Flash 1: Midterm.

Instructions: Circle the correct answer for each question.

1. Flash's drawing tools are based on vector graphics, rather than bitmapped (raster) graphics. The characteristics of VECTOR graphics include...

Answer

    a) High file size, easily rescalable dimensions, and ideal for photographic visuals
    b) Low file size, easily rescalable dimensions, and ideal for photographic visuals
    c) Low file size, easily rescalable dimensions, and ideal for non-photographic visuals
    d) High file size, not easily rescalable dimensions, and ideal for photographic visuals

2. Listed in order from grandest in scope to smallest in scope, it can be said that a Flash movie file (*.FLA) is comprised of...

Answer

    a) Movie, page, frame, layer, stack, shape, curves
    b) Movie, scene, frame, layer, stack, shape, curves
    c) Movie, scene, frame, layer, stack, shape, symbol
    d) Movie, scene, frame, layer, stack, curves, shape

3. A Flash drawn symbol is comprised of which two major parts?

Answer

    a) Primitives and strokes
    b) Fills and strokes
    c) Offsets and solids
    d) Offsets and primitives

4. Gradient fills are one type of fill in Flash. Which characteristics BEST describe a gradient?

Answer

    a) A mix of 3 or more colors drawn in a linear or radial mode
    b) A mix of 2 or more colors drawn in a linear or radial mode
    c) A mix of 2 or more colors drawn in a smart or radial mode
    d) A mix of 3 or more colors drawn in a smart or radial mode

5. Flash's Text rendering engine, named FlashType, was dramatically changed in Flash 8 and has been present in Flash since. The characteristics of FlashType include…

Answer

a) Customizable anti-aliasing, more legible small text, does not handle animated text well.
b) Customizable anti-aliasing, more legible large text, does not handle animated text well.
c) Customizable anti-aliasing, more fuzzy and blurry text, handles animation superbly.
d) No anti-aliasing, more fuzzy and blurry text, handles animation superbly.

6. The text in Flash is highly customizable and from the Text (Tool) Properties tab authors can control most every property of their Flash text. From the application menu, these Flash text properties can be modified…

Answer

a) Font (without device fonts), Font Size, Style, Paragraph Alignment, and Letter Spacing
b) Font (including device fonts), Font Size, Style, Paragraph Alignment, and Letter Spacing
c) Font (including device fonts), Font Size, Style, and Paragraph Alignment
d) Font (without device fonts), Font Size, Style, and Paragraph Alignment

7. Line segments and curve segments are similar and can be edited in many ways with many different tools. The tools that can be used to edit either the path or points of a line segment or curve segment are…

Answer
a) Selection Tool, Subselection Tool, Pen Tool, Add Anchor Point Tool, Delete Anchor Point Tool
b) Subselection Tool, Pen Tool, Add Anchor Point Tool, Delete Anchor Point Tool, Convert Anchor Point Tool
c) Selection Tool, Subselection Tool, Pen Tool, Add Anchor Point Tool, Convert Anchor Point Tool
d) Selection Tool, Subselection Tool, Pen Tool, Add Anchor Point Tool, Delete Anchor Point Tool, Convert Anchor Point Tool.

8. Breaking Apart is a command that can convert any of the following elements into ultimately into Merge-shapes

Answer

a) Text Fields, Drawing-Objects, Primitive-Objects, Groups, Symbols, Layers, Strokes
b) Text Fields, Drawing-Objects, Primitive-Objects, Groups, Symbols, Layers
c) Text Fields, Drawing-Objects, Primitive-Objects, Groups, Symbols
d) Text Fields, Drawing-Objects, Primitive-Objects, Groups, Symbols, Strokes, Fills

9. What three options are available via the Timeline for all layers in Flash?

Answer
a) Show layer as outlines, block/unblock layer, hide/show layer
b) Convert layer fills to outlines, lock/unlock layer, hide/show layer
c) Show layer as outlines, lock/unlock layer, hide/show layer
d) Convert layer fills to outlines, block/unblock layer, hide/show layer

10. Which statement is true about using mask layers in Flash?

Answer

   a) Masked layer strokes are not ignored, and Mask layer strokes are not ignored.
   b) Masked layer strokes are ignored, and Mask layer strokes are not ignored.
   c) Masked layer strokes are not ignored, and Mask layer fills are ignored.
   d) Masked layer strokes are not ignored, and Mask layer strokes are ignored.

11. What is the function of the Flash menu option: Modify -> Timeline -> Distribute to Layers?

Answer

a) Import graphics from your file system and distribute them on the stage but each on its own layer.
b) Make a copy of the selected graphics from the stage and redistribute them on the stage but each on its own layer.
c) Cut selected graphics from the stage and redistribute them on the stage but each on its own layer.
d) Gather all assets from the selected layers and combine them onto one layer.

12. What is a difference between a Graphic Symbol instance and a MovieClip Symbol instance?

Answer

   a) A MovieClip symbol instance operates independently of its parent timeline.
   b) Graphic symbol instances are the only type that may be static (non-animated).
   c) MovieClip symbol instances are the only type that may be used in Flash MOVIES.
   d) MovieClip symbol instances are the only type that may be animated.

13. What are two main benefits of using symbols in Flash?

Answer

   a) To reduce FLA and SWF file-size and to make programming SO much quicker.
   b) To reduce FLA and SWF file-size and to avoid repeatedly drawing identical assets.
   c) To make programming so much quicker and to avoid repeatedly drawing identical assets.
   d) To keep the document use-count down and to avoid repeatedly drawing identical assets.

