**DO NOT WRITE ON TEST**



**DIGITAL COMMUNICATION & DESIGN CONCEPTS**

**~OPEN EVENT~**

(490)

**REGIONAL 2022**

**TOTAL POINTS \_\_\_\_\_\_\_\_\_\_\_\_100 Points**

**Test Time: 60 minutes**

**MULTIPLE CHOICE**

Identify the choice that *best* completes the statement or answers the question.

### Which **HTML element** represents preformatted text which is to be presented exactly as written in the HTML file?

1. <div>
2. <pre>
3. <hr>
4. <text>
5. Consider the following style rule: a:hover { background-color: gold; }  
     
   Here, when a mouse hovers over a link, \_\_\_\_\_\_.
6. ​the background becomes black
7. the link shows a black square
8. ​the background becomes gold
9. the link shows a gold square
10. \_\_\_\_\_\_\_ is a special effect in motion pictures and animations that changes one image into another through a seamless transition.
    1. Frame-By-Frame Animation
    2. Persistence of Vision
    3. Morphing Animation
    4. 3D Graphics
11. Which of the following is one of the earliest examples of traditional (hand-drawn) animation and considered by film historians to be the first animated cartoon?
    1. Gertie the Dinosaur
    2. Steamboat Willie
    3. Fantasmagorie
    4. Feline Follies
12. What is the correct HTML element for the largest heading?
    1. h1
    2. h3
    3. h5
    4. h7
13. When coding in html, which character is used to indicate an end tag?
    1. \
    2. /
    3. <
    4. >
14. What is the hex code for the color white?
    1. #a8a8a8
    2. #000000
    3. #FFFFFF
    4. #d3d3d3
15. What color model uses additive color model?
    1. Additive
    2. Subtractive
    3. CMYK
    4. RGB
16. \_\_\_\_\_\_\_ was first developed by computer scientist working at CompuServe back in 1987 and is a short, animated picture, without sound.
    1. GIF
    2. FLV
    3. SWC
    4. SWF
17. \_\_\_\_\_\_\_ is a film making technique that makes inanimate objects appear to move on their own.
    1. Stop Motion Animation
    2. 3D Animation
    3. 2D Animation
    4. Frame By Frame Animation
18. \_\_\_\_\_\_\_ is a file format that contains videos and vector-based animations.
    1. SWF
    2. GIF
    3. FLV
    4. SWC
19. \_\_\_\_\_\_\_ Cinematic process, or technique used to make static objects appear as if they were moving, commonly used in Claymation and puppet-based animation.
    1. Vector Animation
    2. Stop Motion Animation
    3. 2D Software Animation
    4. 3D Software Animation
20. The larger the F-stop number (or f/value), the \_\_\_\_\_\_\_ the lens opening (aperture).
    1. smaller
    2. larger
    3. faster
    4. slower
21. A f-stop is a camera setting that specifies the \_\_\_\_\_\_\_ of the lens on a particular photograph.
    1. exposure
    2. brightness
    3. aperture
    4. length
22. \_\_\_\_\_\_\_ is the largest shutter speed to hand hold your camera at.
    1. 1/30th
    2. 1/50th
    3. 1/70th
    4. 1/90th
23. Three elements that effect exposure are \_\_\_\_\_\_\_\_.
    1. Shutter speed, ISO, and Aperture
    2. Shutter speed, ISO, and White Balance
    3. Shutter Size, ISO, and Aperture
    4. Shutter Size, Exposure, and White Balance
24. \_\_\_\_\_\_\_ changes the contents of the Stage in every frame. It is best suited to complex animation in which an image changes in every frame instead of simply moving across the Stage.
    1. Morphing Animation
    2. Stop Motion Animation
    3. Frame By Frame Animation
    4. Scripting Based Animation
25. The following are all different 3D Graphics and Animation Software except \_\_\_\_\_\_\_.
    1. Cinema 4D
    2. Maya
    3. Adobe Animate
    4. Blender
26. \_\_\_\_\_\_\_ is a graphic organizer that plans a narrative.
    1. Timeline
    2. Story
    3. Storyboard
    4. Staging
27. \_\_\_\_\_\_\_ is the rectangular area where you place graphic content when creating an animation.
    1. Timeline
    2. Stage
    3. Library
    4. Layer
28. \_\_\_\_\_\_\_ is the process of adjusting the spacing between characters in a font, usually to achieve a visually pleasing result.
    1. Typesize
    2. Kerning
    3. Typography
    4. Typeface
29. Both serigraphy and lithography are popularly used by \_\_\_\_\_\_\_.
30. Graphic Artist
31. Modern-Pop Artists
32. 3D Animators
33. Silkscreen Artists
34. \_\_\_\_\_\_\_ is a stenciling method that involves printing ink through stencils that are supported by a porous fabric mesh stretched across a frame called a screen
    1. Serigraphy
    2. Lithography
    3. Silkscreen
    4. Etching
35. \_\_\_\_\_\_\_ is a font that does not have extending features called "serifs" at the end of strokes.
    1. Serif
    2. San-Serif
