Name: .... Roll No: ....

Class: .... Section: .... Date: ....

ANIMATIONS IN TUPI 2D

A. Fill in the blanks using the hints given below:

Hints: Scale, Exposure, frame, layer, Motion, Opacity

1. .... are used to work on the individual part of the image without affecting the other parts.

2. .... tween helps to move an object.

3. .... tween helps to control the opacity of an object at two points.

4. .... tween helps to give zooming effect to an object.

5. A .... is a single animation that is applied on an object or picture on a timeline.

6. .... Sheet located on the right side of the Tupi 2D interface.

B. Circle the incorrect words.

1. If an object is part of a tween, then that object (cannot / can be) edited as a vector path.

2. Tupi 2D help us to create an animation/transition.

3. Layers are like stack of (blank / transparent) sheets.

4. A frame holds the content of the project at a particular (moment / second).

5. Rotation tween automatically (moves / rotates) the object as per the specification given.

C. Answer the following question:

1. What is the significance of frame?

    ....

2. What is the shortcut key to start Coloring Tween?

    ....

Touchpad PLUS (Version 3.0)-VII

Grade: ☆ ☆ ☆ ☆ ☆   Teacher's Signature: ....