
 - b. Wiffles
 - c. Whackos
 - d. Puffles

(B) True/False

(10)

1. _____ Is a method of making a quick line drawing of any object you see or remember?
2. Sketching is very important in various fields like advertisements, media etc. as it is an important part of _____
3. Before finalizing the reference photograph check some qualities of it like the _____ and shadows are proper in it or not as it will affect your sketch while putting details
4. The final smooth shading adds more _____ in to the sketch.
5. _____ are like wiffles, but if you add a couple of flies, then it becomes steamy, and smelly
6. _____ are the Puffles for the brain
7. The _____ normally has shapes in it's figure and they can be created by using the wacomIntuos pen and tablet with the RGB mode
8. It is very important to give an _____ to the character as it has to be different from the other characters
9. it is needed to look and generate the _____ and _____ for the character

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Term End Examination Janu-2015

Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA (MUL) – 301(Web)	Numerical Code: 0571
Subject	: Introduction to Web Future	Total Marks : 70
Date	: 31/01/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. What is Web service? How does it work?
2. What is Web Applications? Explain the benefits and discuss the future of web application
3. Write a short note on 'Wikis'
4. Give detailed comparison between web 1.0 and web 2.0
5. What is AJAX? Explain the structure of AJAX in detail.

Section B (20)**Answer the following (any four)**

1. What is Podcasting? Explain it in detail.
2. Give examples of RSS.
3. What is Web Syndication? Explain it in detail.
4. Explain how Bit Torrent works?
5. What is Open API? How it is useful?
6. Give pros and Cons of RESR.

Section C**(A) Choose correct answer. (10)**

1. _____ was the standard bearer for web 1.0
a) Google b) Amazon c) Netscape d) Yahoo
2. _____ sells the same products as competitors such as Barnesandnoble.com.
a) Google b) Amazon c) Facebook d) None of the Above
3. _____ is a popular Client side scripting language.
a) JavaScript b) VB Script c) Shell script d) HTML
4. _____ is not a markup language.
a) XML b) HTML c) SGML d) WSDL
5. _____ is a discussion or information site published on WWW consists of discrete posts.
a) Blog b) Wikis c) Maps d) Social Bookmarking
6. _____ protocol is used to upload the mail message.
a) FTP b) SMTP c) POP d) IMAP
7. _____ field of RSS 2.0 is not there in the ATOM 1.0
a) Generator b) Author c) Category d) Channel
8. _____ is a small piece or transportable code, for example calculator.
a) Widgets b) Webcast c) Web Mashup d) Viral
9. The digital version of grassroots, _____ refers the process of an article, video or podcast becoming popular by being passed by person to person.
a) Widgest b) Webcast c) Web Mashup d) Viral
10. _____ is a process of building a website and creating content in such a way that search engine will rank the page(s) higher in their listing.
a) Semantic Web b) SEO c) Social Networking d) Tag

(B) True/False

(05)

1. More than 10,000 open source code projects are available to download on Source Forge. Net
2. Statin websites generates the pages at runtime using database-backed of the user interest.
3. AJAX is a key a key component of Web 2.0
4. A Desktop Application is an application that is accessed over a network such as the Internet or Intranet.
5. Pod Casting is a work derived from a combination of 'i-pod' and 'Broadcasting'.

(C) Write the full form of the following.

(05)

1. POP stands for _____
2. SAML stands for _____
3. XML stands for _____
4. SOAP stands for _____
5. AJAX stands for _____

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Term End Examination January-2015

Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 302(Animation)	Numerical Code: 0572
Subject	: Script Writing	Total Marks : 70
Date	: 01/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Explain in detail about script writing and its importance.
2. Explain how to write Dialogues in a story and its rules.
3. Explain all the point for Character development for a story.
4. Explain Story Telling and the points to enhance the Story Telling.
5. Explain the importance of Story Board.

Section B (20)**Answer the following (any four)**

1. Elements of fiction
2. Character
3. Dramatic Dialogues to Conversation Dialogues
4. Character Development Worksheet
5. Oral Traditions
6. Multimedia Storytelling

Section C**(A) Multiple choice Questions: (10)**

1. _____ also called folklore or oral tradition, the lore (traditional knowledge and beliefs) of cultures having no written language
(a) Ambient (b) Exposure Controls
(c) Folk literature (d) Environment
2. The Bridge Between _____ And Audience
(a) Author (b) Director
(c) Producer (d) Actor
3. A _____ story is some combination of text, still photographs, video clips, audio, graphics and interactivity presented on a Web site in a nonlinear format in which the information in each medium is complementary, not redundant
(a) Script (b) Oral
(c) Both a & b (d) multimedia
4. _____ means that rather than reading a rigidly structured single narrative, the user chooses how to navigate through the elements of a story
(a) Linear (b) Selective
(c) Nonlinear (d) None
5. _____ is the conveying of events in words, images and sounds, often by improvisation or embellishment
(a) Storytelling (b) Script
(c) None (d) All
6. It is very important to give an _____ to the character as it has to be different from the other characters
(a) identity (b) face
(c) None (d) All

7. When you're trying to develop a scene, use as much _____ pictures as you can
 (a) colors (b) reference
 (c) None (d) All
8. _____ in fiction is a verbal exchange between two or more characters. If there is only one character, who is talking to himself in his mind, it is known as interior monologue.
 (a) Dialogue (b) music
 (c) None (d) All
9. A proper _____ is required so that the story is neither too short nor too long yet it covers all aspect that is needed
 (a) time (b) place
 (c) None (d) All
10. It is not difficult to suggest the scale of the shot - it can be done even with _____ figures
 (a) Scale (b) stick
 (c) None (d) All

(B) Fill in the Blanks:

(10)

