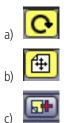
Anime Studio Curriculum Guide

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:



- 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

Anime Studio Curriculum Guide

Quiz

Tear out this sheet to turn in to your instructor.

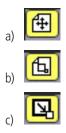
Lesson 10 – Timing

- 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:





- d) None of the above
- 4. This image **L** 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:



d) None of the above