



# INDIAN SCHOOL AL WADI AL KABIR

<b>Class: VI</b>	<b>Department: Computer Science</b>	<b>Year : 2022-2023</b>
<b>Handout</b>	<b>Topic: Pencil 2D-Animation software</b>	

## Define the following.

- 1) **TimeLine:** The timeline is located below the stage. It contains the keyframes and layers that makeup an animation.
- 2) **Tools Palette:** It has basic tools (pen, pencil, brush, paint bucket etc) for drawing, coloring selecting and modifying the graphic. Placing the mouse over any tool will display the name of the tool.
- 3) **Playback Control:** The playback controls include play/stop button, start & end buttons, loop on/off button, sound on/off button and Fps selector.

## Differentiate between the following

### 1)Zoom in Out Tool & Hand Tool

You can change the magnification of the desired part of an image with the help of the zoom feature. It helps you see small details in an image.

**Hand Tool:** At certain magnifications, some part of the stage may not be viewable. You can use the Hand tool to quickly move to different parts of the stage without having to change the magnification level.

### 2)Bitmap Layer & Vector layer

A bitmap (also called "raster") graphic is created from rows of different colored pixels that together form an image. When you enlarge raster graphics, it loses quality & resolutions.

Vector Layer is used for vector graphics. Rather than a grid of pixels, a vector graphic consists of shapes, curves, lines, and text which together make a picture.

## Answer in 1-2 sentences

### 1)What is the use of frames in an animation?

Frames are the little rectangles on the timeline. They enable you to control what appears in animation sequences.

### 2)What is the use of Onion skin?

Onion skinning is used to see several keyframes at once. This way, the animator or editor can make decisions on how to create or change an image based on the previous image in the sequence.

### 3)What is the function of Layers?

Layers are used to organize the artwork in your document. There are four types of layers available in Pencil2D-Bitmap Layer, Vector Layer, Sound Layer and camera Layer.

## **Answer briefly**

### **1)What do you mean by pencil 2d animation? Who developed it and when?**

Pencil2d is free and open source 2d animation drawing software application. It lets you create traditional hand-drawn graphics as well as animation using both bitmap and vector graphics. Pencil was originally an application created by Patrick Corrieri by the end of 2005.

### **2)What do you understand by activate and deactivate a layer?**

The active layer is indicated by black circle. The layer in which you are currently working is an active layer.

The inactive layer is indicated by gray circle. The layer in which you are not currently working is an inactive layer.

The deactivated layer is indicated by empty circle. The deactivated layer is hidden from the stage.

### **3)What is Frame-by-Frame animation?**

In Pencil 2d, animation can be created by using the frames, which are the little rectangles in the timeline, in which we create an image. Frame-by-frame animation is where each frame (or image) of an animation is drawn individually to create the illusion of movement. This animation is called frame by frame animation.