

NOTE ON COMPUTER FORMATIVE ASSESSMENT-1

Class – VII(2016-17)

Topic: ADOBE FLASH PROFESSIONAL CS3

Steps involved in the activity

Changing the dimensions of the stage

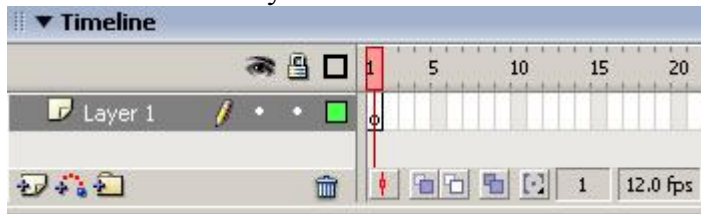
1. Modify->Document->Change the width and height from the document properties dialog box (CTRL+J)

Inserting a background layer

1. File-> Import-> Import to stage->choose a file
2. A new layer (layer 1) will be created with the background layer containing the picture.
3. Adjust the size of the picture according to the stage: Modify->transform->free transform->adjust the handles to change the size of the picture.

Insert a new layer:-

1. Click on the new layer icon from the extreme left of the layers window.



Glowing text effect

1. Insert the text using text tool.
2. From the text properties, choose filters
3. Click on add filter button at the bottom of the dialog box and choose glow.
4. The glow effect will be rendered to the text.

Adding objects on the layers

1. File->import->import to stage->choose the object (trees, butterfly, children, cars etc) from the folder provided.
2. Different layers can be added to insert objects.

Motion Tweening

1. Draw or import the object.
2. Convert the object to symbol: Click on the object and press F8-> convert to symbol dialog box will open->choose symbol.
3. Press F6(Insert keyframe) on 20th frame
4. Change the position of the object on the 20th keyframe.
5. Right click between the 2 keyframes and choose motion tweening/classic tweening.