

Chapter - 4

Introduction to flash CS6

Answer the following questions:

Que-1 what is flash? Explain the timeline of flash window.

Ans-1 Flash is a multimedia software that is widely used for creating interactive web page, e-books, computer games, animated cartoon movies or videos, and much more.

Timeline:- It is a rectangular window present below the stage. Timeline is used to control the sequence and timing of objects or contents of a movie.

Que-2 How is a frame different from a keyframe?

Ans-2 Frames are indicated by little rectangular cells on the Timeline. Frames are used to add animation effect to an object while keyframes are used to define the major changes in the state of an object. A keyframe is represented by a dot within a frame.

Que-3 Describe the terms stroke and Fill.

Ans-3 Stroke is the outline of any shape and fill allows us to give a single colour in a shape.

Que-4 Explain the three modes of Pencil tool.

Ans-4 modes of Pencil tools are:-

- 1.) Straighten: This modifier automatically straightens the lines drawn on the stage using the pencil tool. It is the default modifier.
- 2.) Smooth: It draws smooth and curved lines.
- 3.) Ink: This modifier does not make any modification.

Que-5 What are the two methods to scale an object in flash?

Ans-5 Scaling an object means to increase or decrease its size. You can scale a

selected objects in two ways:

1.) Two Dimensions (Height and Width):

Place the pointer over a corner handle and drag it diagonally.

2.) Single Direction (Height or Width): Place

the pointer over any of the side handles, and drag it in desired direction.