Chapter - 5
Using Pictures in Synfig

1. **File → Import** option is used to import image on canvas.

2. **Layer** panel is used to change size of image which is imported by Synfig.

3. The used as a mask acts like a **window**

4. The **amount** property is used for the visibility of the image

5. To **straight** value is Blend Method turned to forming slide show in Synfig with different images.

6. **Convert** option specifies that the parameter is controlled automatically in different ways.

7. The parameter set to **0.0** indicates that the layer will be invisible after the specified time

8. If we want to place a background in the slide show then **encapsulate** all the image layers.

9. The term **action script** signifies the use of scripting language to add flexibility to the actions performed during the animation.

10. Synfig Studio does not support **action** scripting directly in the animation software.

11. Synfig studio use **JavaScript** or **java** to add interactivity to our animation.

12. The animation files created using particular animation software can be converted into **Adobe Flash Files (SWF files**) for manipulation.

13. **SWFTOOLS** is an open source software tool suite which provides the conversion of various file formats into swf files.

14. **SWFExtract** program extracts images, sounds and movie clips from swf files.

15. **SWF** is an Adobe flash file format used for vector graphics animation.