

Chapter-5Working in Flash CS6Answer the following question-

Que-1- Define the term Symbol. Explain the use of symbol in Flash Animation.

Ans- A symbol is a graphic, image, movie clip, button or animation.

Symbols help in keeping the file size small since a symbol is stored only once, even if it is used numerous times in a movie.

Que-2- What do you understand by animation? Explain Frame-by-Frame animation.

Ans- Animation refers to the illusion of motion created by a quick transition of graphics or images.

This animation method works with each frame one-by-one. In Frame-by-frame animation, we need to draw or create an object in an individual frame.

Que-3- Differentiate between Motion Tween and Shape Tween.

Ans- Motion Tween animation displays the changes in the movement, size and rotation of an object from one point to another in a convenient manner. While Shape Tweening animation is used to transform shape of an object or drawing with ease. Shape Tweening does not work on symbols or grouped objects.

Que-4- Explain the use of motion guide.

Ans- Motion Guide feature is used to define a path along which the object will move on the stage.

Que-5- Which is your favourite animation method?
Why?

Ans- My favourite animation is motion tweening because it changes in the movement, size and rotation of an object.