

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
2. Which of the following is not a symbol type in Flash?
 - a. Button
 - b. Graphic
 - c. Movie Clip
 - d. None of these
3. Which of the following is a reusable object in Flash?
 - a. Frame
 - b. Rectangle
 - c. Movie
 - d. Symbol
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