

Exam. Code : 112104  
Subject Code : 3268

**B. Design (Multimedia) 4<sup>th</sup> Semester (Batch 2020-24)**  
**FLASH**

Time Allowed—3 Hours] [Maximum Marks—50

**Note** :— Attempt **FIVE** questions in all, selecting at least **ONE** question from each section. The **FIFTH** question may be attempted from any section. All questions carry equal marks.

**SECTION—A**

1. Write a brief history on History of animation. What is role of animation in modern entertainment industry ?
2. (a) What is difference between object and symbol ?  
Explain various primary drawing tools.  
(b) What is difference between Window and Panel ?  
Explain the parts of document window.

**SECTION—B**

3. What do you mean by Action and Event Handler ? What is their use ? Explain with an example.

4. (a) What are flash libraries ? What is their use ?  
(b) What is Frame by Frame animation ?

#### SECTION—C

5. Which are character animation techniques ? What is storyboard ? How will you add background images and scenery in animation ?
6. Explain following :—
- (a) Tweening
- (b) Synchronizing audio in Flash movie.

#### SECTION—D

7. Which are different video formats supported by Flash ? How can you embed video file in flash ?
8. Write the steps to publish flash movies with audio and video.