




Quiz

Tear out this sheet to turn in to your instructor.






Lesson 11 – Solid Drawing

1. Solid Drawing refers to:
 - a) A way of deforming an object so that it shows how rigid the object is
 - b) Creating linear movement in a scene
 - c) An action that adds support to the character
 - d) None of the above
2. Solid Drawing is an effective way to create the illusion of life.
 - a) True
 - b) False
3. Which image below is referred to as the Add Bones tool:
 - a) 
 - b) 
 - c) 
 - d) None of the above.
4. Bones will always be originated around:
 - a) The first bone you create
 - b) The last bone you create
 - c) Only bones that are included in the Anime Studio Library
 - d) None of the above
5. Solid Drawing includes utilizing the basics of anatomy, composition, weight, balance, light and shadow:
 - a) True
 - b) False
6. In Anime Studio, you will use the Bone Strength tool to:
 - a) Delete a currently selected bone
 - b) Increase and decrease the area that a bone affects
 - c) Allow the bone to stretch without breaking
 - d) None of the above

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Lesson 12 – Staging

1. Staging deals with:
 - a) Character placement
 - b) Camera angles and lighting
 - c) How the background is designed
 - d) All of the above
2. Which tool is used to add a layer to the action on the screen:
 - a) 
 - b) 
 - c) Neither
3. When you add a new layer, that layer appears:
 - a) Immediately above the last layer that you added
 - b) Immediately below the last layer that you added
 - c) Immediately above the layer that you have selected in the Layers window
 - d) None of the above
4. The Select Points icon in Anime Studio is which icon listed below?
 - a) 
 - b) 
 - c) 
 - d) None of the above.
5. Adding props to a scene is part of Staging:
 - a) True
 - b) False
6. Staging is presenting an action or item so that it is easily understood:
 - a) True
 - b) False