1. Folklore can contain religious or _____ elements; it equally concerns itself with the sometimes mundane traditions of everyday life
2. The storyteller is cackling
3. A story without _____ is a story without story
4. A _____ should show the major facial features and the expression of the figure.
5. Conveying _____ is important in a close-up
6. Since we can't show movement in _____, shots with a mobile framing usually require more than one picture, or use a different format
7. _____ are often over-used by amateurs, and can be inappropriate when used in a random way
8. A _____ can be shown by using one drawing with multiple frames to show the movement of the camera
9. One vanishing point is typically used for roads, railway tracks, hallways, or buildings viewed so that the front is directly facing the viewer. This is known as _____
10. _____ are the various processes by which imagery is created and/or manipulated outside the context of a live action shoot.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 302(Graphics)	Numerical Code: 0572
Subject	: Typography	Total Marks : 70
Date	: 01/02/2015	Time : 11.00 to 02.00

Section A (30)

Answer the following (any three)

1. Write the steps for Type exercise and Simple Formatting
2. Explain various graphical file format extensions and font formats with extensions
3. Explain principles of design in detail
4. Explain Hanging Punctuation and Discuss the basic units of measure
5. Compute in detail the four revolutions of type technology

Section B (20)

Answer the following (any four)

1. Synthesis
2. Font format extensions
3. Space between words and Letter Spacing
4. Basic anatomy of type
5. Complex Formatting
6. Ligatures and Leading

Section C

(A) Answer the following (10)

1. A punch made of steel, with a mirror image of the letter is struck into a piece of softer metal. Molten metal is poured into this and you get type. The type is put into a matrix to form the page of text, inked, and then pressed into paper. This is
 - a. photocomposition devices
 - b. Gutenberg's basic process
 - c. Ottmar Mergenthaler's Linotype
 - d. None
2. The first photocomposition devices (the French "Photon" and Intertype's Fotosetter) made their debuts as early as _____
 - a. 1944
 - b. 1889
 - c. 1995
 - d. 1499
3. Typesetting itself was transformed by the introduction of line-casting machines, first Ottmar Mergenthaler's Linotype (Year _____) and then the Monotype machine.
 - a. 1944
 - b. 1889
 - c. 1995
 - d. 1499
4. The degree of difference between the thick and thin strokes in a font (if any)
 - a. Stress (axis)
 - b. Contrast
 - c. Serifs
 - d. None
5. The angle at which contrast occurs, usually ranging from vertical to somewhat back-slanted diagonal
 - a. Stress (axis)
 - b. Contrast
 - c. Serifs
 - d. None

6. Those “finishing strokes” or “fillips” going off the ending lines of a letter
 - a. Stress (axis)
 - b. Contrast
 - c. Serifs
 - d. None
7. The first printed types exemplify what most people think of as medieval or “old English” lettering, with ornate capitals, roughly diamond-shaped serifs and thick lines. These are known as
 - a. Italics
 - b. Normal
 - c. Black letter
 - d. None
8. Old style type is generally considered “warm” or friendly, thanks to its origins in _____ humanism.
 - a. Normal
 - b. Renaissance
 - c. Black letter
 - d. None
9. Monotype’s Bembo (1929) is based on the work of Francesco Griffo, circa
 - a. 1944
 - b. 1889
 - c. 1995
 - d. 1499
10. Probably the most famous _____ of the period is Arrighi’s (1524), which may be seen today as the italic form of Centaur
 - a. Italic
 - b. Normal
 - c. Black letter
 - d. None

(B) True or False / Fill in the Blanks

(10)

- a. _____ (Steam 1814, rotary 1868) replaced hand- operated ones, doing the same job in 16 per cent of the time.
- b. In 1885, _____ (then of Benton, Waldo and Company, Milwaukee) invented a pantographic device that automated the previously painstaking process of creating punches.
- c. The earliest _____ typesetters were a hybrid between the abovementioned photocomposition machines and later pure digital output
- d. Although early Latin writing was heavily influenced by these chiselled- in-stone letter forms, over the centuries it evolved into a variety of other shapes, including uncial ls and the related Carolingian script.
- e. The _____ letters are so-called because of their adoption by the Emperor Charlemagne (late 10th century) as a standard for education.
- f. By the fifteenth century, italics also existed in the form of a cursive script which had developed in _____ and Florence
- g. The Nazis at first fostered a return to Fraktur, and then outlawed it as a “_____” in 1940.
- h. _____ is today most appropriate for display or headline purposes, when one wants to invoke the feeling of a particular era
- i. Later on **baroque** old style type (17th Century) generally has more contrast, with a somewhat variable axis and more slope of italic
- j. “_____” type is so-called because of its intermediate position between old styles and modern

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 302(Web)	Numerical Code: 0572
Subject	: Flash	Total Marks : 70
Date	: 01/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Name all the components of Flash Interface and Explain
2. Explain Transform
3. Explain Text
4. Explain Align and Scene
5. Explain Frames and Keyframes

Section B (20)**Answer the following (any four)**

1. Masking Animation
2. Onion Skinning
3. Using The Sound-Editing Controls
4. Video
5. Selection, Lasso and Line Tool
6. Dynamic Text

Section C**(A) Choose correct answer. (10)**

- 1 _____ 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. Morphing B. Tweening C. Stacking D. Masking
- 2 This is a way to take a word and animate each letter separately.
A. Distribute to layers B. Break apart C. frame-by-frame D. Convert to symbol
- 3 The stacking order of viewing objects is decided by the order of the?
A. scenes B. frames C. layers D. actions
- 4 Empty key frames are indicated by a _____ circle on the timeline
A. hollow B. black C. open eye D. closed eye
- 5 This panel indicates what settings are being used for objects and allows you to change those settings.
A. Tools B. Actions C. Frames D. Properties
- 6 The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.
A. library B. timeline C. properties D. tools panel
- 7 A key frame that contains objects will be represented by a _____ circle.
A. hollow B. black C. blue D. gray
- 8 _____, when used appropriately, adds to the viewer’s experience, making for a much richer and enjoyable activity.
A. Advertisements B. Sound C. Commericals D. Tweens