    3. Non-Serif
    4. Decorative
36. \_\_\_\_\_\_\_ was responsible for the praxinoscope (an animation device patented in 1877 that improved on the zoetrope) and the first projected animated films.
    1. Peter Mark Roget
    2. William George Horner
    3. Emile Reynauld
    4. Joseph Plateau
37. \_\_\_\_\_\_\_ is a doctrine in the law of the United States that permits limited use of copyrighted material without having to first acquire permission from the copyright holder.
    1. Public Domain
    2. Fair Use
    3. Copyright
    4. Citing Sources
38. What is the hex code for the color black?
39. #a8a8a8
40. #000000
41. #FFFFFF
42. #d3d3d3
43. Which of the following is *not* an example of Fair Use?
    1. Student use for a project
    2. Research for a paper
    3. Parody of a show
    4. Copy of the textbook
44. Which of the following cannot be copyrighted?
    1. Familiar symbols or designs
    2. Works involving pictures, graphs, and/or sculptures
    3. Audio recordings
    4. Motion pictures (movies) and other Audio/Video works
45. Which of the following is *not* an Animation Principle?
    1. Exaggeration
    2. Timing
    3. Primary Action
    4. Squash and Stretch
46. How many Basic Principles of Animation are there?
    1. 10
    2. 11
    3. 12
    4. 13
47. Which is *not* a must have when building a website?
    1. New content on a regular basis
    2. Social Media Integration
    3. A mobile-compatible version of the website
    4. A color scheme
48. \_\_\_\_\_\_\_ is the distribution of the visual weight of objects, colors, texture, and space.
    1. Contrast
    2. Balance
    3. Repetition
    4. Alignment
49. To make separate elements look as if they belong together through placing elements close, in clusters.
    1. A "skeleton" is used for consistency of spacing and design that results throughout all the units. There can be different types.
    2. Something continues, usually as a line, an edge, or a direction from one form to another. The viewer’s eye is carried smoothly from one element to the next. It is a more subtle device.
    3. Something repeats in various parts of a design to relate the parts to each other. These elements can be color, shape, direction, texture, or angle.
    4. To make separate elements look as if they belong together through placing elements close, in clusters.
50. CMYK is a color standard that can be used in HTML.
    1. True
    2. False
51. If a photo is underexposed it has too little light.
    1. True
    2. False
52. When taking photos, stopping down is referred to increasing the numerical f-stop number.
    1. True
    2. False
53. An external style sheet takes precedence over an embedded style sheet.
    1. True
    2. False
54. Adding blank lines before or after HTML elements will affect the structure of your webpage.
    1. True
    2. False
55. When working in graphic designing, it is recommended to use no more than \_\_\_\_\_ colors or shades.
    1. 2
    2. 3
    3. 4
    4. 5
56. When presenting design options to a graphic design client, it is considered best practice to show them 3 designs instead of just the one they asked for.
    1. True
    2. False
57. Negative space is another name for white space in graphic designing.
    1. True
    2. False
58. ISO stands for \_\_\_\_\_\_\_.
    1. International Organization for Standardization
    2. International Standardization Organization
    3. Internal Standards of Organization
    4. International Organization for Standards
59. Which ISO Speed is best for shooting outdoors?
    1. 100-400
    2. 400-1600
    3. 1600-6400
    4. None of the Above
60. The Exposure Triangle is composed of the following 3 elements: ISO, Aperture and Shutter Speed.
    1. True
    2. False
61. What animation principle gives the illusion of weight and volume to a character as it moves?
    1. Exaggeration
    2. Timing
    3. Primary Action
    4. Squash and Stretch
62. What is a pixel?
    1. 1/36 of an inch used when designing video output or Web
    2. 1/72 of an inch used when designing video output or Web
    3. 1/108 of an inch used when designing video output or Web
    4. 1/144 of an inch used when designing video output or Web
63. \_\_\_\_\_\_\_ is the number of pixels or dots that a monitor can display.
    1. Resolution
    2. Pixals
    3. Exposure
    4. Brightness
64. A layer’s opacity controls the transparency of the entire layer at once, a layer mask gives you more precise controls over very specific areas.
    1. True
    2. False
65. Due to differences in monitors PNG, GIF, and JPEG files are resolution dependent.
    1. True
    2. False