

Worksheet

2

Name:

Roll No: Class: Section:

Date:

ANIMATIONS IN FLASH

Chapter-6

A. 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

☐

B. Complete the steps to convert an object into symbol.

Step 1 Draw an object on the stage.

Step 2 Select the object using the

Step 3 Click on menu.

Step 4 Select the option to open Convert to Symbol dialog box.

Step 5 Select the type from the drop-down list.

Step 6 Click on OK button.

Step 7 Then, double-click on the created symbol to open

Step 8 You can see the four frames in the Timeline panel with the options Up, Over, down and Hit.

C. Write the shortcut key to.

1. Insert a frame

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2. Insert a keyframe

.....

3. Insert a blank keyframe

.....

4. Run a movie

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