

Course No: MUL 4317
Course Title: 2D Computer Animation
Date: 27/11/2016
No. of Questions: (3)
Time: 1hour

University of Palestine



Midterm Exam
2017/2016
Total Grade: 15 Marks

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Student No.: _____
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College Name: _____
Dep. / Specialist: _____

Q1) choose true or false for each of the following sentences.

[5] Marks

- 1) Trade mark provides protection to the owner of the mark by ensuring the exclusive right to use it to identify goods or services, or authorize another to use it in return for payment ().
- 2) Squash and stretch is the rigidity and mass of an object by distorting its shape during an action ().
- 3) In linear multimedia users have control over the presentation, just sit back and watches the presentation ().
- 4) Groupware, home shopping, games, and virtual reality, all these elements are examples of multimedia applications ().
- 5) . 2D animation uses line and points graphics to create and edit the animated images and is created using computers and software programs ().

Q2) choose the correct answers:

[5] Marks

1. Refer to the technical processes used to make visual communication.
 - a) Media
 - b) Methods
 - c) Materials
 - d) Design
2. Is the technology of capturing, recording, processing, transmitting, and reconstructing moving pictures.
 - a) Video
 - b) Animation
 - c) Audio
 - d) Graphics
3. Is a technique in which the illusion of movement is created by photographing a series of individual drawings on successive frames of film.
 - a) Computer animation
 - b) Raster animation
 - c) Interactivity
 - d) Conventional animation
4. Is a preparation for the action, the action proper and the termination of the action.
 - a) Timing
 - b) Arcs
 - c) Staging
 - d) Anticipation