- 9 Use this to make a symbol disappear from view (great for changing pictures). You would use motion tween for this method. You have to change the “alpha” setting of the symbol. Alpha represents transparency.
A. Zoom B. Masking C. Fade Effect D. Morphing
- 10 This is used to change an object from a circle to a square
A. Mask B. Shape tween C. Motion tween D. Morphing

(B) True or False/Fill in the blanks/One sentence answer

(10)

1. The _____ panel contains the basic tools needed to draw and modify objects.
2. Every animation needs a starting and ending point. _____ are used to set these.
3. The _____ shows the frames in the movie.
4. Frame by Frame is the most tedious way to create animations. **(True/False)**
5. _____ allow you to make objects move in a more random or non-straight path.
6. Changing _____ can sometimes make an animation look smoother.
7. Motion Tween and Shape Tween both are same. **(True/False)**
8. Layers are like the transparent sheet. **(True/False)**
9. _____ is shortcut key for adding a keyframe.
10. _____ Shortcut for test movie.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 303(Animation)	Numerical Code: 0573
Subject	: FLASH	Total Marks : 70
Date	: 02/02/2015	Time : 11.00 to 02.00

Section A (30)

Answer the following (any three)

1. What is the importance of color in any application
2. Explain in detail about working with Audio in flash.
3. Explain different types of alignments available and match to stage.
4. Give all the tabs that are available and explain them when you publish from flash.
5. Explain Layers in flash and its uses.

Section B (20)

Answer the following (any four)

1. Document Properties
2. Shape Animation
3. Pan And Zoom Tool
4. Masking Animation
5. Free Transform Tool
6. Selection Tools And Lasso Tool

Section C

(A) Choose correct answer. (10)

1. _____ 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. Morphing B. Tweening C. Stacking D. Masking
2. This is a way to take a word and animate each letter separately.
A. Distribute to layers B. Break apart C. frame-by-frame D. Convert to symbol
3. The stacking order of viewing objects is decided by the order of the?
A. scenes B. frames C. layers D. actions
4. Empty key frames are indicated by a _____ circle on the timeline
A. hollow B. black C. open eye D. closed eye
5. This panel indicates what settings are being used for objects and allows you to change those settings.
A. Tools B. Actions C. Frames D. Properties
6. The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.
A. library B. timeline C. properties D. tools panel
7. A key frame that contains objects will be represented by a _____ circle.
A. hollow B. black C. blue D. gray
8. _____, when used appropriately, adds to the viewer’s experience, making for a much richer and enjoyable activity.
A. Advertisements B. Sound C. Commercials D. Tweens

- 9 Use this to make a symbol disappear from view (great for changing pictures). You would use motion tween for this method. You have to change the “alpha” setting of the symbol. Alpha represents transparency.
A. Zoom B. Masking C. Fade Effect D. Morphing
- 10 This is used to change an object from a circle to a square.
A. Mask B. Shape tween C. Motion tween D. Morphing

(B) True or False/Fill in the blanks/One sentence Answer.

(10)

1. The _____ panel contains the basic tools needed to draw and modify objects.
2. Every animation needs a starting and ending point. _____ are used to set these.
3. The _____ shows the frames in the movie.
4. Frame by Frame is the most tedious way to create animations. **(True/False)**
5. _____ allow you to make objects move in a more random or non-straight path.
6. Changing _____ can sometimes make an animation look smoother.
7. Motion Tween and Shape Tween both are same. **(True/False)**
8. Layers are like the transparent sheet. **(True/False)**
9. _____ is shortcut key for adding a keyframe.
10. _____ Shortcut for test movie.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 303(Graphics)	Numerical Code: 0573
Subject	: 3D Max Part I	Total Marks : 70
Date	: 02/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Write a brief note on command panel. Explain various standard and extended primitives.
2. Give details about various modifiers for 2D shapes.
3. What are compound object? Give brief description about various compound objects
4. Define surface modifier and explain its options and requirements
5. What is material? How many different type of material are available in 3ds max

Section B (20)**Answer the following (any four)**

1. Perspective view
2. Standard Primitives
3. Snap Tool
4. Symmetry modifier and Taper modifier
5. Scatter and Connect
6. Terrain and Loft

Section C**(A) Answer the following (10)**

1. NURBS stands for.
 1. Non-Uni Ration B-Splines
 2. Non-Uni Rat B-Splines
 3. Non-Uniform Rational B-Splines
 4. Non-Uniform Rational Splines
2. With this we can alter the color or map of a particle
 1. Particle Age
 2. Particle Motion Blur
 3. Falloff
 4. None of the above
3. With this we can alter the opacity of the start and ends of particles according to the rate of movement.
 1. Particle Age
 2. Particle Motion Blur
 3. Falloff
 4. None of the above
4. With this we can generate fractal based turbulence patterns to simulate the effects of smoke
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco

5. With this we can generate a speckled surface for creating patterned surfaces that can simulate granite and similar materials
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco
6. With this we can generate a fractal pattern similar to slashed paint
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco
7. With this we can generate a fractal pattern
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco
8. With this we can create spiral patterns.
 1. Gradient
 2. Swirl
 3. Checker
 4. None of the above
9. N Gon is a closed shape used to draw a polygon or a circle. The number of sides can be set as required.
 1. Circle
 2. Ngon
 3. Box
 4. None of the above
10. Allows us to create texture maps. This is completely based on an object's appearance in the rendered scene.
 1. Materials
 2. Channels
 3. Texture Baking
 4. None

(B) True or False / Fill in the Blanks

(10)

1. _____ are the effects of light cast onto an object via reflection off or refraction through another object.
2. _____ improves the quality of global illumination.
3. _____ improves the realism of a scene. This is done by simulating radiosity, or the inter-reflection of light in a scene.
4. The _____ controls calculate reflections and refractions. They refer to the photons used by FG.
5. The _____ light models daylight
6. The _____ provides soft edged shadows and color bleeding for brightly lit scenes such as outdoor scenes
7. _____ is the general light with no identifiable source or direction
8. _____ maps to create a background for the scene
9. The _____ effect allows us to blur our image in three different methods: Uniform, Directional, and Radial
10. The _____ Effect allows you to manipulate additive/subtractive color tinting through independent control of RGB channels

