

## Quiz

Tear out this sheet to turn in to your instructor.

### Lesson 3 – Anticipation:

---

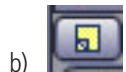
1. Anticipation is used in animation:

- a) To create expectation and realism
- b) To prepare the audience for an expected action that may occur
- c) To prepare the character for the next move it will make
- d) All of the above

2. Anticipation occurs when:

- a) A character looks up to see something
- b) A character reacts to an object that suddenly appears on the screen
- c) A character moves to the side of the screen and moves its head to look back where it was standing
- d) All of the above

3. The image below reflects the 'Add Point' drawing option in Anime Studio:



d) None of the above

4. Anticipation can be used to demonstrate weight or mass:

- a) True
- b) False

5. Which facial feature was used in Lesson 3 to showcase the principle of Anticipation?

- a) Nose
- b) Eyes
- c) Mouth
- d) Arms

6. The image below is referred to as the Set Origin Tool.






- a) True
- b) False

## Quiz

Tear out this sheet to turn in to your instructor.

### Lesson 4 – Secondary Action

---

1. A Secondary Action is:
  - a) An additional action that exists outside the main action
  - b) An action that adds support to the character
  - c) A background action
  - d) All of the above
  
2. Clouds moving across the sky above the main character is an example of Anticipation:
  - a) True
  - b) False
  
3. Which tool is used to hide a layer from the action on the screen:
  - a) 
  - b) 
  - c) 
  - d) None of the above
  
4. A female character is running and her ponytail is swinging along behind her. This is an example of Secondary Action:
  - a) True
  - b) False
  
5. Which selection on the menu below is used to access the content supplied with Anime Studio?
  - a) Tools
  - b) Layers
  - c) Timeline
  - d) Style
  - e) Library
  
6. You can reorder the elements in your scene by clicking and dragging the layers to their desired position in the Layers Palette.
  - a) True
  - b) False