

Chapter -9 Animation in Flash

Multiple choice questions.

1. Which symbol contains sound, video, etc?
c. Movie clip symbol
2. Animation is an illusion of movement
c. Animation
3. What does the shift +F5 key do?
c. Deletes a frame
4. Which tweening creates an effect similar to morphing?
b. Shape tweening
5. Flash cannot tween the shape of group symbol or images.
c. Flash
6. Which is the traditional style of animation?
c. Frame by Frame animation
7. What does the ctrl + L key do ?
a. Open library
8. Where are symbols stored?
d. Library
9. Which is the most basic type of symbol?
a. Graphic symbol
10. Instance is a copy of the original symbol which we drag from the library.
b. Instance

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

1. Keyframes are those frames where major changes in animation take place. True
2. The timeline is divided horizontally in layers and vertically in frames. False
3. In motion tweening, you can create an effect similar to morphing. False
4. A blank keyframe is a keyframe without any object in it. True
5. To open the library, press the ctrl + B key combination. False
6. Select the insert ->Timeline->Keyframe option to insert a keyframe. True
7. The Test movie option is under the control menu. True
8. You cannot create a Shape tween between groups and instances. True

Fill in the blanks.

1. Anything on the stage can be changed to a symbol.
2. Symbols are stored in the Library.
3. The Instance of a symbol is a copy of it, and is dragged from the library to the Stage.
4. A Frame holds the contents at a particular moment.
5. The Timeline is divided horizontally in Frames and Vertically in Layers.
6. In tween animation you only create the starting and the ending frames and let Flash create the rest of the frames in –between.
7. By Shape tweening, you can create an effect similar to morphing.

Answer in one word/sentence.

1. Where are symbols stored?
Ans- Symbols are stored in the library.
2. What are the most basic types of symbols used to create background?
Ans- Graphics symbols are the most basic types of symbols used to create background.
3. Which symbols can contain sounds, videos, graphics and interactive controls?
Ans- Movie Clip symbols can contain sound, videos, graphics and interactive controls.

4. What organizes the contents of animation in Flash?
Ans- In Flash, a timeline organizes the contents of animation.
5. What is a keyframe?
Ans- Keyframes are those frames where major changes take place in animation.
6. What is animation?
Ans- Animation is the illusion of movement created by displaying a series of pictures in quick succession.
7. Which shortcut keys do you use to test the animation?
Ans- To test the animation press the CTRL + Enter keys.

Give Short Answers.

1. What do you know about symbols and instances?
Ans- Symbols – A symbol is a reusable object/created in flash. A symbol can be reused throughout your movie.
Instances- An instance is a copy of the original symbol which we drag from the library to the stage.
 2. What is a Timeline and how is it organized?
Ans- In flash, a timeline organizes the contents of animation. It allows you to control the contents that are displayed in frames and keyframes overtime.
 3. What is the difference between frame by frame animation and tweening animation?
Ans- Frame by Frame Animation is the traditional style of animation where we need to draw every frame of it, describing the process of the movement frame by frame in great detail. Such animation is used when you want to show progression of events, like creating a walking process.
In Tweened Animation, you only create the starting and the ending frames and let Flash create the rest of the frames in between.
 4. What is the difference between Motion tweening and shape tweening?
Ans- A Motion tween is a type of Flash- generated animation in CS6 that requires the use of symbols and is the best for creating movement, size, and rotation changes, fades, and color effects.
By Shape tweening , you can create an effect similar to morphing , whereby one shape appears to change to another shape over time.
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