**Explain the two kinds of tweening and their uses.**

Tweening in the act of creating “animation” of what would otherwise be a still image.   
This can be completed use two different methods: Classic and Motion Tweening

To imagine classic tweening we can picture a flip book animation. As you quickly flip through the pages, an otherwise still picture of a person appears to be walking. Each individual page is just single image, but each image is placed in a slightly different position so when combined it gives the appearance of animation. This is the concept behind classic tweening. An image is placed in each individual frame.

Motion tweening uses new technology to give the same effect. Instead of using a series of individual images, flash creates the “in-between” frames after the first and last frame are created.

The main reason to consider one type of tweening over the other is the type of image you are trying to animate. Motion tweening can be used for groups and symbols, where classic tweening requires editable objects.

**Explain two different ways of changing the speed of a movie.**

Two methods to adjust the speed of a movie is to adjust the frame rate or inserting/removing ordinary frames. Both of which will yield different results.

Adjusting the frame rate is really depending on what frame rate was originally used. If a frame rate is increased, it could cause a blurring but if it slowed down to much the animation could appear jerky.

Inserting frames could slow down a movie but this must be down evenly for a portion of the image. If you want to double the length you would need to insert a frame after each original frame.

**What are the advantages and disadvantages of bitmap and vector graphics?**

Bitmap:

Advantages

* Ideal for photographic images
* Retrieve pixel data stored in a bitmap file
* Pixel values can be modified

Disadvantages

* Not ideal when image needs to be enlarged (surrounding pixels are “guesses” of what they should be
* Lose quality when rotated or skewed
* Must be imported into flash

Vector:

Advantages

* Can be drawn to any size without losing quality
* Can be created and edited in flash
* Smaller files requiring less space

Disadvantages

* In the case of photographic images quality is lower
* Small drawing errors can cause large visible image errors