Short-answer questions

Complete

either   Section A: Introduction to 2D Animation

or   Section B: Multimedia in the

Performing Arts/Visual Arts/Music Industry.

There are three short-answer questions in each section.

Answer all questions in the section you choose.

Each question is answered by typing a response into the answer field which will

automatically load to your screen.

All the text you enter will be saved.

You can review and change your answer at any time.

BACK   **NEXT**

EITHER   SECTION A — Introduction to 2D Animation

Global Edumaedia has contracted your production house to develop a series of animated assets for their new online training module on 2D animation. To prepare the brief the following questions need to be answered.

Question 1

Describe the difference between object orientated animation and frame by frame animation.

1 mark

Click the 'NEXT' button to continue this task.

BACK   NEXT

SECTION A — Introduction to 2D Animation continued

Question 2
Describe what the alpha channel is. Give an example of its use in 2D animation.

2 marks

Click the 'NEXT' button to continue this task.

BACK   NEXT

SECTION A — Introduction to 2D Animation continued

Question 3

Identify a software program that will provide object orientated animation
to develop your 2D animation: [   ]

a. Identify one simple transition, used to join pieces of animation, in this software program.

1 mark

b. Describe how it would be inserted using this software program.

1 mark

End Part 4, Section A.

BACK   NEXT

OR SECTION B

Selected module: none

— Multimedia in the Performing Arts/Visual Arts/Music Industry

Select the module you have undertaken in your Arts (Interactive Multimedia) program this year.

○ Performing Arts ○ Visual Arts ○ Music Industry

Razzamataz Event Management has been contracted to manage an Arts exhibition which will include elements of the performing arts, visual arts and music.

You are to answer the following questions drawing on your research undertaken from your study of the Performing Arts/Visual Arts/Music Industry.

As the specialist developer you have been asked to prepare an outline for a prototype product within the Performing Arts/Visual Arts/Music Industry.

Question 1
Justify the topic for your prototype development in terms of the need in your identified industry.

1 mark

Click the 'NEXT' button to continue this task.

BACK **NEXT**

SECTION B continued

— Multimedia in the Performing Arts/Visual Arts/Music Industry

Question 2

Identify two market needs for the product.

2 marks

Click the 'NEXT' button to continue this task.

BACK   NEXT

SECTION B continued

Selected module: none

— Multimedia in the Performing Arts/Visual Arts/Music Industry

Question 3

Identify one item of industry specific hardware and one item of software required to develop the prototype. Justify the need for each item.

2 marks

End Part 4, Section B.

BACK   NEXT