





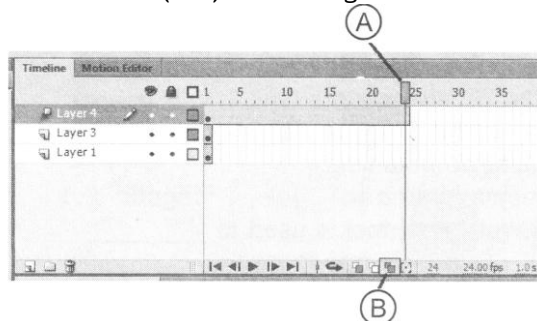
## Introduction to Flash CS6

- Which of the following statements is true for Flash CS6?  
 (a) Flash is a multimedia platform,  
 (b) It is used for creating digital animation, rich web applications, websites, movies, etc.  
 (c) It is used for making games such as Pac Man, Minesweeper, Tetris, etc.  
 (d) All of these
- Match the following,




















(i) 	(a) Lasso Tool
(ii) 	(b) Free Transform Tool
(iii) 	(c) Sub selection Tool
(iv) 	(d) Selection Tool

- (a) (i)-(d), (ii)-(c), (iii)-(b), (iv)-(a)  
 (b) (i)-(c), (ii)-(d), (iii)-(a), (iv)-(b)  
 (c) (i)-(b), (ii)-(a), (iii)-(c), (iv)-(d)  
 (d) (i)-(d), (ii)-(c), (iii)-(a), (iv)-(b)

**DIRECTION (3-4):** View the given Flash CS6 image and answer the questions that follow •



- The icon marked by (a) is called as \_\_\_\_\_.  
 (a) Key frame (b) Play Head  
 (c) Play status (d) Current frame
- The icon marked by (b) is called as \_\_\_\_\_.  
 (a) Onion Skin Outlines (b) Onion Skin  
 (c) Edit Multiple Frames (d) Modify Markers
- The area where the movie is created using graphic, text and video clips is called  
 (a) Stage (b) Toolbox  
 (c) Timeline (d) Property Inspector
- Which of the following is not a Lasso Tool option? (a) 3D Translation  
 (b) Polygon Mode  
 (c) Magic Wand Settings  
 (d) Magic Wand

7.  is the \_\_\_\_\_ Tool and  is the \_\_\_\_ Tool.  
 (a) Pencil, Paint (b) Pen, Brush  
 (c) Bone, Paint Bucket (d) Deco, Bind
8. The \_\_\_\_\_ tool is used to move stage in all directions without change the magnification.  
 (a)  (b)   
 (c)  (d) 
9.  tool is used to \_\_\_\_\_.  
 (a) Select an object in free form  
 (b) Draw an oval  
 (c) Zoom in and zoom out the view the movie  
 (d) Give color to the outline of an object
10. The \_\_\_\_\_ is the arrangement various flash elements, like panels, men bars, windows etc.  
 (a) Tools Panel (b) Menu  
 (c) Stage (d) Workspace
11. Which keystroke is used to "Create a New Symbol"?  
 (a)  +  (b)  +   
 (c)  +  (d)  + 
12. \_\_\_\_\_ are like multiple film strips stacked on top of one other, each containing a different image that appears on the stage.  
 (a) Animations (b) Timelines  
 (c) Layers (d) Key frames
13. The active layer on the timeline is indicated with a \_\_\_\_\_ icon.  
 (a) Pencil (b) Layer  
 (c) Pen (d) Lock
14. The shortcut key that is used to convert a selected object to a symbol is \_\_\_\_\_.  
 (a)  (b)   
 (c)  (d) 
15. Which of the following options allows you to see a faint ghost image of the previous frame?  
 (a) Onion Skin (b) Masking  
 (c) Locking (d) Layer
16. Which of the following is a type of gradient in Flash?  
 (a) Linear Gradient (b) Radial Gradient  
 (c) Transform Gradient (d) Both (a) and (b)

17. Identify the given tool.



- (a) Circle Tool (b) 3D Rotation Tool  
(c) Lasso Tool (d) Bone Tool

18. Who was the main programmer and visionary of Flash?

- (a) Dr. Engel bart  
(b) Tim Berners Lee  
(c) Sergey Brin  
(d) Jonathan Gay

19. Identify the given tool.













- (a) Hand Tool  
(b) Deco Tool  
(c) Bone Tool  
(d) Pencil Tool.

