



Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

PIVOT ANIMATOR**A. Fill in the blanks using the hints given below:****Hints:**,,,

1. button is used to add a new stick figure.
2. The bar shows the current frame number.
3. The tool is used to draw a line when creating a custom figure.
4. To rotate a stick figure, we use the handle.

B. Tick (✓) the correct option.

1. Which button adds a new frame?

- a. Player Control
- b. Add Figure
- c. Add Frame
- d.



b. Add Figure



2. What is the shortcut key to save an animation project?

- a. Ctrl + S
- b. Ctrl + P
- c. Ctrl + A
- d.



b. Ctrl + P



3. Which option allows you to make an animation play in a loop?

- a. Save Button
- b. Loop Checkbox
- c. Export Option
- d.



b. Loop Checkbox



d.

C. Write the steps for the following:

1. Click on the File menu.
2. Navigate to the location to save the animation project.
3. Click on the Save button.
4. Select the Save Animation option.
5. Type the name for the file.





Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

PIVOT ANIMATOR**A. Write 'T' for true and 'F' for false.**

1. You can export a Pivot Animator project as a Word document.
2. Pivot Animator allows you to build custom stick figures.
3. A figure is made of joints and segments.
4. The canvas is where you find the Save and Export options.

B. Answer in one or two words.

1. What type of file is created when you export an animation as a GIF?
2. What is the default figure type used in Pivot Animator?
3. Which bar shows menus like File, Edit, and Help?
4. What extension is used when saving a custom figure?

C. Application-Based Question.

1. Gunjan created a stick figure and wants to make it wave its hand. Which tool or control should she use to move only the arm of the stick figure?
2. Riya wants her animation to start with a character standing, then jumping, and finally waving. Which feature of Pivot Animator should she use to show this step-by-step movement smoothly?