

Name:

Roll No:

Class: Section:

Date:

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. Which of these 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 | ☐ |