

Name:

Roll No:

Class: Section:

Date:

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 following:

- | | |
|--|-----------------|
| 1. Shortcut key to insert a frame | a. F7 |
| 2. Shortcut key to insert a keyframe | b. F5 |
| 3. Shortcut key to insert a blank keyframe | c. F8 |
| 4. Shortcut key to convert an object to a symbol | d. Ctrl + Enter |
| 5. Shortcut key to run the movie | e. F6 |