

CLASS NOTES

Class: VII

Topic: Chapter 12

Subject: Computer Studies

Layers in Flash

PRACTICE TEST

A. FILL IN THE BLANKS

1. Each layer is a concurrent timeline where an animation can play.
2. Layers provide a visual tool to control stacking colors line drawing objects, grouped, or turned into symbols.
3. If you want more things to animate simultaneously you should put each in its own layer.

B. Identify the symbols

Ans:

1. GRAPHIC SYMBOL
2. LAYER
3. MOVIE CLIP SYMBOL
4. INSERT NEW LAYER

C. Create a single movie of multiple arrows shooting from bow and hitting the target one-by-one.

Ans: Explained in the video.

PRACTICE TEST

1. _____ are used to stack graphics on the top of or below other graphics.

Ans: d) Timeline

2. In flash multiple layers are really multiple timelines.

Ans: b) multiple

3. Shortcut to create layer for each symbol _____

Ans: b) 'Distribute to layers'

4. The icon to create new layer is ____

Ans: b)

5. You are working on layer 1 currently, When you add new layer it should be added _____ the layer1.

Ans: a) Above

Note: Students are advised to write this content in their notebook.

"Prepared absolutely at home"