

Flash Vocabulary

1. _____: the area of the Flash workspace that contains all of the objects that are part of the movie and that will be seen by the viewers. It shows how the objects behave within the movie and how they interact with each other.
2. _____: components in Flash used to view, organize and modify objects and features in a movie.
3. _____: the component of Flash used to organize and control the movie's contents over time, by specifying when each object appears on the stage.
4. _____: rows on the timeline that are used to organize objects and that allow the stacking of objects on the stage.
5. _____: The timeline is made up of individual chapters called frames. The content of each layer is displayed in frames as the playhead moves over them while the movie plays.
6. _____: a section of the timeline designated for a specific part of the movie. Scenes are a way to organize long movies. When you create a new movie, Scene 1 also appears in the timeline.
7. _____: original drawings created using Flash drawing tools and stored in the movie's Library panel.
8. _____: a frame that signifies a change in an object being animated.
9. _____: a layer used to cover up the objects on another layer and at the same time, create a window through which you can view various objects on the other layer.
10. _____: the process used in Flash to automatically fill in the frames between keyframes in an animation that changes the properties of an object such as the position, size, or color, Motion tweening works on groups and symbols.

- (1. Panels,
- (2. Timeline,
- (3. Layers,
- (4. Frames,
- (5. Motion tweening,
- (6. Stage,
- (7. Scenes,
- (8. Symbols,
- (9. Keyframe,
- (10. Mask layer