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Time : 2 Hours**Computer Software Applications****Subject Code**

V	3	1	6
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Total No. of Questions : 5**(Printed Pages : 4)****Maximum Marks : 50**

INSTRUCTIONS : (i) Answer each question on a fresh page.

(ii) Write question number and sub-question numbers clearly.

(iii) Give illustrations wherever necessary.

1. Answer the following with reference to **CorelDraw** :

- (A) What are the shapes that can be created with the Polygon tool ? 1
- (B) What happens when you combine multiple objects ? 2
- (C) What is a curve object ? How will you add and join nodes on a curved object ? 3
- (D) Explain the following lenses : 4
- (i) Custom color map
- (ii) Fish eye
- (iii) Heat map
- (iv) Invert

Or

Explain any *four* methods of filling objects. 4

2. Answer the following with reference to **CorelDraw** :

- (A) Write the use of Pan tool. 1
- (B) What is extrude effect ? Illustrate. 2
- (C) Draw and explain the : 3
 - (i) **Shape** tool
 - (ii) **Knife** tool
 - (iii) **Eraser** tool
- (D) Explain the following components of CorelDraw window : 4
 - (i) Menu bar
 - (ii) Property bar
 - (iii) Document Navigator
 - (iv) Color Palette

Or

Write with keyboard shortcut, the various ordering options available in the arrange menu. 4

3. Answer the following with reference to **Photoshop** :

- (A) A design in Adobe Photoshop consists of multiple of graphics and text. (Fill in the blank) 1
- (B) What does content aware fill do with the selected image ? 2
- (C) What are the various ways of entering type in Photoshop ? 3

(D) Describe any *eight* selection modification options in Photoshop. 4

Or

Write the use and the keyboard shortcut for the following tools : 4

(i) Red eye

(ii) Clone stamp

(iii) Pencil

(iv) Eye dropper

4. (A) Answer the following with reference to **Photoshop** :

(i) What does transform selections command do to selection ? 2

(ii) Write the use of the following panels : 3

(a) Swatches

(b) Channels

(c) Brushes.

(B) Answer the following with reference to **Flash** :

(i) Write at least one line each about the following components of timeline panel : 2

(a) Onion skinning

(b) Playhead.

(ii) What are scenes ? Give *one* advantage and *one* disadvantage of using scenes 3

5. Answer the following with reference to **Flash** :

- (A) What is the difference between a graphic and a movie clip ? 2
- (B) Mention at least six default workspace types in flash. 3
- (C) Write the use of paint bucket and Deco tool 2
- (D) Mention the properties of instance that can be edited without changing the original symbol. 3