Worksheet 1

ANIMATIONS IN FLASH

Chapter-4

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:

Class -7