Exam: Drawing in Flash

# True and False Disguised as Multiple Choice (4 Points Each)

**Circle all that apply!**

1. Which of the following are advantages of vector graphics?
   1. small file sizes
   2. clean, precise shapes
   3. no pixelation
   4. photorealistic effects
2. Which of the following are true of stroke and fill?
   1. Stokes can be modified or created with the paint bucket tool.
   2. Every object has a stroke.
   3. Every object has a fill.
   4. The fill is the outline of a shape.
3. Wich of the following are true of primitive shapes and drawing objects?
   1. Drawing objects have a blue rectangle around them.
   2. Drawing objects "eat" each other.
   3. Drawing objects appear on top of primitive shapes.
   4. Anchor points in one drawing object can connect to anchor points in another drawing object.
4. Which of the following are true of colors in Flash?
   1. Colors for strokes and fills can be changed in multiple ways.
   2. Alpha is a special name for the color black.
   3. The eyedropper tool allows you to select a color already on the stage.
   4. Once a stroke has a color, that color cannot be changed.
5. Which of the following are true of the line, pencil, and paintbrush tools?
   1. Mr. Christensen cautions against using the paintbrush tool.
   2. The line tool creates a stroke.
   3. The pencil tool creates a fill.
   4. The paintbrush tool is what you should use if you want to have precise control over anchor points.
6. Which of the following are true of the pen and subselection tools?
   1. The pen tool is the best tool for moving anchor points.
   2. The subselection tool is the best tool for deleting anchor points.
   3. The subselection tool allows you to create new anchor points.
   4. The subselection tool is the best tool for adjusting curves between anchor points.
7. Which of the following are true of the Flash coordinate system?
   1. The point (0, 0) is in the bottom-left corner of the stage.
   2. Instances on the stage have x- and y-coordinates based on the location of their registration point.
   3. X-values increase from left to right.
   4. Y-values increase from top to bottom.

# Short Answer (4 points each)

Be precise in your language and provide examples where appropriate.

1. Describe the difference between vector and bitmap graphics.
2. Explain what layers are in Flash and why they're helpful.
3. What are symbols and instances?
4. Explain the difference between editing an instance and editing a symbol. Be as detailed as possible.

# Computer Portion (Counts for Half of the Test Grade)

1. Draw the letter “T” from scratch and make it a symbol. Do the same for “E” and “S”.
2. Arrange instances on the stage to spell “TEST”
3. Complete this test by making “TEST” into a symbol and deleting all instances from the stage.