

Chapter 1 Vocabulary

1. Flash—
2. Stage—
3. Timeline—
4. Frames—
5. Panels—
6. Tools Panel—
 - a. Tools—
 - b. View—
 - c. Colors—
 - d. Options—
7. Property Panel—
8. Library Panel
9. Flash file extension—
10. Flash published file format is—
11. Control Menu Commands—**Keyboard Shortcuts for Windows**
 - a. Play—
 - b. Rewind—
 - c. Step Forward—
 - d. Step Backward—
 - e. **Test Movie**—
12. Document Properties (settings)—
13. Keyframe—
14. Motion animation is indicated by a
15. Motion Tweening—
16. Tween Span—
17. Motion Path—
18. Layers—
19. Playhead—
20. Elements of a Timeline—Review on page 32
21. How to Publish a project—
22. Publish file types—

Chapter 2 Vocabulary

1. Pixels—
2. Vector graphics created by Flash—
3. Selection—
4. Subselection—
5. Anchor Points—
6. Free Transform—
7. Gradient Transform—
8. Lasso—

9. Pen—
10. Text—
11. Primitive Rectangle and Oval
12. Pencil—
13. Brush—
14. Bone
15. Ink Bottle—
16. Paint Bucket—
17. Eyedropper—
18. Stroke Color
19. Options—
20. Filters—
21. Vector Tools—
22. Align Panel and how it works —
23. Gradient Transform Tool—
24. Break Apart—
25. Transform Options—
26. 5 layer types:
 - a. Normal—
 - b. Mask—
 - c. Masked—
 - d. Folder—
 - e. Guide (Standard and Motion) —

Chapter 3 Flash Vocabulary

1. Symbol—
2. Instances—
3. 3 symbol categories:
 - a. Graphic—
 - b. Button—
 - c. Movie clip—
4. Library—
5. Item Preview window—
6. New Symbol icon—
7. New folder icon—
8. Properties icon—
9. Delete Item icon—
10. Button symbols—
11. 4 button states:
 - a. Up—
 - b. Over—
 - c. Down—
 - d. Hit—

12. How to create a button symbol—
13. How to edit the button symbol—
14. How to return to the main Timeline—
15. ActionScripts—
16. Difference between Action Script 2.0 and 3.0
17. Using Frame Actions—

Chapter 4 Vocabulary

1. Animation—How does it work?—
2. Keyframes—
3. Tweening—
4. Tween Spans—
5. Motion Path—
6. Property Keyframes—
7. Classic Tweens—
8. Motion Guide
9. Process for using a motion guide: (List the steps)
 - a.
 - b.
 - c.
 - d.
10. Transformation Point—
11. Tweening options:
 - a. Tween—
 - b. Scale—
 - c. Ease—
 - d. Rotate—
 - e. Orient to Path—
 - f. Sync—
 - g. Snap—
12. Frame-by-Frame animation—
13. Shape Tweening—
14. Morphing—
15. Shape tween reminders
 - a.
 - b.
 - c.
 - d.
 - e.
16. Property Panel Options
17. Shape Hints—
18. Movie Clip Symbols—
19. Animate Text

20. What happens after you create a motion animation on text?

Chapter 5 Flash Vocabulary

1. Mask Layer—
2. Process for using a mask layer: (List the steps)
 - a.
 - b.
 - c.
 - d.
 - e.
 - f.
 - g.
 - h.
3. Process for adding sound: (List the steps)
 - a.
 - b.
 - c.
4. Supported sound formats:
 - a.
 - b.
 - c.
5. Scenes—
6. Scene panel—
7. ActionScript to switch scenes—
8. Inverse kinematics (IK) —
9. Pose layer—
10. Runtime—