

Quiz

Tear out this sheet to turn in to your instructor.

Lesson 5 – Follow-Through and Overlapping

1. Follow-Through and Overlapping is:

- a) Required in every frame of your digital animation project
- b) A creative way to get your audience to pay attention to an object
- c) The tendency of an object to overlap and move in cycles
- d) None of the above

2. Which image below is the tool that is used to Manipulate Bones in Anime Studio?



- d) None of the above

3. A step-by-step process that is used to describe the physical movement of the legs of a character is called:

- a) The wash cycle
- b) The walk cycle
- c) The absolute cycle
- d) None of the above

4. How many frames per second are generally used to animate a strut?

- a) 6
- b) 12
- c) 18
- d) 24

5. In Anime Studio, actions that cycle through a specified number of frames is called:

- a) Cycle interpolation
- b) Absolute cycle
- c) Relative cycle
- d) None of the above

6. When animating the walk cycle, you want the arms and legs to be moving in the same direction:

- a) True
- b) False

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Lesson 6 – Ease-In and Ease-Out

1. Ease-In and Ease-Out is:

- a) Used to create more realism in animation
- b) Used when a character is between two extreme poses
- c) Used to build-in speed, starting slowly and getting faster, then slowing down again
- d) All of the above

2. Which image below is the tool that is used to Scale Points in Anime Studio?



d) None of the above

3. Anime Studio includes a feature that automatically applies Ease-in/Out to selected keyframes.

- a) True
- b) False


4. The image below reflects the 'Rotate Layer' drawing option in Anime Studio:



d) None of the above

5. Animating a jumping frog to speed up when it leaves the ground is an example of ease in:

- a) True
- b) False

6. This image  is used for refining the appearance of an image. It is called the:

- a) Pencil tool
- b) Drawing tool
- c) Freehand tool
- d) None of the above