

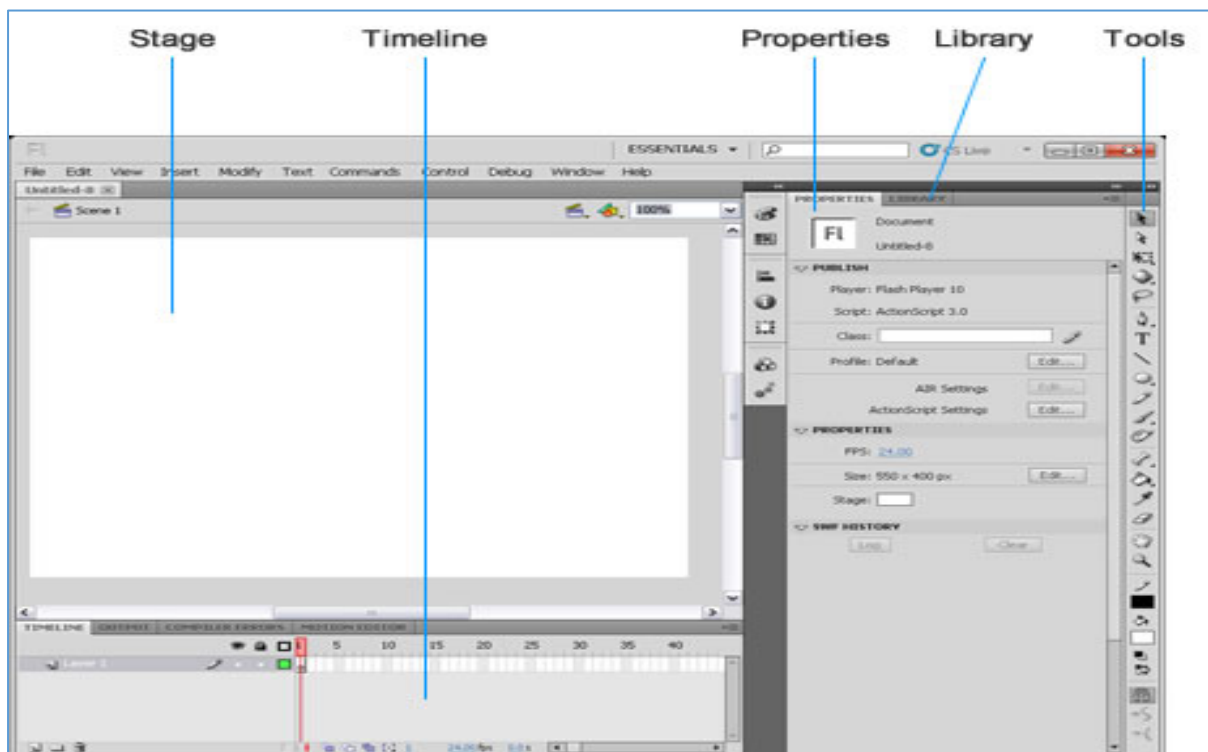
Revision Sheets for Final Exam – ICT

Grade 11

✓ Animation : is a series of drawings that show action

✓ **Flash Animation used to Create :**

- Create online games.
- Create electronic greeting cards.
- Create information videos.
- Create electronic advertisements.
- Create splash pages for company websites.
- Create fancy navigation buttons.



- **Menu Bar:** appear at the top of the program window, some of the menu names—File, Edit, View, Window, and Help.

The Stage: is the white area in the center of the window. It is where Flash movies are created.

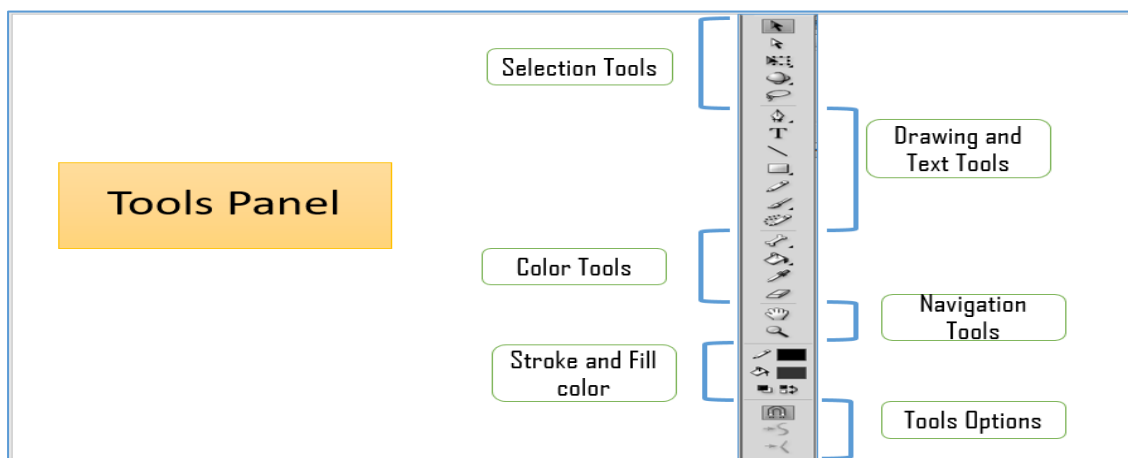
Timeline: is the tool used to specify what's seen or heard at a particular moment. The Timeline organizes and controls a document's content over time in layers and frames. **It's** the area below the stage that consists of layers and frames.

