



A. Multiple Choice Questions

1. A _____ is an object like a button, graphic image, or an animation that is stored within the movie in Flash.
(a) Symbol (b) Shape (c) Body
2. An animation in Flash can be created as frame-by-frame animation and _____ animation.
(a) Morphed (b) Reshaped (c) Tweened
3. Usually motion tweening works on _____.
(a) symbols (b) shapes (c) strokes
4. To insert a frame, select Insert > _____ > Frame.
(a) Insert Frame (b) Timeline (c) New Frame
5. Which of these stores symbols?
(a) Property Inspector
(b) Mixer
(c) Library



Class VII-Chapter 8 - Working with Flash CS6

Fill in the blanks.

1. FLIPPING means getting a mirror image of an object.
2. The New option is available on the FILE menu.
3. The black dot on a frame represents a KEY FRAMES
4. On the Timeline, the PLAY HEAD is indicated by a red rectangle with a vertical line.
5. Shape tweening does not work on SYMBOLS.

State True or False.

1. Frames are represented as a series of rectangles on the Timeline.
2. In motion tween, we specify both the initial and the final positions of the object.
3. A symbol is stored in the Library in Flash.
4. A drawing cannot be converted to a symbol in Flash.
5. Playhead is a component of the Timeline in Flash.

True

True

True

false

True

Write one word for the following.

1. Place to work with frames in Flash
2. Object like a button, graphic image, or animation
3. A series of still images displayed in rapid sequence
4. A red rectangle with a red vertical line on the timeline

Timeline

Symbol

ANIMATION

PLAY HEAD

Answer the following questions:

CLASS - VII - CHAPTER ⑧

WORKING WITH FLASH CS6

① How can you rotate and scale an object in flash?

Steps to rotate the object :-

- (i) select the object.
- (ii) select the modify → Transform
→ Rotate and skew.
- (iii) click on the corner handle of the object.
- (iv) Drag the corner handle to rotate the object.

Scale an object :-

- (i) scale object means to increase or decrease its size.
- (ii) drag a corner handle diagonally.

② How can you convert a drawing into a symbol?

Steps to convert a drawing into a symbol :-

- (i) click selection tool and select a drawing on the stage.

- (ii) click modify menu, select convert to symbol option.
- (iii) In Name box type name of symbol.
- (iv) select Graphic option in Type list.
- (v) click ok

③ what do you understand by Timeline?

Timeline contains a series of empty frames. It control the timing of animation frames, the speed at which each element in the drawing moves or enters in the scene.

④ what do you mean by frame-by-frame animation?

frame-by-frame animation involves creating each frame of the animation. It gives accurate results, but is time consuming as each frame has to be drawn.

⑤ what is the difference between motion tweening and shape tweening?

Tweening makes it very easy to create animations.

In motion tweening we only specify the first and last keyframes.

In shape tweening the shape of an object changes during the animation.