Manage file size
Animation file sizes are very important when used on the internet. If the file size is too big, then it will take a long time to download and users may lose interest in downloading it and will move on and cancel downloading the file. The importance of managing file size is that if users are not able to download animations because they’re too big then they will navigate away from the page and pay no notice to the animation.

Quality of image (resolution)
Images that are high quality would usually have large file sizes. If the image size is large, then more detail is recorded into the image. If the image has more detail, it is possible that compression will have a damaging effect on the image. When an image is compressed, some quality would be lost and will occur and with detailed, photographic-type images, this degradation is frequently noticeable. As an animator, they would have to decide whether it is more important having high-quality images and a large file size, lower quality images and a small file size or to having to find a good medium balancing the two. When using flash, animators should avoid using a lot of unnecessary frames or unnecessary objects in the animation as this raises the image quality.

Frame disposal
Frame disposal is used to prevent unwanted visible elements in a picture or animation appearing. For example a previous frame is left showing on-screen and is shown through the see-through areas of following frames. In order to avoid this happening, the frames should be disposed of and the background would be restored. This could be useful to an animator because although it manages file size, frame disposal frees up space in an animation reducing the file size and making the animation look more better looking.

Autocrop
Autocrop is used to adjust the file size of an animation. It reduces images making sure that only the area that actually contains the image is shown, whereas the areas which contain no images are transparent can be trimmed in order to reduce the file size (it also takes up unneeded space). An animator would find this useful because using the tool would help them delete unnecessary space such as borders) in their animations, in flash this is a useful tool as it does it automatically once clicked and saves the animator some time instead of the animator searching for unnecessary images to delete.