14. What is NOT true about Object-Level Undo?

Answer

   a) Users can set the number of undo steps to store (100 is the default).
   b) It is one of two undo methods possible in Flash.
   c) It was introduced in Flash 8.
   d) It is the only undo method possible in Flash.

15. Which of the following is NOT part of the timeline?

Answer

a) Keyframe
b) Frame View pop-up menu
c) The easing text input field
d) Frame

16. What is the major difference between a keyframe and a frame?

Answer

a) A frame starts an animation and a keyframe ends an animation.
b) A keyframe starts an animation and a frame ends an animation.
c) A keyframe starts and ends a motion tween and a frame does not.
d) A frame starts and ends a motion tween and a keyframe does not.

17. Which of the following is a good practice when setting up the first keyframe of a motion tween?

Answer

a) Shape must be in a 'container' such as a MovieClip symbol instance or Graphic symbol instance.
b) Two or more symbol instance must be on a the keyframe.
c) Movie preferences must have motion tweens set to 'on'.
d) The keyframe must be be converted to a frame first.

18. Assuming a motion tween is setup on 'layer 1', what type of layer will help with moving the tween along a path?

Answer

a) Motion Path Layer
b) Motion Guide Layer
c) Guide Path Layer
d) Shaped Motion Layer

19. Changing the tween speed of a motion tween is also known as changing what value?

Answer

a) Smoothness
b) Sliding

c) Transitions
d) Easing

20. Which of the following is true about a Shape Tween?

Answer

a) A Shape Tween requires visual content to be inside a 'container'
b) A Shape Tween is always faster, but lower visual quality, than a Motion Tween
c) A Shape Tween is better for animating symbol instances through changes to properties of position, rotation, and color effects
d) A Shape Tween cannot "follow a path" via a motion guide.

21. When creating an animation of a ball 'bouncing', what is a distinct advantage of using all shape tweens compared to using all motion tweens?

Answer

a) Shape Tweens allow for more creative freedom when 'squashing' the ball into a teardrop shape as the ball hits the 'ground'.
b) Shape Tweens allow the same 'ball' symbol instance to be reused between all keyframes to save the artist time in drawing.
c) Shape Tweens allow for finer 'easing' controls as the ball falls and rises.
d) Shape Tweens can utilize 'Shape Hints' which help the animator complete the animation in much less time.

22. Which of the following is true about Shape Hints?

Answer

a) Shape hints allow for two blend modes "Smooth" and "Sharp".
b) Shape hints are a tool used to instruct Flash how to morph one shape into another shape.
c) To apply Shape Hints with most predictable results, add several to the first keyframe of a Shape Tween and then adjust them on the last keyframe.
d) Shape Hints successfully solve all problems when a shape does not initially morph smoothly and predictably into another shape.

23. Which of the following is true about Scenes?

Answer

a) Scenes are not required for simple animations but must be used to publish a Flash movie containing more than 300 frames.
b) In a Flash Movie with multiple scenes, the very last scene may be reordered easily to be the very first scene.
c) A new Flash document is created with one and only one scene by default.

d) A published Flash movie retains its scenes as distinct and separate.

24. Reverse Frames is a useful operation to accomplish what task?

Answer

a) Convert a Motion Tween into a Shape Tween
b) Flip all symbol instances on the selected frame(s) horizontally
c) Reverse the order of all selected frames within a given layer
d) Reverse the order of all frames in the current scene

25. What are the four states of a Flash Button symbol?

Answer
a) Up, Over, Hit, Across
b) RollOver, RollOut, Down, Hit
c) Up, Over, Down, Hit
d) Up, Over, Down, Release

26. A Flash CS3 FLA file published For Flash Player 9 may be published to which of the following ActionScript versions.

Answer

a) ActionScript 2.0, or ActionScript 3.0
b) ActionScript 1.0, ActionScript 2.0, or ActionScript 3.0
c) ActionScript 8, or ActionScript 9
d) ActionScript 1.0, ActionScript 2.0, ActionScript 3.0, or ActionScript 4.0

27. ActionScript is a series of commands, or statements, that makes Flash perform tasks at runtime. Runtime is defined as...

Answer

a) ...when a Flash (FLA) file is being uploaded to the server.
b) ...when a published Flash (SWF) is being uploaded to the server.
c) ...when an authored Flash (FLA) file is open with the Stage displayed and editable.
d) ...when a published Flash (SWF) file runs in the Flash Player for your end users to view.

28. Case Sensitivity can be defined as...

Answer

a) ...characteristic of ActionScript 3.0 and many other programming languages which means that using upper or lower letter case when typing code does matter.

b) ...characteristic of ActionScript 3.0 and many other programming languages which means that using upper or lower letter case when typing code does NOT matter.

c) ...characteristic of ActionScript 3.0 and many other programming languages which means that using upper or lower number case when typing code does matter.

d) ...characteristic of ActionScript 3.0 and many other programming languages which means that using upper or lower number case when typing code does NOT atter.

29. What will be the result upon publishing a newly created, otherwise empty, Flash 9, ActionScript 3.0 movie, with the following code on frame 1...

//trace ("StopOnFrame 2");

Answer

a) The published movie will stop on frame 1.
b) The published movie will stop on frame 2.
c) The published movie will stop on frame 3.
d) The Flash Output Window will open and show the following text;

StopOnFrame 2

Instructions: Circle Complete the essay

30. A) My favorite part of class has been…

   B) My least favorite part of the class has been...