20. Which of the following is NOT a section in the Tools panel?

- (a) Drawing section  
(b) Stage section  
(c) Color section  
(d) Selection section

### Achievers Section (HOTS)

21. Match the following.

Column – I	Column – II
(i)  + 	(a) To insert a new frame
(ii)  +  + 	(b) To create a new movie
(iii)  + 	(c) To remove a frame
(iv) 	(d) To show/hide Timeline window
(v)  + 	(e) Test Movie

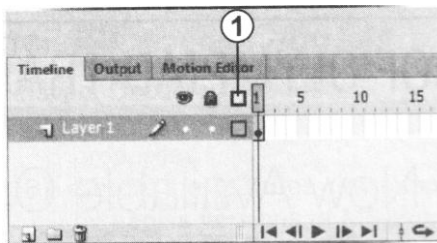
- (a) (i)-(b), (ii)-(e), (iii)-(d), (iv)-(c), (v)-(a)  
(b) (i)-(d), (ii)-(e), (iii)-(b), (iv)-(c), (v)-(a)  
(c) (i)-(b), (ii)-(d), (iii)-(e), (iv)-(a), (v)-(c)  
(d) (i)-(d), (ii)-(e), (iii)-(b), (iv)-(a), (v)-(c)

22. Match the Adobe Flash term names with their description.

(i) Movie	(a) Transparent sheets containing various objects, can be placed on top of each other
(ii) Scene	(b) The first file that a flash document
(iii) Timeline	(c) Area where you add every piece of content to be added in a movie
(iv) Layer	(d) It consists of animated objects
(v) Stage	(e) The area on screen to work with layers and frames





- (a) (i)-(e), (ii)-(d), (iii)-(a), (iv)-(b), (v)-(c)  
 (b) (i)-(b), (ii)-(d), (iii)-(a), (iv)-(c), (v)-(e)  
 (c) (i)-(b), (ii)-(d), (iii)-(e), (iv)-(a), (v)-(c)  
 (d) (i)-(b), (ii)-(e), (iii)-(c), (iv)-(d), (v)-(a)


23. Identify the icon marked with (1) in the given snapshot, of Timeline window.



- (a) Hide All Layers (b) Show All Layers  
 (c) Show All Layers as Outlines (d) Add New Layer

24. Which of the following keyboard shortcuts will allow you to create a new blank Key frame?

- (a)  (b)   
 (c)  (d) 

25. What is the use of  tool ?

- (a) It selects a part of the object.  
 (b) It adds text to a flash document.  
 (c) It fills an object with color.  
 (d) It copies a color from one object to another.

## HINTS & EXPLANATIONS

1. (d)
2. (d)
3. (b)
4. (c)
5. (a) : The Stage is the rectangular area where you place graphic content when creating animate documents.
6. (a) : If the lines or shapes you want to select are located close to other lines, you may have difficulty selecting just the items you want with a rectangle. The lasso tool lets you create an irregular selection outline.
7. (b).
8. (a) : Option (A) is of Hand tool.
9. (a) : The tool given in the question, is of Lasso tool.
10. (d) : To show the workspace surrounding the Stage, or to view elements in a scene that are partly or outside of the Stage area, select View > Pasteboard. The pasteboard appears in light gray. For example, to have a bird fly into a frame, initially position the bird outside of the Stage in the pasteboard and animate it into the Stage area.
11. (b)
12. (c)
13. (a)
14. (c)
15. (a): When creating animation in Adobe Flash CS6, you can enable onion skinning to view several frames at a time. With tweened animation, onion skinning can reveal all frames created between the starting and ending keyframes to help you make adjustments and see them in action.
16. (d)
17. (b): This 3D Rotation tool can be used on any movie clip instance to rotate and transform the symbol around x, y, and z axes.
18. (d)
19. (b) : It can use to create interesting textures, patterns, and symmetrical drawings from symbols.
20. (b)
21. (c)
22. (c)
23. (c)
24. (b)

**25.** (d) : The given tool is of Eyedropper tool.