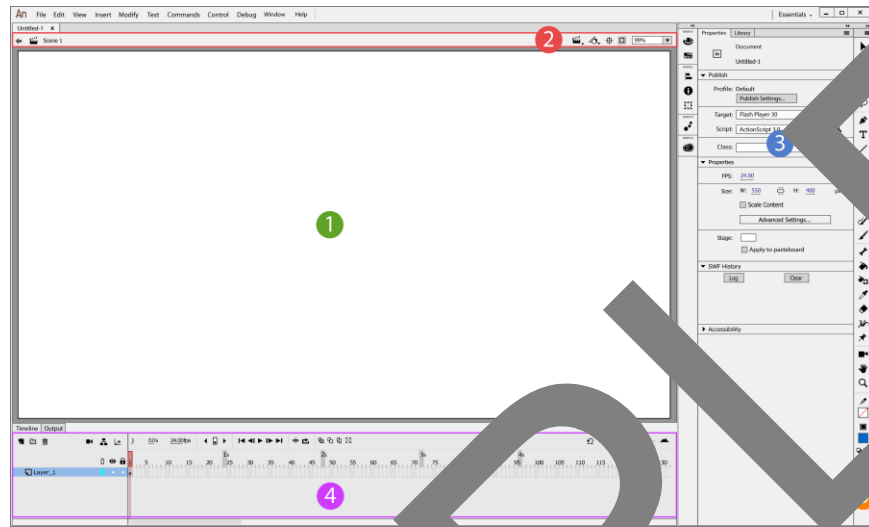


Session 1 Review: About Animate

Label the parts of the Animate window.

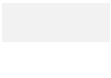




Timeline Edit Bar Stage Tools Panel Property Inspector



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

/5

Match the tool to its function.

6. 
7. 
8. 
9. 
10. 

- A. Draw freehand.
- B. Rotate, skew, or scale a selected object.
- C. Bend a line.
- D. Erase fills or lines.
- 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. _____ Which part of the timeline is a red bar that shows the current frame and moves from left to right as the project plays?

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

18. _____ Which part of the timeline shows the frame numbers?

/3

Match the term to its definition.

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

/4

Answer the questions.

- 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 100?
 - 3
 - 5
 - 7
- What does a keyframe look like on a timeline?
 - A square is in the frame.
 - A circle is in the frame.
 - The frame turns black.
- Why should you use more than one layer on a timeline?
 - Layers store symbols so that they can be reused.
 - Layers help you organize frames to animate still pictures.
 - Layers organize multiple objects along a timeline.

/3

Select if the statement is true or false.

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

/5

TOTAL: /30