

Name: .....

Roll No: .....

Class: ..... Section: .....

Date: .....

## WORKSHEET

## ANIMATIONS IN FLASH

### Chapter-6

#### A. Write 'T' for true and 'F' for false. Correct the false statements.

1. A symbol is a single step of animation or picture on the Flash timeline.  
.....
2. Tween animation is used where you need to show movement of objects in a non-periodic manner.  
.....
3. Press Ctrl+Del key to run the movie.  
.....
4. A keyframe is that which has no object present on the stage.  
.....
5. You cannot change the transparency and brightness of an instance.  
.....

#### B. Define the following.

1. Symbol - .....
2. Instance - .....
3. Adobe Flash - .....
4. Layers - .....
5. Frame span - .....

#### C. Match the columns.

##### Column A

1. Shortcut key to insert a frame
2. Shortcut key to insert a keyframe
3. Shortcut key to insert a blank keyframe
4. Shortcut key to convert an object to a symbol
5. Shortcut key to run the movie

##### Column B

- a. F7
- b. F5
- c. F8
- d. Ctrl + Enter
- e. F6