

Name:

Roll No:

Class: Section:

Date:

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 make the movie more interactive.
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:

