Flash

True/False
Indicate whether the sentence or statement is true or false.

_____ 1. Flash gives Web designers the tools to create multimedia-rich movies for the Web.

_____ 2. Vector graphics are made up of lines and curves and are stored in the form of mathematical equations that tell the computer how to display them.

_____ 3. Vector image file sizes tend to be small and can be scaled to different screen sizes without loss of quality.

_____ 4. Bitmap graphics are made up of colored dots called pixels.

_____ 5. Images may be placed in the work area away from the Stage but they will not be displayed in the final movie unless they are part of an animation where they are moved from the work area to the Stage.

_____ 6. The Timeline is used to store symbols.

_____ 7. A frame represents a particular instant in time and contains the content of the Stage at that instant.

_____ 8. Frames that contain content that has changed from a previous frame are called keyframes and are distinguished from other frames by a dot.

_____ 9. Layers are controlled by using keyframes.

_____ 10. When you draw or change something on a layer, all objects on the other layers are also affected.

_____ 11. The rate at which the frames display is determined by the frame time.

_____ 12. When you play a document's animation the playhead moves along the Timeline header.

_____ 13. To test your document's animation you click the Play command in the Control menu.

_____ 14. A symbol is a graphic element with special properties that you create in Flash.

_____ 15. A movie clip's Timeline must have the same number of frames as the Timeline of the document it is in.

_____ 16. A library is used to store symbols, as well as imported bitmap images and sounds.

_____ 17. When you modify a symbol, all of its instances are also modified.

_____ 18. In a frame-by-frame animation you create the content for each frame.

_____ 19. A tweened animation is one in which you create the content for the beginning frame and the ending frame. Flash then creates the in-between frames.

_____ 20. Tweening is the process Flash uses to create the individual frames between two keyframes.

_____ 21. A tweened animation is more time consuming to create than a frame-by-frame animation.

_____ 22. Motion tweens are used to create an animation in which an object changes its position, rotates, or even changes in color.

_____ 23. Shape tweens are used to change a shape over time.

_____ 24. The object you plan to animate in a shape tween must be a symbol.

_____ 25. A guide layer can serve as a guide as you draw.

_____ 26. Two types of special layers are path layers and mask layers.

_____ 27. When publishing your document to be viewed on the Web, Flash can automatically create the necessary files that allow it to play within a Web page.

Multiple Choice
Identify the letter of the choice that best completes the statement or answers the question.

_____ 28. Once a Flash file has been published it is called a _____.
   a. master   c. template
   b. document   d. movie

_____ 29. The large white rectangular area in the middle section of the screen where images are created or edited is called the _____.
   a. Stage   c. Timeline
   b. Work area   d. Panel

_____ 30. Images that are to be displayed in the final movie must be positioned within the _____.
   a. Stage   c. Timeline
   b. work area   d. Panel

_____ 31. Many of the commands used in Flash such as those to export or publish movies, control the display of the work area, display rulers and guidelines, insert new Flash objects, modify the document properties, test movies, and open panels are available from the _____.
   a. Stage   c. Timeline
   b. Menu panel   d. Menu bar

_____ 32. The tools in the _____ area of the Toolbox are used to change the view of the Stage while working with a Flash document.
   a. View   c. Tools
   b. Options   d. Colors

_____ 33. The areas you paint with color are called _____.
   a. curves   c. fills
   b. strokes   d. swatches

_____ 34. The _____ tool will create straight lines of different lengths and angles.
   a. Rectangle   c. Line
   b. Arrow   d. Linear
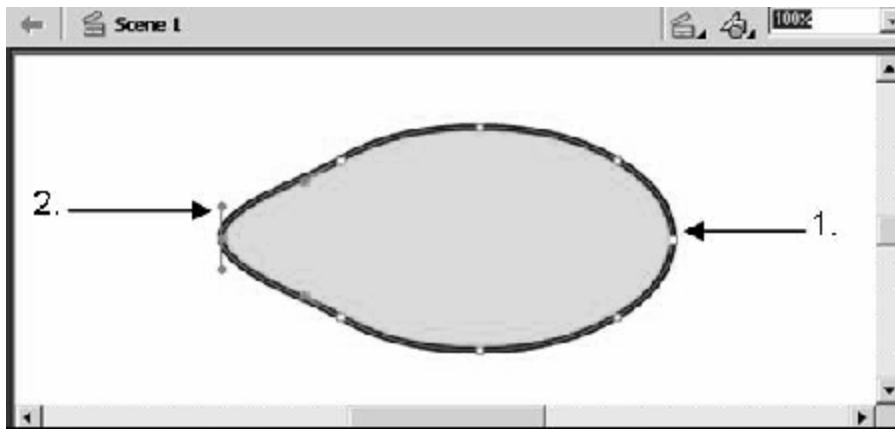
_____ 35. In Figure 7-18, item number 1 points to a(n) _____.
a. major handle   c. tangent handle
b. curve point   d. anchor point

_____ 36. In Figure 7-18, item number 2 points to a(n) _____.
a. major handle   c. tangent handle
b. curve point   d. anchor point

_____ 37. The _____ tool can be used to select irregularly shaped areas by drawing a freeform marquee around them.
a. Lasso   c. Arrow
b. Subselection   d. Select

_____ 38. The _____ is used to control and coordinate the frames and layers that make up a Flash document.
a. keyframe   c. Timeline
b. Property inspector   d. library

_____ 39. A _____ represents a particular instant in time and contains the content of the Stage at that instant.
a. frame   c. Timeline
b. Property inspector   d. layer

_____ 40. Frames that contain content that has changed from a previous frame are called _____.
a. newframes   c. change frames
b. keyframes   d. preframes

_____ 41. The rate at which the frames display is determined by the _____, shown on the bottom of the Timeline.
a. keyframe rate   c. Timeline rate
b. layer speed   d. frame rate

_____ 42. _____ are displayed on the left side of the Timeline, and are used to organize the various graphic objects such as shapes, lines, and text, that are part of a document.
a. Keyframes   c. Folders
b. Layers   d. Icons

_____ 43. When you play a document's animation, the _____ moves along the Timeline header.
a. keyframe   c. mouse pointer
b. playhead   d. Scrubber

____ 44. You can use the mouse pointer to drag the playhead back and forth through the frames to test the animation. This is known as _____.
   a. previewing   c. scrubbing
   b. inspecting   d. testing

____ 45. When you publish a Flash document for use on the Web, the published file is referred to as a _____.
   a. film   c. symbol
   b. document   d. movie

____ 46. A Flash document is contained in a file with a(n) _____ extension, which is the native format for Flash files.
   a. .fla   c. .exe
   b. .tiff   d. .swf

____ 47. _____ are used to create certain types of animations and to add interactive elements to a Flash document.
   a. Layers   c. Options
   b. Symbols   d. Animation frames

____ 48. _____ contain their own Timeline and operate independently of the Timeline of the document in which they appear.
   a. Movie clips   c. Libraries
   b. Layers   d. Frames

____ 49. Symbols that can be either static images or animated images and operate in sync with the Timeline of the document in which they appear are called _____ symbols.
   a. button   c. animated
   b. library   d. graphic

____ 50. When you create a symbol, it is automatically stored in the document's _____.
   a. Timeline   c. Property inspector
   b. library   d. folder icon

____ 51. Flash stores the symbol only once, so you can insert as many _____ of a symbol into a document as you need without greatly affecting the final document's file size.
   a. instances   c. likenesses
   b. copies   d. reproductions

____ 52. The start and end frames you use to create a tweened animation must be _____.
   a. empty frames   c. content frames
   b. keyframes   d. edited frames

____ 53. _____ are used to create animations in which an object changes its position, rotates, or even changes in color.
   a. Morph tweens   c. Motion tweens
   b. Instance tweens   d. Animated tweens

____ 54. In order for an object to be animated via a motion tweened animation, the object must be a(n) _____.
   a. object   c. copy
   b. instance   d. symbol

____ 55. You can control how fast or slow an object moves from start to end within an animation sequence by changing the _____ value in the Property inspector.
   a. Ease   c. Luminosity
   b. Alpha   d. Brightness

____   56. The _____ amount affects the relative lightness or darkness for an image, which can be used to make an object fade in or out.
    a.   Ease   c.   Contrast
    b.   Light   d.   Brightness

____   57. The _____ amount can also be used to make an object fade in or out when the document's background is not white.
    a.   Light   c.   Contrast
    b.   Alpha   d.   Brightness

____   58. A _____ tween occurs when one shape is transformed into another shape.
    a.   change   c.   morph
    b.   shape   d.   motion

____   59. A(n) _____ tween is represented in the Timeline by a black line and light green background for the frames.
    a.   change   c.   shape
    b.   morph   d.   edited

____   60. The object you plan to animate in a shape tween cannot be a _____.
    a.   rectangle   c.   fill
    b.   symbol   d.   stroke

____   61. Before you can apply a shape tween to text, you need to convert the text to fills. To do this you use the _____ command located in the Modify menu.
    a.   Fill   c.   Break Apart
    b.   Morph   d.   Edit

____   62. Applying the Break Apart command twice to a text object converts the individual characters into _____ which can then be used in a shape tween.
    a.   fills   c.   instances
    b.   symbols   d.   shapes

____   63. A _____ layer can be used to align graphic objects as you draw them on the Stage.
    a.   guide   c.   motion guided
    b.   mask   d.   movement

____   64. A special kind of guide layer, called a _____ guide layer, provides a path for an object to follow when it is used in a motion tween.
    a.   special   c.   dynamic
    b.   motion   d.   masked

____   65. When you create a _____ layer the content of the underlying layers is only visible when the mask layer's graphic object is over it.
    a.   mask   c.   hidden
    b.   guided   d.   motion

____   66. You can draw a _____ for an object to follow in a motion guide layer using a tool such as the Pencil tool.
    a.   fill   c.   shape
    b.   path   d.   track

_____ 67. Adding interaction to a movie draws your audience in because it allows them to _____ the movie.
  a. rate   c. watch
  b. control   d. observe

_____ 68. An easy way to add user interactions is to add _____ that perform some action.
  a. controls   c. content
  b. frames   d. buttons

_____ 69. Actions are code elements of Flash's programming language, which is called _____.
  a. JavaScript   c. Visual Basic
  b. ActionScript   d. FlashScript

_____ 70. Since you cannot create sounds within Flash you use the _____ command from the File menu to add sounds to your document.
  a. Input   c. Sound
  b. Create   d. Import

_____ 71. In Flash the sound file resides in the document's _____.
  a. library   c. content folder
  b. Timeline   d. Property inspector
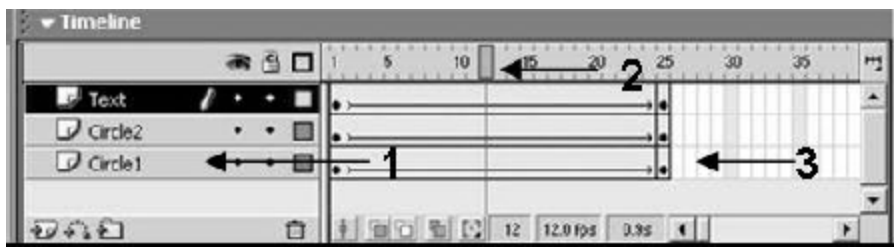
_____ 72. In Figure 8-1, item number 1 points to a Timeline's_____.
  a. frames   c. layer
  b. playhead   d. library

_____ 73. In Figure 8-1, item number 2 points to a Timeline's _____.
  a. frames   c. layer
  b. playhead   d. library

_____ 74. In Figure 8-1, item number 3 points to a Timeline's _____.
  a. frames   c. layer
  b. playhead   d. library
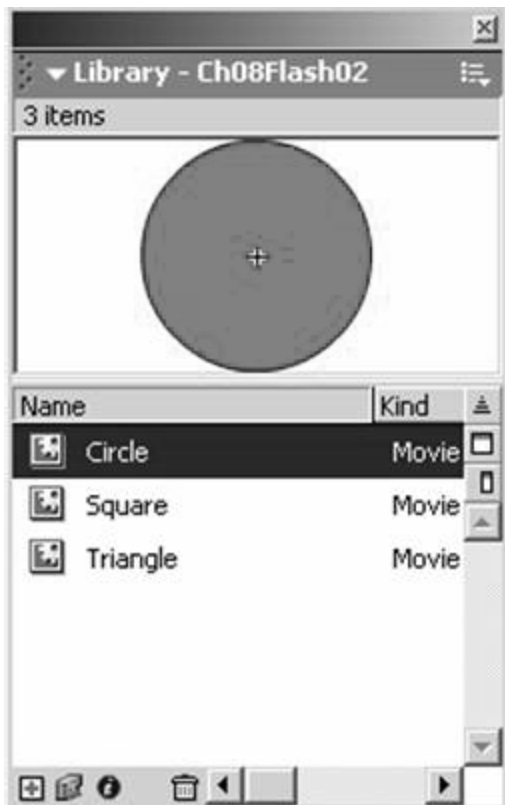
____ 75. In Figure 8-3, Triangle is the name of a _____.
   a.   frame   c.   state
   b.   symbol   d.   library

____ 76. In Figure 8-4, Scene 1 represents a link back to the _____.
   a.   symbol   c.   library
   b.   properties   d.   document

____ 77. In Figure 8-3, New Circle is the name of the _____ being edited.
   a.   document   c.   symbol
   b.   properties   d.   frames

Completion
Complete each sentence or statement.

78. When you need to make changes to a Flash movie you need to edit the _____ file.

79. Each Flash document has a(n) _____ used to store symbols as well as imported bitmap images and sounds.

80. The two types of animation that can be created in Flash are frame-by-frame and _____.

81. The _____ value allows you to control how fast an object starts or ends within the animation sequence.

82. The Brightness Amount and the _____ Amount can both be used to make an object appear to fade in or fade out.

83. A motion guide layer provides a(n) _____ for an object to follow.

Flash
Answer Section

TRUE/FALSE

1. ANS: T   REF: 239
2. ANS: T   REF: 240
3. ANS: T   REF: 240
4. ANS: T   REF: 240
5. ANS: T   REF: 240
6. ANS: F   REF: 280
7. ANS: T   REF: 280
8. ANS: T   REF: 280
9. ANS: F   REF: 280
10. ANS: F   REF: 280
11. ANS: F   REF: 280
12. ANS: T   REF: 280
13. ANS: T   REF: 281
14. ANS: T   REF: 283
15. ANS: F   REF: 283
16. ANS: T   REF: 283
17. ANS: T   REF: 285
18. ANS: T   REF: 286
19. ANS: T   REF: 288
20. ANS: T   REF: 288
21. ANS: F   REF: 288
22. ANS: T   REF: 289
23. ANS: T   REF: 289
24. ANS: F   REF: 295
25. ANS: T   REF: 296
26. ANS: F   REF: 296
27. ANS: T   REF: 310

MULTIPLE CHOICE

28. ANS: D   REF: 240
29. ANS: A   REF: 240
30. ANS: B   REF: 240
31. ANS: D   REF: 240

32. ANS: A   REF: 241
33. ANS: C   REF: 241
34. ANS: C   REF: 249
35. ANS: D   REF: 258
36. ANS: C   REF: 258
37. ANS: A   REF: 258
38. ANS: C   REF: 280
39. ANS: A   REF: 280
40. ANS: B   REF: 280
41. ANS: D   REF: 280
42. ANS: B   REF: 280
43. ANS: B   REF: 281
44. ANS: C   REF: 281
45. ANS: D   REF: 281
46. ANS: A   REF: 281
47. ANS: B   REF: 283
48. ANS: A   REF: 283
49. ANS: D   REF: 283
50. ANS: B   REF: 283
51. ANS: A   REF: 284
52. ANS: B   REF: 288
53. ANS: C   REF: 289
54. ANS: D   REF: 289
55. ANS: A   REF: 292
56. ANS: D   REF: 293
57. ANS: B   REF: 294
58. ANS: B   REF: 295
59. ANS: C   REF: 295
60. ANS: B   REF: 295
61. ANS: C   REF: 295
62. ANS: A   REF: 295
63. ANS: A   REF: 296
64. ANS: B   REF: 296
65. ANS: A   REF: 296
66. ANS: B   REF: 299
67. ANS: B   REF: 302
68. ANS: D   REF: 302
69. ANS: B   REF: 305
70. ANS: D   REF: 307

71. ANS: A   REF: 307
72. ANS: C   REF: 280
73. ANS: B   REF: 280
74. ANS: A   REF: 280
75. ANS: B   REF: 283
76. ANS: D   REF: 285
77. ANS: C   REF: 285

COMPLETION

78. ANS:
    .fla
    fla

    REF: 281
79. ANS: library

    REF: 283
80. ANS: tweened

    REF: 286
81. ANS: Ease

    REF: 292
82. ANS: Alpha

    REF: 294
83. ANS: path

    REF: 299

__T__ 1.

__T__ 2.

__T__ 3.

__T__ 4.

__T__ 5.

__F__ 6.

__T__ 7.

__T__ 8.

__F__ 9.

__F__ 10.

__F__ 11.

__T__ 12.

__T__ 13.

__T__ 14.

__F__ 15.

__T__ 16.

__T__ 17.

__T__ 18.

__T__ 19.

__T__ 20.

__F__ 21.

__T__ 22.

__T__ 23.

__F__ 24.

__T__ 25.

__F__ 26.

__T__ 27.

__D__ 28.

__A__ 29.

__B__ 30.

__D__ 31.

__A__ 32.

__C__ 33.

__C__ 34.

__D__ 35.

__C__ 36.

__A__ 37.

__C__ 38.

__A__ 39.

__B__ 40.

__D__ 41.

__B__ 42.

__B__ 43.

__C__ 44.

__D__ 45.

__A__ 46.

__B__ 47.

__A__ 48.

__D__ 49.

__B__ 50.

__A__ 51.

__B__ 52.

__C__ 53.

__D__ 54.

__A__ 55.

__D__ 56.

__B__ 57.

__B__ 58.

__C__ 59.

__B__ 60.

__C__ 61.

__A__ 62.

__A__ 63.

__B__ 64.

__A__ 65.

__B__ 66.

__B__ 67.

__D__ 68.

__B__ 69.

__D__ 70.

__A__ 71.

__B__ 75.

__C__ 72.

__B__ 73.

__A__ 74.

__D__ 76.

__C__ 77.