Quiz

Tear out this sheet to turn in to your instructor.

Lesson 7 – Arcs

1. All actions, with few exceptions (such as the animation of a mechanical device), follow an arc or slightly circular path:

    a) True

    b) False

2. The _____ of an object will determine the number of frames required for the animation to appear realistic:

    a) Size

    b) Color

    c) Weight

    d) None of the above

3. In Anime Studio, which image below is referred to as the Curvature Tool:

    a)

    b)

    c)

    d) None of the above

4. The less space there is between the keyframes, the slower an object will move.

    a) True

    b) False

5. A tennis ball will bounce higher than a bowling ball after falling from a surface.

    a) True

    b) False

6. When animating a bouncing object, the first bounce will be the highest.

    a) True

    b) False

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Lesson 8 – Appeal

1. Appeal is accomplished through a character's _____:

    a) Attraction

    b) Actions

    c) Emotions

    d) All of the above

2. Which image below is referred to as the Translate Points tool:

    a)

    b)

    c)

    d) None of the above.

3. Appeal applies to all types of characters:

    a) True

    b) False

4. Giving your character an angry facial expression will create Appeal

    a) True

    b) False

5. You can use the following facial features to create Appeal.

    a) Eyes

    b) Nose

    c) Mouth

    d) All of the above

6. The function of Anime Studio that allows you to match your sound file to your animation is called

    a) Bone Layer

    b) Lip Sync

    c) Keyframes

    d) Set Origin