Question 1.

The animation software in IT @ School GNU/Linux is

a) Synfig studio

b) Tupi

c) Gimp

d) Paint

Answer:

a) Synfig studio

Question 2.

Which type of animation software is synfig studio.

a) Proprietary

b) not able to take copy

c) pay and use

d) free software

Answer:

d) free software

Question 3.

To prepare a film, How many times images appear one after the other continuously in front of our eyes in one second?

a) 48

b) 12

c) 24

d) 36

Answer:

c) 24

Question 4.

Say the important stage of an animation film?

a) character designing

b) background

c) characters

d) action

Answer:

a) character designing

Question 5.

Construction of a storyboard is a preparation of

a) Drawing a picture

b) finding time zones

c) producing an animation

d) character designing

Answer:

c) Producing an animation

Question 6.

Synfig Studio is a free-animation software

a) Drawing pictures

b) Studio

c) Three dimensional

d) Two dimensional

Answer:

d) Two dimensional

Question 7.

Synfig studio software is designed by

a) Stall men

b) Robert B Quattlebaum

c) Leslie Lamport

d) Donald Knuth

Answer:

b) Robert B Quattlebaum

Question 8.

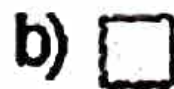What versions of animation software can run in GNU/Linux and Microsoft Windows?
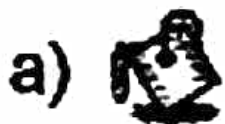
a) Grass

b) Notepad

c) Synfig studio

d) Pencil

Answer:

c) Synfig studio

Question 9.

Which tool is used to fill colors to the objects in synfig studio?

a)

b)

c)

d)

Answer:

a)

Question 10.

Which tool is used to draw rectangular objects in synfig studio?
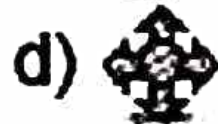
a)

b)

c)

d)

Answer:

c)

Question 11.

Which tool is used to move the objects in synfig studio?

a)   b)

c)   d)

Answer:

d)

Question 12.

Expand FPS

a) Frames per system

b) Frames per second

c) File properties settings

d) Frames per hour

Answer:

b) Frames per second

Question 13.

Animation is done by fast and continuous movements of images in a two-dimensional canvas. The images are known as

a) characters

b) FPS

c) Frames

d) Scene

Answer:

c) Frames

Question 14

Which menu is used to studio

a) File

b) view

c) window canvas

d)canvas

Answer:

d)canvas

Question 15.

To change the FPS in Synfig studio, by clicking

a) canvas → properties → time

b) view → pause

c) window → toolbox

d) canvas properties → image

Answer:

a) canvas → properties → time

Question 16.

We can import Images into synfig studio and use them

a) odf

b) vector

c) Pdf

d) Bitmap

Answer:

d) Bitmap

Question 17.

FPS = 24, Time =5, for an animation.

Find the total number of frames in that animation

a) 24,

b) 48

c) 120

d) 920

Answer:

c) 120

Question 18.

The frames that represent important positions are known as

a) Tweening

b) current time

c) key

d)keyframe

Answer:

d) keyframe

Question 19.

What happens when you press ▶ play button

a) Animation works

b) Animation stops

c) no change

d) to save

Answer:

a) Animation works

Question 20.

The software fills up the frames in between two keyframes is called.

a) Interpolation

b) keyframe

c) Tweening

d) Edit

Answer:

c) Tweening

Question 21.

Rey frame utility is set in one of the panels in synfig audio. Give the names of that panel

a) Time track panel

b) layers panel

c) parameters panel

d) panel

Answer:

c) parameters panel

Question 22.

Name the extension of project file in synfig studio?

a). svg

b) .pdf

c) .sifz

d) .ods

Answer:

c) .sifz

Question 23.

In which panel to give the number of frames in current time?

a) Time track panel

b) layers panel

c) meters panel

d) panel

Answer:

a) Time track panel

Question 24.

What is the current time to animation from first frame

a) 0 f

b) 60 f

c) 120f

d) 121 f

Answer:

a) 0 f

Question 25.

What is the name for the frame with current time is 'o' f

a) first keyframe

b) last keyframe

c) middle keyframe

d) keyframe

Answer:

a) first keyframe

Question 26.

Give the order of activity to export a project file on synfig studio

a) File → Render

b) File → Save

c) File → Export

d) File → Save as

Answer:

a) File → Render