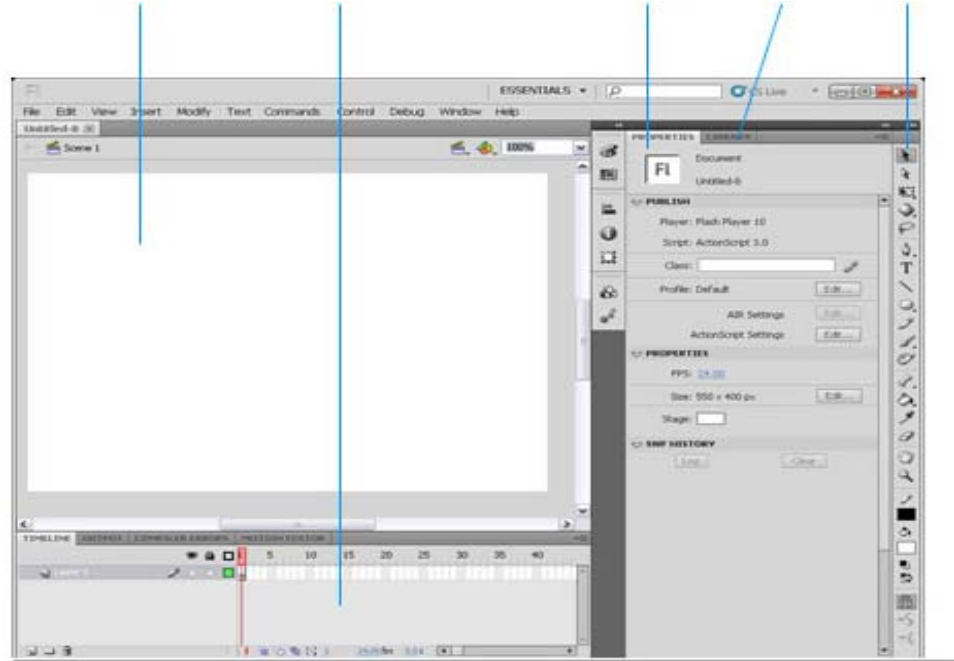# Intro to Flash

Name the 5 areas of the work station below

Us e the internet or tutorial to answer the following:

1. What is the difference between a flash Animator? Developer? Designer?

2. What is the "stage"? How do you change it?

3. What is the stroke? How do you change the stroke of an object?

4. How do you create a perfectly symmetrical object?

5. What is a symbol? Why create symbols? How do you create them?

6. What does fps stand for?

7. What does diamond-shaped dot indicate on a frame? What does a dot symbol indicate on a frame? How about the "a" symbol?

8. How do you re-name a layer? How do you add one?

9. Where should actionscript layers be located on the timeline?

10. What is scrubbing?