

Character Design and Props 25 Questions

1. This area in Flash is similar to the clipboard in Microsoft Office applications.

4/49 A Dashboard

4/49 B Layers Panel

41/49 C Library Panel

0/49 D Property Inspector

2. The tool that allows you to create a polygon and a star.

2/49 A StarPoly tool

39/49 B PolyStar

5/49 C Custom shape tool

3/49 D Polygon tool

3. What does the abbreviation, FPS means?

2/49 A Flick Per Scene

46/49 B Frames Per Second

1/49 C Frames Per Scene

0/49 D Flick Per Second

4. This deals with the rotation and movement of the object from one point to another in specific frames.

36/49 A Tweening

3/49 B Shape Tween

8/49 C Motion Tween

2/49 D Transition

5. This area is much like a theatre stage. The white area displays what will be shown on the screen This area is much like a theatre stage. The white area displays what will be shown on the screen _____.

1/49 A Dashboard

47/49 B Flash Stage

1/49 C Tools Palette

0/49 D Layers Panel

6. This tools allows you to scale,rotate and skew objects in the flash stage.

2/50 A Merge Tool

2/50 B Free Convert Tool

43/50 C Free Transform tool

3/50 D Object tool

7. By default,this panel is located below the flash environment.

5/49 A Library Panel

5/49 B Property Inspector Panel

35/49 C Layers Panel

4/49 D All of the above

8. These are frames that are significant. It is the basis for tweened animation.

46/49 A Keyframes

1/49 B Special Frames

0/49 C Master Frame

2/49 D None of the above

9. The tool that creates a rectangle,which you can customize the sides.

8/49 A Rectangle tool

2/49 B Square tool

39/49 C Rectangle primitive tool

0/49 D Oval tool

10. _____ is a way to partially hide an image in the layer immediately below another layer. The 2 layers get locked together to produce the effect.

3/50 **A** Morphing

3/50 **B** Tweening

1/50 **C** Stacking

43/50 **D** Masking

11. What part of the menu bar allows you to hide/unhide panels?

5/49 **A** View

1/49 **B** Edit

40/49 **C** Window

3/49 **D** None of the above

12. The brush option that paints behind the object on the stage.

6/50 **A** Paint Inside

3/50 **B** Paint Selection

41/50 **C** Paint Behind

0/50 **D** Paint Normal

13. A powerful tool in flash that allows you to have greater control when creating lines.

1/50 **A** Powerline

5/50 **B** Line Tool

3/50 **C** Powertool

41/50 **D** Pen Tool

14. This tool allows you to modify the gradient in three ways.

2/49 **A** Merge Drawing

0/49 **B** Flash Tool

47/49 **C** Gradient Transform Tool

0/49 **D** Object Drawing

15. This tool is useful when you are zoomed in and need to move around an area in your artwork.

- 2/49 A Merge Tool
- 1/49 B Move Tool
- 43/49 C Hand Tool
- 3/49 D Zoom Tool

16. This tool allows you to grab a color of another object and apply it to another.

- 4/49 A Merge Tool
- 1/49 B Move Tool
- 1/49 C Hand Tool
- 43/49 D Eyedropper Tool

17. This is like a comic strip that shows the important parts of a story.

- 3/49 A Timeline
- 1/49 B Photo Story
- 5/49 C Comic book
- 40/49 D Storyboard

18. The step in production is performed to add more detailed to your scene.

- 1/49 A Improvement of design
- 38/49 B Action Scripting
- 4/49 C Polishing
- 6/49 D Create a storyboard

19. To start Adobe Flash, Click on Start>_____>Adobe Flash.

- 4/49 A Adobe Collection
- 36/49 B All Programs
- 2/49 C Run
- 7/49 D Open

20. This action allows you to save the object in the library panel for future use.

- 6/49 A Importing
- 4/49 B Exporting
- 2/49 C Convert to text
- 37/49 D Convert to Symbol

21. It allows you to insert text within your flash stage.

2/50 A Text Box

47/50 B Text Tool

1/50 C HTML

0/50 D Key frames

22. This view that is similar to the old interface of flash and is perfect for old Flash users.

1/49 A Debug View

42/49 B Classic View

2/49 C Twining

4/49 D Transition View

23. The two ways to draw fills in a drawing?

4/48 A Ink and Pencil

38/48 B Brush and Spray

1/48 C Oval and Shape

5/48 D Fill and Autofill

24. It is to create new file.

4/49 A Ctrl + O

1/49 B Ctrl + Q

0/49 C Ctrl + T

44/49 D Ctrl + N

25. This is a way to take a word and animate each letter separately.

32/50 A Distribute to layers.

5/50 B Break apart

4/50 C frame-by-frame

9/50 D Convert to symbol