

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

## Question 1

View the animation on the right.

Describe two editing techniques used to join these shots.

2 marks



Click the 'NEXT' button to continue this task.

**BACK****NEXT**

## SECTION A — Introduction to 2D Animation continued

## Question 2

Identify a software product or package you would choose to use to create a 2D animation.

- a. Describe one tool in your nominated software product that you would use to create animation elements. 1 mark

- b. Identify one technique you would use to create a piece of the animation. 1 mark

Click the 'NEXT' button to continue this task.

**BACK****NEXT**

## SECTION A — Introduction to 2D Animation continued

## Question 3

You are working in a multimedia production house which develops animation. Your production manager has asked you to meet with a client who wishes to use synchronised audio with an animated character.

Describe two essential technical elements to successfully sync audio with mouth movements.

2 marks



End Part 4, Section A.

**BACK****NEXT**

**OR**

Selected module: none

## SECTION B — Multimedia in the Performing Arts/Visual Arts/Music Industry

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

 Performing Arts Visual Arts Music Industry

From your study of the Performing Arts/Visual Arts/Music Industry

Describe two situations where multimedia is now used in the Performing Arts/Visual Arts/Music Industry.

2 marks

Click the 'NEXT' button to continue this task.

**BACK****NEXT**

Selected module: none

## SECTION B continued

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

## Question 2

Select one of the situations you described in Question 1 above.

- a. Describe one multimedia development skill required to produce a multimedia product specifically for this industry.

1 mark

- b. Give an example of how this skill would be used.

1 mark

Click the 'NEXT' button to continue this task.

**BACK****NEXT**

Selected module: none

## SECTION B continued

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

## Question 3

From your research in the Performing Arts/Visual Arts/Music Industry, identify two significant sources of funding you could draw on to develop an innovative multimedia product for the youth market.

2 marks



End Part 4, Section B.

**BACK****NEXT**[www.theallpapers.com](http://www.theallpapers.com)