

Name:

Roll No:

Class: Section:

Date:

WORKSHEET

1

ANIMATIONS IN FLASH

Chapter-6

A. Read the clues and answer the following.

1. It is an authoring tool to create games, applications, simple animations, etc.
.....
2. It is a reusable object in Flash.
.....
3. It is the place where symbols that you create are stored in Flash.
.....
4. It is a type of symbol used to add interactivity to the movie.
.....
5. It is a shortcut key to convert an object to a symbol.
.....

B. Circle the correct option.

1. Graphic/Button symbols are used to create backgrounds.
2. Any object on the stage can/cannot be converted into a movie clip symbol.
3. Click File/Insert → New Symbol to create new symbol in Flash.
4. Click Modify/Change → Convert to Symbol to convert an object into symbol.
5. Press Ctrl/Shift + L keys to open the Flash library.

C. Label the following:

