

LOG ON TO ANIMATE CC

CLASS VII CH4 PD-6

CHANGING YOUR TOMORROW

RECAP

- Animate is a powerful animation software package developed by Adobe Systems.
- The Stage is a drawing board where we can create graphics, animation and make modifications in it. The default stage size is 550 x 400 pixels.
- The major components of the Timeline are – Layers, Frames, and the Playhead.
- Frames are the little rectangular cells that appear on the Timeline. They display the content of the movie at a specific moment of time.
- Keyframes are special types of frames, where we define some change to an objects properties for an animation like, position, colour, shape, etc.
- Playhead is represented by a red frame and red vertical line below it in the Timeline. It indicates the current frame displayed on the Stage. It moves from left to right as the movie is played.
- The Library panel in Animate acts as a store house where symbols created in Animate are stored in an organised manner.
- Animation involves a series of still images, usually painted or sketched, displayed in rapid sequence.
- Tint Tweening is used to change the colour of an object.
- Filters allow you to add interesting visual effects to text, buttons, and movie clips.

EXERCISE

A. Fill in the blanks.

1. Animate is a powerful software package developed by
2. The is the arrangement of various Animate elements, such as the Tools panel, Control panel, Property inspector, and Stage.
3. The is the large white space that is seen at the center of the workspace.
4. The gray area surrounding the Stage is called
5. The is the area where one controls the sequencing and timing of graphics of a movie.
6. are like transparent sheets stacked on top of one another, each containing a different image that appears on the Stage.

HINTS

• Stage • Animation • Work Area • Adobe Systems • Workspace • Layers • Timeline

B. State True or False.

1. The shortcut key to import a picture is Ctrl+G.
2. Radial gradient changes colour in a circular outward direction starting from the focal point.
3. In Tweened animation, we can change the contents of every frame to create an animation.
4. The Tools section consists of tools that are used for drawing, painting, and selecting objects.
5. To select multiple objects using the Selection Tool, hold the Ctrl key while clicking on the objects.
6. The default Stage size is 550 x 400 pixels.

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C. Application-based questions.

1. Mohit created an animation file using Animate. He wants to convert an object to a symbol using the shortcut key. Which shortcut key should he use?

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2. Chetna wants to create a rainbow scene in Animate. Suggest the tool that she can use to paint the rainbow on the Stage.

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- What are the little rectangular cells that appear on the Timeline called?
 - a. Frames
 - b. Layers
 - c. Keyframes
- Which one of the following shortcut keys is used to insert a frame?
 - a. F2
 - b. F5
 - c. F10
- Which shortcut key do we use to display Document Settings dialog box?
 - a. Ctrl+F3
 - b. Ctrl+J
 - c. Ctrl+C
- Which panel acts as a store house of symbols in Animate?
 - a. Library
 - b. Tools
 - c. Properties
- Which shortcut key is used to play the animation in Animate?
 - a. Ctrl+Alt
 - b. Shift+Enter
 - c. Ctrl+Enter
- What is the file extension of Animate?
 - a. .fla
 - b. .flash
 - c. .fas

B. Answer in one line or sentence.

1. What are the default stage dimensions displayed on the Animate Window?

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2. Name the parts of Tools panel.

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3. Mention the two methods for creating an animation in Animate.

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4. Name the types of gradients in Animate.

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5. Name the tweened animation that is used to change the colour of an object.

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6. Name the shortcut key to insert a blank keyframe.

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C. Answer the following questions.

1. What is the use of Tools Panel? Mention its different section.

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2. Differentiate between a Frame and a Keyframe.

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3. What does the Property Inspector display?

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4. What is Gradient.

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5. Briefly explain the term Animation.

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6. What do you understand by Tint Tweening?

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7. Explain the utility of Filters in Animate.



THANKING YOU
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