# Anime Studio Curriculum Guide

### 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:



- c) 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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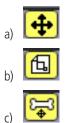
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#### Lesson 8 – Appeal

- 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:

:



- 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