

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. Explain the View menu and Modify menu its submenu options.
2. What are the panels available in Flash window?
3. What are the types of stroke colour and stroke style? How will you apply?
4. How will you apply colour from swatches panel, stroke and fill panels?
5. Explain sampling and switching fills and stroke in drawings in Flash.
6. Explain steps for Motion Tween and Shape Tween with example.
7. Explain Guide Layers and Motion Guide Layers and find out the differences between the both.

8. What are walk cycles and repeaters and how they are handled by Flash Tweening?

9. (a) What are the sound file Import formats in Flash? (12)

(b) How will you add sound to Buttons? (8)

10. Write down the steps for optimizing video files for export using video explorer.

Time : Three hours

Maximum : 100 marks

Answer any FIVE questions.

All questions carry equal marks.

(5 × 20 = 100)

1. Explain the process of creating primitive objects using create panel and create menu.
2. Explain the use of Layers in 3 ds Max with example.
3. Explain the fundamental transformations Moving, Rotating and Scaling objects in 3 ds Max.
4. How will you set standard snap points? Explain the ways to set snap options with example.
5. How will you modify the following Camera Parameters :
 - (a) Lens setting field of view
 - (b) Camera type
 - (c) Environment ranges and
 - (d) Multi-pass effect.

6. Explain the options available in volume light parameters roll out from environment dialog.

7. Explain the process of animating through time slider with example.

8. Explain how controllers are used to automate the animated sequences.

9. Explain the process of creating and animating Biped using Character Studio.

10. Explain rendering parameters and rendering preferences in 3 ds Max.