

Name: \_\_\_\_\_

Roll No: \_\_\_\_\_

Class: \_\_\_\_\_ Section: \_\_\_\_\_ Date: \_\_\_\_\_

## ANIMATIONS IN TUPI 2D

Chapter-7

CLASS 8

### 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 questions:

1. What is the significance of frame?

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

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