

1. A symbol is a reusable object used/created in Flash. A Symbol can be reused throughout your movie or imported and used in other movies. There are three types of symbols: Graphics, Buttons, and Movie clips.
 - 1) Graphic symbols are reusable static images that are used mainly to create animations. They have only one frame in their timeline.
 - 2) Movie clip symbols are reusable pieces of flash animation - consisting of one or more graphic symbols - thus they are flash movies within your flash movie.
2. Mask layers: For spotlight effects and transitions, use a mask layer to create a hole through which underlying layers are visible.
3. Motion guide layers: Motion guide layer let you draw paths along which tweened objects, groups, or text blocks can be animated. A normal layer that is linked to a motion guide layer becomes a guided layer.
4. Motion Tween: Flash creates the animation from one keyframe to the next, in the frames between the key frames. In this animation, you define properties such as position, size, and rotation for an object, group, or text block at one specific time, and change those properties at another specific time.
5. Shape tweening: Shape tweening allows us to change the shape of objects. This is similar to morphing where one object changes to another.
6. Advantages of Layers :
 - a) Layers help you organize the object/symbol in your document.
 - b) You can draw and edit objects on one layer without affecting objects on another layer.
 - c) You can also hide, lock, or rearrange layers.
 - d) The layers do not increase the file size of your published SWF file. Only the objects you place into layers add to the file size.
 - e) To organize and manage layers, create layer folders.
 - f) There is special motion guide and mask layers to make drawing and editing easier
7. Stage/Scene: The Stage is the rectangular area where you place graphic content when creating Flash documents.
8. Timeline window: The Timeline shows where animation occurs in a document, including frame-by-frame animation, tweened animation, and motion paths.
 - a) Layers in a document are listed in a column on the left side of the Timeline.
 - b) Frames contained in each layer appear in a row to the right of the layer name.
 - c) The Timeline header at the top of the Timeline indicates frame numbers.

- d) **The Playhead** indicates the **current frame displayed** on the Stage.
9. **The Library panel** is where you **store and organize symbols** created in Flash, as well as imported files, including bitmap graphics, sound files, and video clips. The Library panel lets you organize library items in folders.
10. **Filters:** **Filters (graphic effects)** let you add interesting visual effects to text, symbols, and movie clips. A feature unique to flash is that you can animate the filters you apply using motion tweening.
11. **Timeline effect:** When you add a Timeline effect to an object, **Flash creates a layer and transfers the object to the new layer.** The object is placed inside the effect graphic, and all tweens and transformations required for the effect reside in the graphic on the newly created layer.
12. **What Flash can do :** Animation and Interactivity
13. **Advantages of Flash :** Flash is a Vector based (V-B) application,
- 1) In this graphics describes **images by using lines and curves that also include colour and position properties.**
 - 2) V-B images are **smaller in file size and Lose very little image quality** when they resized.
 - 3) Flash can be used for **making HTML file/ web animations** and as **a presentation tool.**
 - 4) Flash contains a powerful programming language, called Action Script and it is the same as JavaScript. Flash can create different types of animations
 - 5) Flash videos can be export into **Quick time format / window AVI format.**
14. **Onion Skinning** allows you to see a faint ghost (faded) image of the previous frame so you can see where you want to place the artwork for the next frame.
15. **Break apart:** To separate groups into ungrouped; you break them apart, which significantly reduce the file size of imported graphics.
16. **Properties window:** You can set the **size of your stage**, add a **Title Description**, and background Color, Frame Rate Ruler Units.
17. **The most important aspect (features) of Flash is**
- 1) **Vector graphics:** Vector graphics describe **images by using lines and curves, called vectors** that also include colour and position properties.
 - 2) **Streaming:** This feeds information to the browser as it needs to play the movie, **without having to wait for the whole things to be downloaded** to get started.
 - 3) **Compression:** Gif (Graphics Interchange Format), JPEG (Joint Photographic Experts Group), PNG (Portable Network Graphics) are the examples of compressed animation files.