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 303(Web)	Numerical Code: 573
Subject	: Adv. Action Script	Total Marks : 70
Date	: 02/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Explain functions
2. Explain variable and operators
3. Explain movie clip controls and onclip events
4. Explain Array Object
5. Explain comparison and bitwise operators

Section B (20)**Answer the following (any four)**

1. Action Script Library
2. Movie Controls
3. Scope of functions
4. Built in functions
5. String Object
6. Server side action script

Section C**(A) Choose correct answer. (10)**

1. _____ allow you to store values that you use in your program.
A. constant B. function C. movie D. variable
2. An _____ is a symbol or keyword that manipulates, combines, or transforms data.
A. Operator B. Object C. Array D. Null
3. The _____ operator returns the remainder after a division operation.
A. Addition B. Subtraction C. Modulo D. Division
4. The _____ assigns the value of the expression on the right to the operand on the left.
A. Assignment operator B. Comparison operator
C. Logical operator D. Bitwise Operator
5. This panel indicates what settings are being used for objects and allows you to change those settings.
A. Tools B. Actions C. Frames D. Properties
6. _____ are control structures that allow you to repeat a block of code multiple times, often while progressing through some set of data.
A. Loops B. Array C. Switch D. Function
7. _____ creates a branching structure for ActionScript statements.
A. while B. switch C. for D. Do while
8. _____ are properties with a fixed value that cannot be altered.
A. Variable B. Constants C. Array D. Date

- 9 A _____ is a data type that can have one of two values, either true or false
A. Date Object B. Number object C. Boolean object D. Array object
- 10 The _____ take two operands and return a Boolean result.
A. Assignment operator B. Comparison operator
C. Logical operator D. Bitwise Operator

(B) True or False/Fill in the blanks/One sentence Answer.

(10)

1. Assign numeric value as 80 to a variable names marks
2. _____ assigns expression1 the value of expression1 *
expression2
3. Division operator Divides expression1 by expression2. **(True/False)**
4. Decrement operator is not an unary operator. **(True/False)**
5. Increment operator is represented by
6. Declare a variable in action script using variable name a_____.
7. Greater than or equal to : Compares two expressions and determines whether expression2 is greater than or equal to expression1. **(True/False)**
8. Less than compares two expressions and determines whether expression1 is less than expression2 **(True/False)**
9. _____ symbol represents assignment operator.
10. Equality operator is represented by_____.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 304(Animation)	Numerical Code: 0612
Subject	: 3D Studio MAX	Total Marks : 70
Date	: 03/02/2015	Time : 11.00 to 02.00

Section A (30)

Answer the following (any three)

1. What is Difference between 2D and 3D Animation?
2. Name 5 Different material types and explain them in details?
3. Name any 10 modifiers and explain them in details?
4. What are compound object? Give brief description about various compound objects
5. Explain all types of Toggle Snap tools in details?

Section B (20)

Answer the following (any four)

1. Explain the user Interface?
2. Explain Viewport labels
3. Explain any 5 standard primitives in short?
4. Explain any 5 extended primitives in short?
5. Explain about clone options?
6. Explain Shapes?

Section C

B. Answer the following (10)

1. NURBS stands for.
 1. Non-Uni Ration B-Splines
 2. Non-Uni Rat B-Splines
 3. Non-Uniform Rational B-Splines
 4. Non-Uniform Rational Splines
2. With this we can alter the color or map of a particle
 1. Particle Age
 2. Particle Motion Blur
 3. Falloff
 4. None of the above
3. With this we can alter the opacity of the start and ends of particles according to the rate of movement.
 1. Particle Age
 2. Particle Motion Blur
 3. Falloff
 4. None of the above
4. With this we can generate fractal based turbulence patterns to simulate the effects of smoke
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco

5. With this we can generate a speckled surface for creating patterned surfaces that can simulate granite and similar materials
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco
6. With this we can generate a fractal pattern similar to slashed paint
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco
7. With this we can generate a fractal pattern
 1. Smoke
 2. Speckle
 3. Splat
 4. Stucco
8. With this we can create spiral patterns.
 1. Gradient
 2. Swirl
 3. Checker
 4. None of the above
9. N Gon is a closed shape used to draw a polygon or a circle. The number of sides can be set as required.
 1. Circle
 2. Ngon
 3. Box
 4. None of the above
10. Allows us to create texture maps. This is completely based on an object's appearance in the rendered scene.
 1. Materials
 2. Channels
 3. Texture Baking
 4. None

C. True or False / Fill in the Blanks

(10)

1. are the effects of light cast onto an object via reflection off or refraction through another object.
 2. _____ improves the quality of global illumination.
 3. _____ improves the realism of a scene. This is done by simulating radiosity, or the inter-reflection of light in a scene.
 4. The _____ controls calculate reflections and refractions. They refer to the photons used by FG.
 5. The _____ light models daylight
 6. The _____ provides soft edged shadows and color bleeding for brightly lit scenes such as outdoor scenes
 7. _____ is the general light with no identifiable source or direction
 8. _____ maps to create a background for the scene
 9. The _____ effect allows we to blur our image in three different methods: Uniform, Directional, and Radial
 10. The _____ Effect allows you to manipulate additive/subtractive color tinting through independent control of RGB channels
-

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 304(Graphics)	Numerical Code: 0612
Subject	: 3D Max Part II	Total Marks : 70
Date	: 03/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. How many types of lights are available in standard lights and Photometric lights
2. What is the difference between Blur and Motion Blur effects?
3. Describe video post and its effects
4. Write in detail about 12 principles of animation
5. What is particle? Which particle systems are available in 3DS MAX

Section B (20)**Answer the following (any four)**

1. Radiosity and light tracer
2. Gizmos
3. Camera map modifier
4. Rotation Controller
5. IK and FK Solvers and their uses
6. Age test