Tools Panel: is a vertical bar that holds a collection of drawing tools used to create and customize objects on the stage.

Properties Panel: Select an object, and the Properties panel displays all of its properties and settings.

Library Panel: is a place to store objects you want to use more than once.

- **Static Animation:** Images with no movement.
- **Timeline Header:** runs along the top of the Timeline and display the frame numbers .



✓ **When object drawing mode is turned ON:**

- The Property Inspector shows the status as “object drawing mode on”.
- The entire object is selected when it is clicked.
- The entire object is removed when the DELETE key is pressed.
- The stroke and fill are grouped.
- A bounding box surrounds the object when it is selected.
- Edits to the object are applied to the entire shape.
- The object moves freely on the stage.
- The object remains separate when other objects are placed in front of or behind it.
- An Editing Pane opens when the object is double clicked.

✓ **When object drawing mode is turned OFF, merge drawing mode becomes active:**

- The Property Inspector shows the status as “object drawing mode off”.
- Part of the object is selected when it is clicked.
- Part of the object can be removed when the DELETE key is pressed.
- The stroke and fill are separate.
- Dots appear in the part of the object that is selected.
- Edits to the object are applied to parts of the shape.
- The object does not move freely on the stage.
- The object combines with other objects when they are placed in front of or behind it.
- All the parts of the object are selected when it is double clicked.

Use the **Selection tool** to : Move , Bend , and Reshape

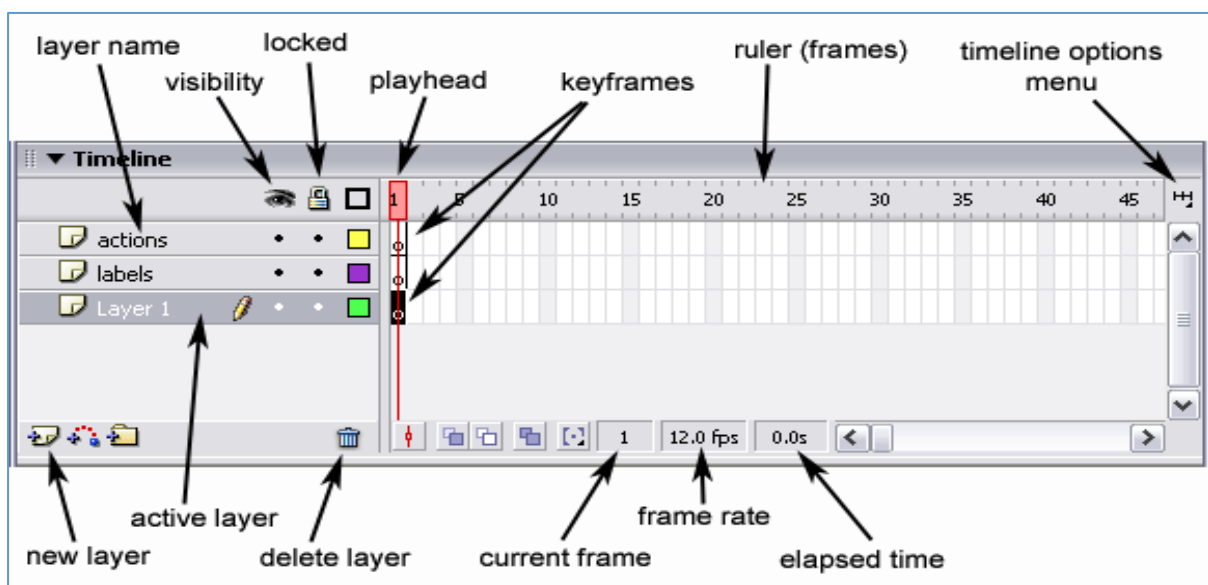
Free Transform Tool :to scale , skew , and rotate the shape .

If you hold the Shift key , it keeps the object in proportion .

Paint Bucket tool : to fill all the shape with color .

Ink Bottle tool : to color the stroke of a shape .

The Timeline is made up of numbers with boxes . Each box is a frame . A frame holds a single picture in a strip of animation . The numbers in the Timeline header tell the frame number .



- A default Flash document shows twenty four frames per second (24.00 fps).
- This is called the frame rate.
- 24.00 fps means: in one second you will watch the animation from 24 frames.
- A keyframe is a frame in an animated sequence that contains drawn objects.