

Example Animation Test Questions:

1. What are the 12 Principles of Animation?
2. Give an example of Follow Through, one of the 12 Principles of Animation.
3. Explain how frame and cel are similar.
4. With ancient animation devices, like flip books, what is the typical fps?
5. Flip books are also known as _____ books.
6. Explain what a storyboard is.
7. What is tweening?
8. Does a Zoetrope spin or flip?
9. When were flipbooks the most popular?
10. Who is the artist that drew Gertie the Dinosaur? When did he make the Gertie flipbook?
11. If you have a flipbook with 500 pages and flip it at 24 fps, how many minutes/seconds will the "movie" be?
12. What is the definition of an animation in your own words?
13. What is Persistence of Vision?
14. Would you agree that a Phenakistoscope is a low-tech animation device that is drawn onto a "wheel"?
15. The easiest animation device to make is a Thaumotrope. How many images are needed to make a Thaumotrope?