

## Subject-computer

### Chapter-6 Lesson on Flash

#### Answer in one word/sentence.

Q.1. What provides separate timelines in which you can control animations independently?

Ans- Layers provides separate timeline in which we can control animations independently.

Q.2. What are the frames where major changes in animation take place known as?

Ans- Keyframes are those frames where major changes in animation take place.

Q.3. What is Property inspector?

Ans- The Properties Panel is the right side of the interface. It displays the properties of the selected object.

Q.4. What are the most type of symbols used to create a background known as?

Ans- Graphic symbols are the most type of symbols which is used to create a background.

Q.5. Where are the symbols stored?

Ans- The Symbols are stored in the Library.

Q.6. Which symbols can contain sound, videos and graphics, and interactive controls?

Ans- Movie clip symbols can contain sound, video and graphics, and interactive controls.

Q.7. What is stroke color?

Ans- Stroke color is the color of the lines using which you draw the outlines of the object.

Give Short answers:-

1. What are symbols and instances? What is their use?

Ans- A Symbol is a reusable object used/created in Flash. A symbol can be reused throughout your movie. An instance is a copy of the original Symbol which we drag from the Library. The size, colour, shape and position of instances on the stage can be altered independently without affecting the original symbol.

2. What is the difference between Frame-by Frame and Tweened animation?

Ans- Frame-by Frame- Frame by Frame is the traditional style of animation where you need to draw every frame of it, describing the movement frame by frame in great detail .such animation is used when you want to show progression of events, like creating a clip of someone walking or cycling.

Tweened animation – In Tweened animation, you only create starting and ending frames and let Flash create the rest of the frames that fall in between.

Q.3. What is the difference between Motion tween and Shape tween?

Ans- Motion Tween – A motion tween is a type of Flash-generated animation in CS6 that requires the use of symbols and is best for creating movement, size, rotation changes ,fades, and color effects.

Shape Tween- By Shape tweening, you can create an effect similar to morphing, whereby one shape appears to change into another shape overtime.

Q.4. What do you understand by masking?

Ans- A mask limits the view of the layer below it. You will be able to see only that portion which is being masked. It creates an effect akin to torchlight on a dark night. Creating an animated mask in flash is a simple and useful operation that can allow one to produce complex and breathtaking animation sequences.

**Choose the correct answers:-**

1. Which software is used to develop interactive graphics and animation?

Ans- c. Macromedia Flash

2. It is fixed window that stays on top of every object in the workspace

Ans- b. Timeline

3. Which of these is the color of the line with which you draw the outlines of the object?

Ans- b. Stroke color

4. What is the extension of a Flash file?

Ans- a .fla

5. Which is the correct option to add a new layer in the Layer window?

Ans- c. New layer button

6. Which symbol consists of a flash movie within a flash movie?

Ans- b. Movie clip symbol

7. What is the shortcut key to open the Library?

Ans- Ctrl +L

8. Which option will you select in the Property inspector if you do not want to play the sound while the movie is playing ?

Ans- b. None option

9. Which option in Flash organizes the contents of animation?

Ans- c. Timeline

10. Which option displays the properties of the selected object?

Ans- c. Property panel

**Write (T) for True and (F) for False.**

1. False
2. True
3. False
4. True
5. True

**Fill in the blanks :-**

1. **Keyframes** are those frames where major changes in animation take place.
  2. In Flash, a **Timeline** organizes the contents of animation.
  3. The main purpose of **Layers** is to provide separate Timelines in which you can control animation independently.
  4. A **symbol** is a reusable object used/created in flash.
  5. A **Mask** limits the view of the layer below it.
- 

