




Quiz

Tear out this sheet to turn in to your instructor.

Lesson 9 – Straight-Ahead and Pose-to-Pose

1. The technique in which each frame is drawn one after another is called:
 - a) Frame-by-Frame Animation
 - b) Straight Ahead Animation
 - c) Pose-to-Pose Animation
 - d) Both a and b
2. The image below that represents the Duplicate Layer option in Anime Studio is:
 - a) 
 - b) 
 - c) 
 - d) None of the above.
3. Pose-to-Pose animation is used when frames are drawn or manipulated one after another from the beginning to the end of the animation.
 - a) True
 - b) False
4. To draw on any frame within your animation:
 - a) Go to the frame you want to draw on and select one of the drawing tools.
 - b) Choose Edit > Preferences and click on the options tab, then uncheck the "Enable Drawing Tools Only on Frame 0" box.
 - c) You can't draw on any frame, just at frame 0.
 - d) None of the above.
5. You can draw your background images in another program and import them into Anime Studio
 - a) True
 - b) False
6. You can use Anime Studio's Cycle feature to create a looping animation.
 - a) True
 - b) False




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Lesson 10 – Timing




1. Timing is used to:
 - a) Adjust the speed of movements to enhance the emotion of a scene or character.
 - b) Make animations follow the laws of physics.
 - c) Establish physical realism and enhance storytelling and staging.
 - d) All of the above.

2. The two most important tools in Anime Studio that you can use to modify the timing are:
 - a) Sequencer and Timeline
 - b) Layers and Channels
 - c) Layers and Bone Rendering
 - d) None of the above

3. Which tool is used to hide a layer from the action on the screen:
 - a) 
 - b) 
 - c) 
 - d) None of the above

4. This image  represents the Select Bone tool
 - a) True
 - b) False

5. Timing is one of the most important principles to use for a realistic animation:
 - a) True
 - b) False

6. Which image below is referred to as the Scale Points tool:
 - a) 
 - b) 
 - c) 
 - d) None of the above