

# SATISH CHANDRA MEMORIAL SCHOOL

## EXTRA QUESTIONS FOR FINAL TERM 2020-21

### CLASS VII

#### CHAPTER - 11 – CREATING ANIMATIONS IN ADOBE ANIMATE

- To add a new layer, you have to –
  - Click the Insert Layer button in the layer section of the Timeline.
  - Choose Insert → Timeline → Layer
  - Right-click on a layer name and then choose the Insert Layer option from the shortcut menu.
  - All of the above
- Which of the following is not true about Layers –
  - Layers can be imagined as transparent sheets mounted on top of each on the stage.
  - Layers let us organise and manage entire work by separating the content of movie into manageable sizes.
  - Layers help us to decide the sequencing and timings of the various graphics and other elements of a movie.
  - We can draw and modify the objects of one layer without affecting objects placed on another layer.
- Which one of the following is not a method to delete a layer?
  - Select the layer to be deleted and click the Delete Layer button in the layer section of the Timeline.
  - Select the layer to be deleted and press the 'D' key from the keyboard.
  - Drag the layer to be deleted to the Delete Layer button.
  - Right-click on the layer name and then choose Delete Layer option from the shortcut menu.
- A \_\_\_\_\_ is the basic unit wherein we define the behaviour or the change in the object properties for creating an animation.
  - Frame
  - Layer
  - Background
  - None of these
- What does a 'blank keyframe' represents?
  - It is a frame in the timeline where some new content appears.
  - They indicate that there is nothing on that layer at that frame on the timeline.
  - Graphics in the top layers are placed above the graphics in the bottom layers.
  - None of the above.
- Which of the following is not a keyframe in Animate?
  - White frame
  - Blue frame
  - Yellow frame
  - Grey frame
- A \_\_\_\_\_ is any graphic object, movie or buttons in the library of Animate.
  - Keyframe
  - Layer
  - Document
  - Symbol
- The copy of a symbol is called an \_\_\_\_\_ of a symbol.
  - instance
  - copy
  - replica
  - duplicate
- Which one of the following is not an option of Property Inspector, style menu, color effect section?
  - Brightness
  - Tint
  - Beta
  - Alpha

10. Name the type of animation in Animate where we can change the contents of every frame for creating animation.
- a) Tweened animation
  - b) Full-screen animation
  - c) Delta animation
  - d) Frame-by-frame animation