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## Chapter 8 Review Question Answers

1.
  - a) Flash is the technology used to create a movie file for a Web site.
  - b) A Flash movie file can be an animated button, animated text, or an entire Web application.
2.
  - a) Dreamweaver is used to create Flash buttons and Flash text.
  - b) Flash MX is used to create a Flash Web application.
3. To add a Flash button to a saved Web page document:
  1. Place the insertion point where the button is to appear.
  2. Above the Document window, in the Insert bar, click the Media tab.
  3. On the Media tab, click the Flash button.
  4. Set and select the button options in the Insert Flash Button dialog box.
  5. Click OK.
4. Flash buttons in a Web page document should use a nested table sized in pixels with cell widths also in pixels because this will prevent the buttons from wrapping in a browser when the browser window is resized.
5.
  - a) To display a list of the Flash movies available in a Web site:
    1. Click the Flash icon in the Assets panel.
  - b) To update the list of Flash movies in the Assets panel:
    1. Select the Refresh Site List command in the Files panel group.
6.
  - a) One advantage of using Flash text is that fonts in Dreamweaver can be used without worrying about whether the user's computer has the font installed.
  - b) To add Flash text to a saved Web page document:
    1. Place the insertion point where the text is to appear.
    2. On the Media tab in the Insert bar, click the Flash Text button.
    3. Set and select the text options in the Insert Flash Text dialog box.
    4. Click OK.
  - c) The rollover color is the color the text changes to when the user points to the text in a browser.
7. Animation is the result of many images shown quickly one after the other to create the effect of movement.
8.
  - a) A Timeline correlates images to a particular moment in the movie.
  - b) A frame shows an image.
  - c) Layering is used because from frame to frame there may be different animation techniques applied. For example, an animation of a skateboarder going down a hill requires only the position of the skateboarder to change. The hill remains unchanged from frame to frame. The hill can be on one layer and the skateboarder on another.
9.
  - a) The Stage is the area used to create a Flash movie.
  - b) The workspace is the gray area around the Stage, which can be used as a temporary storage area while working.
10.
  - a) A Flash document should be saved to a location outside of the site folder.
  - b) A Flash document is saved in FLA format.
  - c) A Flash document must be exported to SWF format in order to be used in a Web page document.
11. The five steps involved in the process of creating a Flash movie are:
  1. Setting Flash document properties.
  2. Creating images.
  3. Using the Timeline to lay out the sequence of the images.
  4. Previewing the animation.
  5. Exporting the document.
12. The frame rate is the number of animation frames to be displayed every second.
13. The tools in the Tools panel are used to create images.
14. Two features that can help with the precise placement of objects are rulers and a grid.
15.
  - a) The file size of a vector-based graphic is much smaller than a bitmap graphic.
  - b) A vector graphic is a graphic composed of lines connected by points, which allows the image to be resized smoothly.

16. a) The Timeline is used to lay out the sequence of images.  
b) A keyframe contains an image different from the image in the previous frame.  
c) A static frame contains the same image as the previous frame.  
d) The elapsed time is the total length of the animation.
17. Previewing an image shows if an animation is moving too slowly or too quickly and demonstrates the smoothness of transition from one keyframe image to another.
18. a) Frame-by-frame animation is a movie created from a set of specified images.  
b) The image for the first frame of a frame-by-frame animation can be created by drawing an image with the tools in the Tools panel.
19. a) To add a keyframe:
  1. Click the frame on the Timeline.
  2. Select Insert → Keyframe.b) Static frames are needed to control the rate of animation.
20. If an animation is moving too slowly, static frames should be removed.
21. Onion skinning is a technique used to help position and edit images.
22. Three common ways to modify an image are scaling, rotating, and skewing.
23. To export a Flash document so that it can be used in Dreamweaver:
  1. Select File → Export Movie.
  2. Select the Web site's media folder in the Save in list.
  3. Type a descriptive file name for the movie in the File name box.
  4. Select Save.
  5. Select OK.
24. Flash movies created in Flash MX for a Web site should be stored together in a media folder that is created in the Web site root folder.
25. A placeholder is displayed when a movie created in Flash is added to a Web page document.
26. a) Flash generates the shapes in the frames between the first keyframe and the last in a tweened animation.  
b) One type of tweened animation is shape tweening.  
c) Morphing is a technique that turns one shape into another.
27. Shape tweening can only be applied to images composed of simple lines and fills.
28. Flash movie files should be a small file size to keep Web page load times as short as possible.
29. a) Symbols are stored in a Flash Library.  
b) An instance is a reference to a symbol, rather than a copy of an image.
30. To convert a selected object to a symbol:
  1. Select Insert → Convert to Symbol.
  2. In the Name box, type a descriptive name for the symbol.
  3. Select Graphic.
  4. Select OK.
31. a) Motion tweening is when a single symbol is tweened to move from a start location to an end location.  
b) Motion tweening can only be applied to symbols.
32. To create a motion tweened animation:
  1. Create an image.
  2. Convert the image to a graphic symbol.
  3. Create a start keyframe with an instance at the starting position.
  4. Create an end keyframe with an instance at the ending position.
  5. Select a frame between the keyframes.
  6. Set Tween to Motion in the Property inspector.
  7. Preview the animation.
  8. Export the document.
33. Motion tweening uses the shortest, most direct path from the start position to the end position.
34. a) Layers can be compared to images drawn on transparent sheets of paper placed one on top of the other.  
b) Working in layers allows the image on one layer to be modified without changing the image on a different layer.

35. Images on layer 1 appear on top of any images in the layers below.
36. To hide a layer:
  1. Click to the right of the layer name in the Eye column.
37. To animate text so that individual letters of a word move onto the Stage from different directions:
  1. In the Tools panel, click the Text tool.
  2. Click the Stage to create a text block.
  3. Change the font, size, and color properties in the Property inspector.
  4. Type a word or phrase.
  5. Select Modify → Break Apart.
  6. Select Modify → Distribute to Layers.
  7. Delete Layer 1.
  8. For each layer, insert a keyframe.
  9. In the Timeline, drag the Playhead back to the first frame.
  10. Drag each of the letters to a starting position off the Stage.
  11. For each layer, click a frame between the keyframes and then set Tween to Motion in the Property inspector.
38. Sound files are imported to the document's Library to allow the sound file to be used repeatedly without increasing the Flash movie file size.
39. To add sound to an animation:
  1. Select File → Import to Library.
  2. Navigate to the file and select it.
  3. Select OK.
  4. Select Window → Library.
  5. Select a layer and then select Insert → Layer.
  6. In the Layers list, double-click the new layer and rename it.
  7. In the Timeline, click the first frame in the music layer.
  8. From the Library, drag the sound file onto the Stage.
  9. In the music layer, click a frame to be the end keyframe and select Insert → Keyframe.
40. *Answers will vary.* Three video file formats supported by Flash are AVI, DV, and MPG.
41. To test a movie that contains video:
  1. Select Control → Test Movie.