Section C**(A) Multiple choice Questions: (10)**

1. Used to apply a shade of the color on the rendered scene. It is like using a color filter in front of the camera.
 (a) Ambient (b) Exposure Controls
 (c) Tint (d) Environment
2. This samples the rendering and uses the average brightness of the scene to map physical values to RGB values.
 (a) Linear Exposure Control (b) Logarithmic Exposure Control
 (c) Pseudo Color Exposure Control (d) Automatic Exposure Control
3. It is used to move the selected objects in the viewport.
 (a) Select and Move (b) Select and Rotate
 (c) Select and Scale (d) Select and Squash
4. Luminous flux incident on a surface of unit area. It measures How much energy has fallen on a surface?
 (a) Luminance (b) Illuminance
 (c) Logarithmic Exposure Control (d) Linear Exposure Control
5. It is the process of generating an image from a model, by means of Computerprograms.
 (a) Modeling (b) Rendering (c) Texturing (d) Lighting
6. This is the effects of light cast onto an object via reflection off or refraction Through another object.
 (a) Global Illumination (b) Photons
 (c) Caustics (d) Final Gather

7. This is the general light with no identifiable source or direction.
 - (a) Ambient
 - (b) Tint
 - (c) Exposure Control
 - (d) Spot Light
8. This is an antialiasing technique. It provides a "best guess" color for each Rendered pixel.
 - (a) Samples
 - (b) Sampling Quality
 - (c) Super Sampling
 - (d) Filters
9. This effect allows to blur our images in three different methods: Uniform, Directional and Radial.
 - (a) Blur
 - (b) Glow
 - (c) Star
 - (d) Auto Secondary
10. This calculates the position and orientation of objects in a Kinematic chain.
 - (a) FK
 - (b) IK
 - (c) HI Solver
 - (d) HD Solver

(B) Fill in the Blanks:

(10)

1. Hotspot and falloff options are available with _____ and Direct lights.
2. _____ light is like a bulb which illuminates in all directions.
3. _____ add realism to the scene. If you want the light to cast shadows, check the ON button.
4. The _____ lets us send a specific number of particles to the next event. This keeps all remaining particles in the current event.
5. The _____ simulates the natural blurring of foreground and background scene elements.
6. _____ is a object that acts as ropes.
7. The _____ modifier lets us to turn a rigid body into a deformable mesh.
8. _____ is a system that create keys to make animation that simulates real-world.
9. The _____ let's us send a specific number of particles to the next event.
10. Collision tests the _____ of the particles that collide with deflector spacewarps.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 304(Web)	Numerical Code: 0612
Subject	: Fireworks	Total Marks : 70
Date	: 03/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Illustrate the use of eyedropper.
2. Explain intersect
3. Name all the symbols and explain it.
4. Explain Animation and frame by frame animation
5. Explain Rectangle and line tool

Section B (20)**Answer the following (any four)**

1. View and Navigation options
2. Rubber Stamp and Magic Wand tool
3. Style and Layers
4. Commands and Snippets
5. Tweening and Slices
6. Create and export an swf file

Section C**(A) Choose correct answer. (10)**

- 1 Which one is not related to selection?
A. Select All B. Super Select C. Remove Selection D. Deselect
- 2 Object transformation does not include
A. scale B. fill color C. skew D. rotate
- 3 How many types of masking is supported in fireworks?
A. 2 B. 4 C. 3 D. 1
- 4 Which one is not type of symbol?
A. Graphic B. Button C. Text D. Animation
- 5 Which one is behaviour?
A. Swap Images B. Slice Image C. Fill colour D. Cut image
- 6 is shortcut key for importing a file?
A. CTRL+P B. CTRL+Z C. CTRL+R D. None
- 7 A Fireworks document, when opened, comes with _____ tabs.
A. 4 B. 1 C. 5 D. 3
- 8 Canvas width and height can be set using _____?
A. dot B. Colour C. Pixel D. rectangle
- 9 Normally the origin point of the canvas is at the top leftcorner is _____?
A. 0,90 B. 90,0 C. 120,90 D. 0,0
- 10 is shortcut key for exporting a file?
A. CTRL+P B. CTRL+SHIFT+R C. CTRL+P D. CTRL+SHIFT+I

(B) True or False/Fill in the blanks/One sentence answer

(10)

1. Cropping is a technique used to remove unwanted part of the canvas.(True/False)
2. There are two levels of blending modes, object level and _____
3. Fireworks can create, which can be output as Animated GIFs or SWFs
4. RGB is not a colour mode (True/False)
5. Text can be transformed in the same way as any other object in Fireworks.
(True/False)
6. Magic wand tool cannot select similar pixels.(True/False)
7. Lasso tool is used for freeform selection.(True/False)
8. Fireworks does not support animation.(True/False)
9. Canvas color can be set customcolor. (True/False)
10. Shortcut key for zoom + is

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 305(Animation)	Numerical Code: 0575
Subject	: Video Production Basics	Total Marks : 70
Date	: 04/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Explain in detail about how software plays important role in video editing process
2. Explain Slow-Motion Replays Notes.
3. What should be the interview structure?
4. Explain in details about Shooting Technique.
5. How does composition play an important role in interviews?

