

Name: _____

Roll No: _____

Class: _____ Section: _____ Date: _____

PIVOT ANIMATOR

A. Fill in the blanks.

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

a. Ctrl + S	☐	b. Ctrl + P	☐
c. Ctrl + E	☐	d. Ctrl + A	☐
3. Which option allows you to make an animation play in a loop?

a. Save Button	☐	b. Loop Checkbox	☐
c. Export Option	☐	d. Add Frame Button	☐

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.