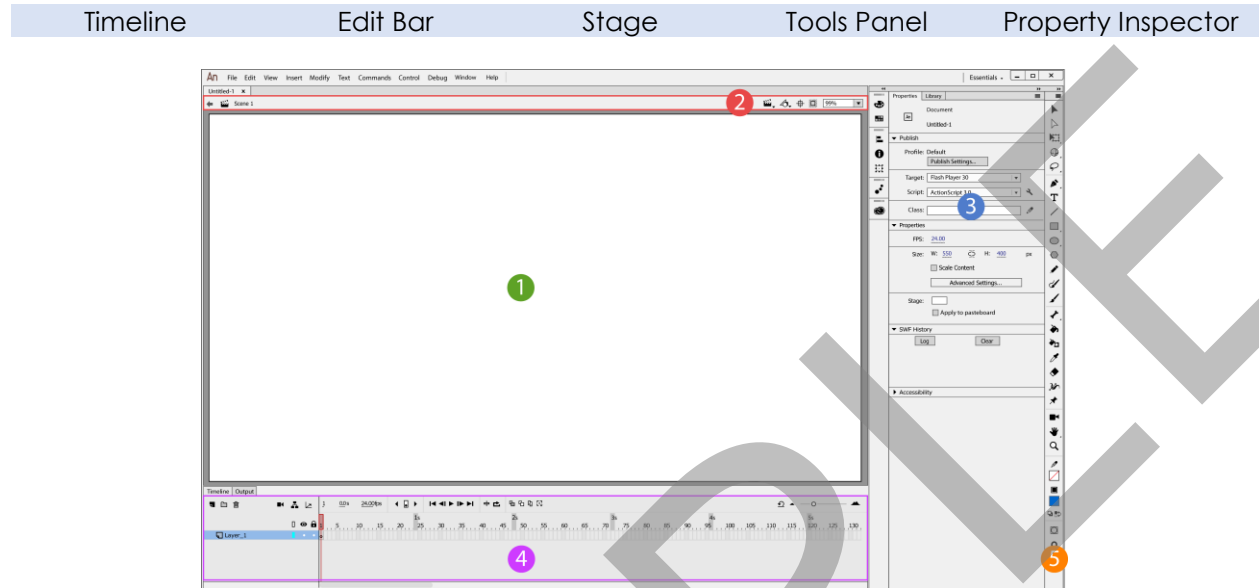


Session 1 Review: About Animate






Label the parts of the Animate window.



- 1.
- 2.
- 3.
- 4.
- 5.

Match the tool to its function.

/5

- | | | | |
|-----|---|----|---|
| 6. |  | A. | Draw freehand. |
| 7. |  | B. | Rotate, skew, or scale a selected object. |
| 8. |  | C. | Bend a line. |
| 9. |  | D. | Erase fills or lines. |
| 10. |  | E. | Draw an oval. |

/5

Select the correct object drawing mode to complete the task.

11. Which drawing mode should you chose to edit objects in the Editing Pane?
 - a. object drawing mode on
 - b. object drawing mode off

12. Which drawing mode should you chose if you want to separate the stroke from the fill?
 - a. object drawing mode on
 - b. object drawing mode off

13. Which drawing mode should you chose if you want to delete part of a shape?
 - a. object drawing mode on
 - b. object drawing mode off

14. Which drawing mode should you chose if you want the object to move freely on the stage, without merging with other objects?
 - a. object drawing mode on
 - b. object drawing mode off

15. Which drawing mode should you chose if you want the stroke and fill to be grouped as one object?
 - a. object drawing mode on
 - b. object drawing mode off

/5

Match the part of the timeline to the description.

timeline header

playhead

frame rate indicator

16. What part of the timeline is a red bar that shows the current frame and moves from left to right as the project plays?

17. What part of the timeline sets the speed or frames per second (fps) at which the animation plays?

18. What part of the timeline shows the frame numbers?

/3

Match the term to its definition.

	blank keyframe	frames per second	keyframe	frame
19.	A box on the timeline.			
20.	The number of frames shown in one second.			
21.	A frame that contains objects on the timeline.			
22.	A keyframe that is empty on the timeline and does not copy the content from the previous keyframe.			

/4

Answer the questions.

23. If the frames per second is set to twenty-four (24.0 fps), how many seconds will the document have played when it reaches frame number 120?
 - a. 3
 - b. 5
 - c. 7
24. What does a keyframe look like in the timeline?
 - a. A square is in the frame.
 - b. A circle is in the frame.
 - c. The frame turns blue.
25. Why should you use more than one layer in a timeline?
 - a. Layers store symbols so that they can be reused.
 - b. Layers hold keyframes to animate still pictures.
 - c. Layers organize multiple objects along a timeline.

/3

Select if the statement is true or false.

26. The Library is a gallery of stored objects called symbols. true false
27. A graphic can be stored as a symbol in a Library so that it can be used over and over. true false
28. A copy of a symbol in the Library cannot be rotated without changing the original graphic. true false
29. Break apart must be used to recolor a copy of a symbol in the Library to keep the original intact. true false
30. If a copy of a symbol is deleted from the stage, it removes the original from the Library. true false

/5

TOTAL: /30