Section B (20)**Answer the following (any four)**

1. Streaming Servers.
2. QuickTime.
3. Flash.
4. Insert Editing.
5. Non Linear (Digital) Editing.
6. Shutter speed

Section C**(A) Answer the following. (10)**

1. An American standard of broadcasting signal. It displays 30 frames per second in an interlaced fashion of the odd and even lines.
 1. NTSC
 2. PAL
 3. SECAM
 4. ATSC
2. ATSC stands for.
 1. Advanced Television Society Committee
 2. Advanced Television Systems Committee
 3. Auto Text Scan Copy
 4. American Television Systems Committee
3. This type of editing is the practice of doing all types of editing including rough cut that will produce a final cut.
 1. On-Line Editing
 2. Off-Line Editing
 3. Linear Editing
 4. No Linear Editing
4. This type of editing is used for lower quality copies of the original clips and then produces the final version on a high-end system.
 1. On-Line Editing
 2. Off-Line Editing
 3. Linear Editing
 4. No Linear Editing
5. This kind of editing is done when the program, news, sports or any other kind of video is telecasted at the same time when it is recorder like we see the live telecast of cricket or foot ball matches etc.
 1. On-Line Editing
 2. Off-Line Editing

3. Linear Editing 4. No Linear Editing
6. This kind of editing is done for movies, serials, interviews, Re-telecast of a match etc.
 1. On-Line Editing
 2. Off-Line Editing
 3. Linear Editing
 4. No Linear Editing
7. Sound with a pitch so high, humans can't hear it. When used in autofocus cameras, ultrasonic waves bounce off the subject to sense the focusing distance.
 1. Time code reader
 2. Ultrasonic
 3. Lip Sync
 4. Time code
8. A way of measuring where (how far from the beginning of a tape) scenes are located. Usually a magnetic pulse recorded on the tape that can be converted into a listing of hours, minutes, seconds, frames.
 1. Time code reader
 2. Ultrasonic
 3. Lip Sync
 4. Time code
9. Set of technical specifications describing how a TV picture is made. In the USA, the FCC (Federal Communications Committee) ordained the NTSC (National Television Standards Committee) standard. In Europe, they use a different, incompatible standard, PAL.
 1. Time code reader
 2. TV standard
 3. Standards converter
 4. Time code
10. A second method of recording hi fi sound with 8mm and Hi 8 VCRs. Unlike AFM, PCM audio can be edited without affecting the picture.
 1. Pulse Code Modulation
 2. Standards converter
 3. Time code
 4. Time code reader

(B) True or False / Fill in the Blanks.

(10)

- a. A _____ or mask is an image that specifies transparent or semitransparent areas for another image or object.
- b. A machine which can play a videocassette but cannot record one?
- c. _____ Video recorder that converts the video signal to ones and zeroes (digits) and records the numbers. Upon playback, the numbers are converted back to video.
- d. _____ is an electronic device devoted to compressing and decompressing video
- e. Aging popular professional camcorder format using betamax-like cassettes, recording separate colors at high tape speed for high quality. Expensive?
- f. _____ is Panasonic professional format based on DVC but using a wider track and faster tapes speed to record more data with less compression than consumer DVC.
- g. _____ is a proposed method of displaying sharper, wider TV pictures than the present NTSC system. Pictures would be shaped into a 16: aspect ratio composed of 1,125 scanning lines, each line having 1,92pixels.
- h. _____ is a TV or VCR which can work with an NTSC, PAL, or SECAM TV signal
- i. _____ is a video signal the keeps luminance and chrominance separate for better picture quality
- j. _____ is an equipment used in a linear editing suite to create titles or other text on video

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Course	: BCA(MUL)	Numerical Code: 0066
Subject Code	: BCA (mul)- 305 (Graphics)	Numerical Code: 0575
Subject	: Animation Production Process	Total Marks : 70
Date	: 04/02/2015	Time : 11.00 to 02.00

Section A (30)

Answer the following (any three)

1. Explain in detail about scene angle and character poses
2. Explain in detail about computer animation and other animation techniques
3. Explain Visual Accents
4. Explain Traditional Animation Techniques
5. Explain various 2D Animation Equipment

Section B (20)

Answer the following (any four)

1. Squash and Stretch principle
2. Walk Cycle
3. design & Plan
4. Characterization
5. Line Tester and give use of X Sheet
6. Slow-out And Slow-In principle

Section C

(A) Answer the following (10)

1. An _____ is created out of the story board and rough sketches after the soundtrack are recorded, this is done before the actual animation
 1. All
 2. Animation
 3. Animatic
 4. None
2. _____ and digital video cameras can be used as tools in traditional animation.
 1. Computers
 2. Cameras
 3. Lens
 4. Phones
3. The _____ camera is a tool which is used to add depth to a scene in a traditional animation movie, the parallax effect.
 1. Singleplane
 2. Multiplane
 3. All of the above
 4. None of the above
4. The process of filling colour in the cels is called as _____.
 1. Ink and Paint
 2. Xerography
 3. Animatic
 4. All of the above

5. _____ allowed the drawings to be copied directly from the paper onto the cels, leaving only the coloring to the inkers
 1. Ink and Paint
 2. Xerography
 3. Animatic
 4. All of the above
6. A technique where footage is produced by creating the images directly on film stock
 1. Drawn on film animation
 2. Pinscreen animation
 3. Flip book animation
 4. Paint-on-glass animation
7. A technique for making animated films by manipulating slow drying oil paints on sheets of glass.
 1. Drawn on film animation
 2. Pinscreen animation
 3. Flip book animation
 4. Paint-on-glass animation
8. This animation technique makes use of a screen filled with movable pins, which can be moved in or out by pressing an object onto the screen.
 1. Drawn on film animation
 2. Pinscreen animation
 3. Flip book animation
 4. Paint-on-glass animation
9. A set of pictures that vary, like drawings of animation, from one page to the next and when these pages are turned rapidly, creates illusion of motion
 1. Drawn on film animation
 2. Pinscreen animation
 3. Flip book animation
 4. Paint-on-glass animation
10. Sheets known as dope sheets and even exposure sheets
 1. X Sheets
 2. Y Sheets
 3. Z Sheets
 4. X-Y Sheets

B. True or False / Fill in the Blanks

(10)

1. A _____ captures the drawings and plays them back.
2. The quality and style of the _____ of which your character is made out helps in many ways to define its characteristics
3. Understanding the goals, dreams or the _____ of a character also describes the personality, be it riches, a girlfriend or solving a mystery.
4. Inbetweening or _____ is the process of drawing and creating frames between the two key frames to give smoothness to the animation
5. The chief animators at the Disney studios were referred to as the '_____ though all of them were young
6. _____ is the presentation of an idea in such a way that it is completely clear to the audience.
7. Almost all living _____ except for some insects, make movement in a slightly circular path or an arc
8. _____ is one of the most important and crucial part of the animation
9. Solid Drawing in the terms of _____ Studio is the drawings with weight, depth and balance.
10. _____ can be described as anything that the audience likes to see like simplicity, charm, magnetism etc.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul) – 305(Web)	Numerical Code: 0575
Subject	: ASP.NET	Total Marks : 70
Date	: 04/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. What is ASP. NET? List and explain Features of ASP. NET.
2. What is Data type? List and explain any three from them.
3. List all validation controls of ASP.NET and explain any three from them.
4. List all navigation controls of ASP.NET and explain two from them.
5. What is Master page? Show the use of it.

