Lesson 10: Animation in Flash

Worksheet 5: Answer in one word/sentence.

Q. 1. Where are the symbols stored?

Ans. In Library.

Q. 2. What are the most basic types of symbols used to create backgrounds?

Ans. Graphics symbol.

Q. 3. Which symbols can contain sounds, videos, graphics and interactive controls?

Ans. Movie clip symbols.

Q. 4. What organizes the contents of animation in Flash?

Ans. A Timeline.

Q. 5. What is a key frame?

Ans. A Frame where changes take place.

Q. 6. What is animation?

Ans. Animation is the illusion of movements created by displaying a series of pictures in a sequence, very quickly.

Q. 7. Which shortcut keys do you use to test the animation?

Ans. Ctrl+Enter key.

Worksheet 6: Answer the following:

Q. 1. What do you know about symbols and instances?

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 to the stage.

Q. 2. What is a Timeline and how is it organized?

Ans. The Timeline is divided horizontally in frames and vertically in Layers.

Layers are like pieces of transparent plastic. You can put pictures, text and animation on them.

Q. 3. What is the difference between frame by frame animation and tweening animation?

Ans. **Frame by Frame Animation:** This type of animation is the traditional style of animation, where we need to draw every frame of animation, describing the process of the movement frame by frame in great detail. Frame by frame animation is used when you are drawing a progression of events like creating a walking process.

Tweened Animation: In Tweened Animation, you only create the starting and the ending frames and let Flash create rest of the in-between frames. Flash automatically varies the size, rotation, colour or other attributes of the object evenly between the starting and the ending frames to create the appearance of movement.

Q. 4. What is the difference between Motion tweening and Shape tweening?

Ans. **Motion Tweening:** In Motion tweening, you define properties such as position, size and rotation for a shape at one point in time, and then you change those properties at another point in time. Flash fills the in-between frames to create the animation.

Shape Tweening: By Shape tweening, you can create an effect similar to morphing, making one shape appear to change into another shape over time.

In shape tweening you draw a shape in one keyframe and another shape in the another keyframe. Flash fills the in-between frames to change the first shape into the second, creating the animation.