

Name:

Roll No:

Class: Section:

Date:

WORKSHEET

2

ANIMATIONS IN FLASH

Chapter-6

A. Write the shortcut key to:

1. Insert a frame -
2. Insert a keyframe -
3. Insert a blank keyframe -
4. Run a movie -
5. Open Flash Library -

B. Write the steps to convert an object into a symbol.

- Step 1
- Step 2
- Step 3
- Step 4
- Step 5

C. Tick (✓) the correct option.

1. are the thin pieces of transparent sheets.

a. Timeline	b. Frames	c. Layers	d. Buttons
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2. Which of the following is not a symbol type in Flash?

a. Button	b. Graphic	c. Movie Clip	d. None of these
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3. Which of the following is a reusable object in Flash?

a. Frame	b. Rectangle	c. Movie	d. Symbol
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4. are those frames where major changes take place in the animation.

a. Keyframes	b. Blank Keyframes	c. Both a and b	d. None of these
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