

CodeAI Plus

Windows 10 with Office 2019

Also compatible with Office 2016



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|-------------------------|----------------------------|
| Artificial Intelligence | Multidisciplinary Approach |
| Animated Life Skills | Subject Integration |
| Coding | Art Integration |
| Computational Thinking | Skill Formation |
| Experiential Learning | Linked with SDGs |



Answer Key



3

Pencil2D- Animation Software

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SELF-EVALUATION

A. Tick (✓) the correct answer.

1. (c) Patrick Corrieri
2. (c) Layers
3. (b) Move
4. (a) Onion Skin

B. Write 'T' for True and 'F' for False statements.

1. True
2. False
3. False
4. True
5. True

C. Fill in the blanks.

1. Bitmap and Vector
2. Canvas
3. rectangles
4. Playhead
5. Paint Bucket

D. Define the following.

1. **Timeline window:** It is located below the canvas. It contains keyframes and layers that make an animation.
2. **Tools window:** It has basic tools for drawing, coloring, selecting and modifying the graphic.

E. Differentiate between the following.

1.	Bitmap Layer	Vector Layer
	It is used for raster graphics.	It is used for vector graphics.
	It is made up of pixels.	It is not made up of pixels.

F. Answer in 1-2 sentences.

1. Frames are used to control what appears in animation sequences.
2. Onion skin is used to see several keyframes at once. It can be used to make decisions on how to create or change an image based on the previous image in the sequence.
3. There are four types of layers available in Pencil2D are bitmap layer, vector layer, camera layer, and sound layer.

G. Answer briefly.

1. The steps to rename a layer are:
 - (a) Double-click on the layer which we want to rename.
 - (b) Type a new name for the layer.
 - (c) Click on OK.
2. The eraser tool is used to erase unwanted parts of objects or drawing on the Canvas.

Move tool is used to move the selected drawing from one place to another on the Canvas.

H. Application-based Question.

He will use to clear the canvas by using Clear Frame tool.

Chapter 3 [Pencil2D – Animation Software]

Worksheet - 1

Q1. Put your knowledge to the test by choosing the right option:

1. Pencil2D was originally created by:
a. Bill Gates ☐ b. Thomas Kurtz ☐
c. Patrick Corrieri ☐
2. What is used to organize the artwork in Pencil2D?
a. Tools ☐ b. Frames ☐
c. Layers ☐
3. Which tool is used to place selected images from one place to another on the Canvas?
a. Draw ☐ b. Move ☐
c. Play ☐
4. The effect used to see several keyframes at once is called:
a. Onion Skin ☐ b. Layer Effect ☐
c. Timeline Effect ☐

Q2. Fill in the blanks:

1. Pencil2D is used to create animation using _____ and _____ graphics.
2. The big white box in the middle of the screen is called the _____.
3. Frames are the little _____ in the Timeline.
4. The _____ marks the current frame displayed on the Canvas.
5. We can fill color in our closed drawing or shape using the _____ tool.

Chapter 3 [Pencil2D – Animation Software]

Worksheet – 2

Q1. Write 'T' for true and 'F' for false statements:

1. A deactivated image layer is hidden from the Canvas view.
2. We cannot fill color in a closed shape.
3. We cannot erase an unwanted part of an object or drawing on the Canvas.
4. The Hand tool is used to quickly move different parts of the image.
5. Bitmap is used for raster graphics, which is made up of pixels.

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Q2. Match the following with their functions.

- | | |
|--------------------|--|
| 1. Bitmap Layer | a. used to move selected drawing to another area |
| 2. Vector Layer | b. Change the magnification of the desired part of image |
| 3. Zoom In and Out | c. Increase or decrease magnification of layer |
| 4. Eraser Tool | d. used to move selected drawing to another area |
| 5. Move Tool | e. used to erase unwanted parts of an object |

Chapter 3 [Pencil2D – Animation Software]

Worksheet – 3

Q1. Answer the following questions.

1. What does the Title Bar in Pencil2D display?

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2. How can you add a new work sheet to a Calc workbook?

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What is the purpose of the Eraser tool in Pencil2D?

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3. How can you play an animation in Pencil2D?

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4. What is the primary goal of Pencil2D?

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Q2. Differentiate between the following.

1. Bitmap Layer

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Vector Layer

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2. Move Tool

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Select Tool

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Worksheet – 01

Q1. Put your knowledge to the test by choosing the right option:

1. c 2. c 3. b 4. a

Q2. Fill in the blanks.

1. Bitmap and Vector 2. Canvas 3. Rectangles
4. Play Head 5. Paint Bucket tool

Worksheet – 02

Q1. Write 'T' for true and 'F' for false statements:

1. T 2. F 3. F 4. T 5. T

Q2. Match the following:

1. c 2. d 3. b 4. e 5. a

Worksheet – 03

Q1. Answer the following questions.

1. Title bar is the top most area of the window that displays the name of the currently active file and window control buttons on the right.
2. The features of Pencil2D are-
 - a. It introduces users to the principles of animation with a very easy to use interface.
 - b. It provides basic drawing tools needed to create graphics and animation.
 - c. It includes layer options, and onion skin option for previous and next frames.
3. Eraser tool is used to erase unwanted parts of object or drawing on the Canvas.
4. Frames are the little rectangles on the Timeline. They enable you to control what appears in animation sequences. Length of time in an animation is divided into frames.
5. The four types of layers are- Bitmap layer, vector layer, Camera layer, Sound layer.

Q2. Differentiate between the following.

1.

Bitmap Layer	Vector Layer
a. Bitmap layer is used for raster graphics. b. It is made up of pixels. c. When you enlarge raster graphics, it loses quality and resolutions.	a. Vector Layer is used for vector graphics. b. It is not made up of pixels. c. You can enlarge the graphics without any loss in their resolutions and quality.

2.

Move Tool	Select Tool
a. It is used to move the selected drawing from one place to another on the Canvas.	a. It is used to select a part or whole drawing. After selecting the drawing, you can move it from one place to another on the canvas with Move tool.

Q3. Application-based questions:

1. Use Pencil2D to create a simple hand-drawn animation with at least three frames.

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2. Develop a frame-by-frame animation using the Bitmap Layer in Pencil2D, depicting changing scene.

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