Section B (20)**Answer the following (any four)**

1. Differentiate Dropdown List and List Box controls of ASP. NET.
2. Write a short note on Grid View Control.
3. Explain Membership.
4. How to work with change password control of ASP.NET?
5. Explain Login View control of ASP. NET?
6. What is Assembly?

Section C**(A) Choose correct answer. (10)**

1. _____ File allow us to write the code for the even like session start, session end, application start, application error etc.
a) Web.config b) Global.asax c) Default.aspx d) None of the above
2. _____ Coding model of ASP.NET allow us to write code and HTML in to two separate files.
a) Code render block b) Inline Coding c) Code behind d) None of the above
3. _____ Control is a light weight control, does not have formatting feature and similar to the label control.
a) Text Box b) Dropdown List c) Literal d) List box
4. _____ Operator is used for concatenation of strings.
a) & b) | c) mod d) < >
5. _____ always return a value.
a) Function b) Subroutine c) Both A and B d) None of the above
6. _____ Property of the Text box allow user to accept more than one line.
a) Height b) caaClass c) Text mode d) Autocomplete
7. _____ Validation control is used to validate e-mail address.
a) Compare b) Range c) Regular Expression d) Required Field
8. _____ Data type is used in the SQL server to represent Boolean values.
a) Bit b) nVarchar (n) c) Date time d) money

- 9 _____ Control shows the data in the hierarchical manner.
a) Site map b) Tree view c) Text Box d) list Box
- 10 Master pages are store with_____ extension.
a) .master b) .aspx c) .asmx d) .xml

(B) True/False

(05)

1. ASP is a language.
2. Sitemap is a navigation control.
3. Compare validation can be used to validate data type.
4. Framework consists of two components FCL and CLR.
5. Partial class allows us to create a class, which can be residing on more than one page.

(B) Write the full form of the following:

(05)

1. FCL stands for _____
2. CLR stands for _____
3. IIS stands for _____
4. XHTML stands for _____
5. SOAP stands for _____

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul)–306(Animation)	Numerical Code: 0576
Subject	: PREMIERE	Total Marks : 70
Date	: 05/02/2015	Time : 11.00 to 02.00

Section A (30)

Answer the following (any three)

1. Explain in detail about Video Composition, Editing and various stages in production
2. Explain Video Data Compression, Codec, Capturing Video
3. Explain Workspace, Saving Workspace, Timeline
4. Explain Monitor Window, Viewing safe zones
5. Explain Video Effects

Section B (20)

Answer the following (any four)

1. PAL: Phase Altering Line
2. Digital Media and Analog Media
3. Frame size
4. Using markers
5. Compressor and Expander
6. Echo, Equalize, Fill left and fill right, Flanger

Section C

(A) Answer the following (10)

1. This type of editing is the practice of doing all types of editing including rough cut that will produce a final cut.
 - a. On-Line Editing
 - b. Off-Line Editing
 - c. Linear Editing
 - d. No Linear Editing
2. This type of editing is used for lower quality copies of the original clips and then produces the final version on a high-end system.
 - a. On-Line Editing
 - b. Off-Line Editing
 - c. Linear Editing
 - d. No Linear Editing
3. This kind of editing is done when the program, news, sports or any other kind of video is telecasted at the same time when it is recorder like we see the live telecast of cricket or foot ball matches etc.
 - a. On-Line Editing
 - b. Off-Line Editing
 - c. Linear Editing
 - d. No Linear Editing
4. An American standard of broadcasting signal. It displays 30 frames per second in an interlaced fashion of the odd and even lines.
 - a. NTSC
 - b. PAL
 - c. SECAM
 - d. ATSC

5. ATSC stands for.
 - a. Advanced Television Society Committee
 - b. Advanced Television Systems Committee
 - c. Auto Text Scan Copy
 - d. American Television Systems Committee
6. This kind of streaming takes the compressed video file and downloads it to our hard disk. It does not need any special streaming servers.
 - a. Progressive Streaming
 - b. Real-time Streaming
 - c. All of the above
 - d. None of the above
7. This kind of streaming is usually broadcast to our browser directly from server. It requires a real time streaming server.
 - a. Progressive Streaming
 - b. Real-time Streaming
 - c. All of the above
 - d. None of the above
8. This kind of editing is done for movies, serials, interviews, Re-telecast of a match etc.
 - a. On-Line Editing
 - b. Off-Line Editing
 - c. Linear Editing
 - d. No Linear Editing
9. A channel that defines transparent areas for the clip that contains the channel.
 - a. Multiply and Screen keys
 - b. Keying
 - c. Alpha channel
 - d. Chroma Key
10. _____ keys out all image pixels that are similar to a specified key color
 - a. Mask
 - b. Matte
 - c. Alpha channel
 - d. Chroma Key

D. True or False / Fill in the Blanks

(10)

1. Analog media must be _____ or converted to the digital form before, so that the computer can store and process it.
2. _____ involves writing the script, visualizing scenes by sketching them on a storyboard, and creating a production schedule for shooting the scenes.
3. _____ involves the editing of the best scenes into the final video program, correcting and enhancing video and audio where it is necessary.
4. The movie we make in Adobe Premiere can be played in any application that supports format or Apple QuickTime
5. NTSC is an American standard of broadcasting signal. It displays 30 frames per second in an interlaced fashion of the odd and even lines. This divides each frame into fields.
6. In PAL, the chrominance signals are referred to as UV and when taken with luminance, composite they are said to be operated in _____ color space
7. A _____ or mask is an image that specifies transparent or semitransparent areas for another image or object.
8. Some codes use _____ compression and that ensures that all of the information, all of the quality, in the original clip is preserved after compression.
9. A frames _____ describes the ratio of width to height in the dimensions of a frame.
10. _____ is representing a data in the form of the odd and the even lines. It is especially done with the video image in which all the odd lines are drawn first and then the even lines are drawn.

