


Quiz

Tear out this sheet to turn in to your instructor.




Lesson 1 – Squash and Stretch:

1. Animating a bouncing ball is an excellent way to showcase the elements of:
 - a) Squash and Stretch
 - b) Exaggeration
 - c) Anticipation
 - d) All of the above
2. Anime Studio requires the animator to draw and animate every image between two key action steps or keyframes:
 - a) True
 - b) False
3. In Anime Studio, the image below is referred to as the Translate Layer Tool:

 - a) True
 - b) False
4. Squash and Stretch is used to control:
 - a) Shape and Volume
 - b) Flexibility and Weight
 - c) Height and Length
 - d) Both a and b
5. With the Scale Layer tool, SHIFT-Click is used to keep the object at the same volume in Anime Studio during the squash and stretch of an object:
 - a) True
 - b) False
6. Squash and Stretch is a functional way to give inanimate objects:
 - a) Life
 - b) Character
 - c) Realism
 - d) All of the above

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Lesson 2 – Exaggeration:

- Exaggeration is used during the animation process to:
 - Create more interest and excitement
 - Make the animations more convincing
 - Both
- Layers are a very important element in digital animation because they:
 - Give you more flexibility
 - Make it easy to make corrections to your drawings
 - Allow you to draw an object that is isolated from other images and work
 - All of the above
- This image is the feature that allows you to create a new layer from within the Layer palette:
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 - None of the above
- Using the teetering brick is an example of:
 - What can go wrong during the animation process
 - Exaggeration of Squash and Stretch
 - Exaggeration
 - Squash and Stretch
- Everything in a scene that involves exaggeration should be exaggerated for a better effect.
 - True
 - False
- The origin is the point that:
 - The layer rotates around when using the Rotate Layer tool
 - The layer resizes around when using the Scale Layer tool
 - Neither a or b
 - Both a and b