

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 controls the opacity level of the object from starting to ending at two different 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 in the right sidebar 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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