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Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul)–306(Graphics)	Numerical Code: 0576
Subject	: FLASH	Total Marks : 70
Date	: 05/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. Explain Flash
2. Explain all the components of Flash interface
3. Explain the uses of Text and name all types
4. Explain Library
5. Explain Frame by Frame Animation

Section B (20)**Answer the following (any four)**

1. Difference Between ink bottle and paint bucket
2. Scene
3. Rectangle Tool
4. Layers and its uses
5. Audio Properties
6. Publish

Section C**(A) Choose correct answer. (10)**

- 1 The _____ is a holding place for all symbols and imported images and sounds within a single Flash file.
A. library B. timeline C. properties D. tools panel
- 2 A key frame that contains objects will be represented by a _____ circle.
A. hollow B. black C. blue D. gray
- 3 _____, when used appropriately, adds to the viewer's experience, making for a much richer and enjoyable activity.
A. Advertisements B. Sound C. Commericals D. Tweens
- 4 Use this to make a symbol disappear from view (great for changing pictures). You would use motion tween for this method. You have to change the "alpha" setting of the symbol. Alpha represents transparency.
A. Zoom B. Masking C. Fade Effect D. Morphing
- 5 This is used to change an object from a circle to a square.
A. Mask B. Shape tween C. Motion tween D. Morphing
- 6 _____ 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. Morphing B. Tweening C. Stacking D. Masking
- 7 This is a way to take a word and animate each letter separately.
A. Distribute to layers B. Break apart C. frame-by-frame D. Convert to symbol
- 8 The stacking order of viewing objects is decided by the order of the 1
A. scenes B. frames C. layers D. actions
- 9 Empty key frames are indicated by a _____ circle on the timeline
A. hollow B. black C. open eye D. closed eye

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

A. Tools B. Actions C. Frames D. Properties

(B) True/False

(10)

1. Changing _____ can sometimes make an animation look smoother.
2. Motion Tween and Shape Tween both are same.(True/False)
3. Layers are like the transparent sheet. (True/False)
4. _____ is shortcut key for adding a key frame.
5. _____ Shortcut for test movie.
6. The _____ panel contains the basic tools needed to draw and modify objects.
7. Every animation needs a starting and ending point. _____ are used to set these.
8. The _____ shows the frames in the movie.
9. Frame by Frame is the most tedious way to create animations. (True/False)
10. _____ allow you to make objects move in a more random or non-straight path.

Dr. Babasaheb Ambedkar Open University

Term End Examination January-2015

Course	: BCA (MUL)	Numerical Code: 0066
Subject Code	: BCA(Mul)–306(Web)	Numerical Code: 0576
Subject	: E-Commerce and Payment Gateways.	Total Marks : 70
Date	: 05/02/2015	Time : 11.00 to 02.00

Section A (30)**Answer the following (any three)**

1. What is E-Commerce? List and explain benefits of it?
2. Write a short note on a classification of E-Commerce.
3. What is Firewall? List and explain different types of it.
4. Write a short note on Online Electronic Payment Systems.
5. Explain legal issues of E-Commerce.

Section B (20)**Answer the following (any four)**

1. What is Digital signature? Explain it in detail.
2. Write a short note on 'Online Shopping Cart'.
3. Differentiate LAN and WAN.
4. What is FTP? Explain use of it.
5. What is web browser? List the name of at least 3 web browser.
6. Write a short note on 'Public key Algorithm'.

Section C**(A) Choose correct answer. (10)**

1. _____ offers one-stop access to different content and service, such as searching, news, e-mail, stock information, message board or chat.
a) Search Engines b) Portal c) Service Provider d) IPR
2. _____ is a website which has gathered a group of user with a common interest who work together in the site.
a) Virtual community b) Infomediary c) Virtual mall d) None of the Above
3. _____ e-commerce reduces transactions costs (particularly search costs) by increasing consumer access to information and allowing consumers to find the most competitive price for a product or service.
a) B2B b) C2C c) B2G d) B2C
4. e-Bay is a example of _____ site.
a) B2B b) C2C c) B2G d) B2C
5. Upon receiving an order, the _____ ships products directly to the consumer or to a wholesaler or manufacturer for delivery. Example: Amazon.com.
a) seller b) Manufacturer c) Buyer d) e-tailer
6. _____ is a stateless protocol.
a) FTP b) SMTP c) HTTP d) IMAP
7. _____ is a mechanism for storing persistent data on the client computer in a file.
a) Query string b) Session c) Cookies d) None of the Above
8. _____ is not a search engine.
a) Google b) Amazon c) Alta vista d) Northern light

- 9 _____ is managed from one website which is able to omit the websites that have dropped out or are no longer reachable.
a) Web rings b) Disaster Recovery c) Forum d) None of the above
- 10 _____ is a hardware or software system that prevents unauthorized access to or from a network.
a) Firewall b) Router c) Gateway d) Switch

(B) True/False

(05)

1. Perishable items such as fruits, costly jewelry and antique piece are not suitable for E-Commerce applications.
2. Trademark and Copyright are Intellectual properties.
3. Microsoft's visio offers robust and easy to implement functionality that makes it the ideal solution for building the E-commerce applications.
4. Online auction can be considered as a C2C application.
5. Authentication guarantees that the authenticated person has the right to access service of data.

(B) Fill in the blanks:

(05)

1. ISP stands for _____
2. DNS stands for _____
3. FTP stands for _____
4. MIME stands for _____
5. SMTP stands for _____
