

Chapter 1 - Creating a Character Using Adobe Illustrator

TRUE/FALSE

1. The drop zone appears just before you release the mouse button to drop a panel into a new location.

ANS: T PTS: 1 REF: Creating 2D Animation 1-5

2. You should decide on the final output before beginning your project.

ANS: T PTS: 1 REF: Creating 2D Animation 1-7

3. If you plan on bringing your Illustrator work into Flash, you will need to set the color mode to CMYK.

ANS: F PTS: 1 REF: Creating 2D Animation 1-7

4. An anchor point determines whether a line is straight or curved.

ANS: T PTS: 1
REF: Creating 2D Animation 1-11 | Creating 2D Animation 1-11

5. The Workspace Switcher is on the Menu bar.

ANS: T PTS: 1 REF: Creating 2D Animation 1-6

6. The blue dot at the end of a direction line is called the direction anchor.

ANS: F PTS: 1 REF: Creating 2D Animation 1-15

7. A smooth point has two direction lines.

ANS: T PTS: 1 REF: Creating 2D Animation 1-15

8. A circle has six anchor points by default.

ANS: F PTS: 1 REF: Creating 2D Animation 1-16

9. The bounding box is a solid line rectangle.

ANS: T PTS: 1 REF: Creating 2D Animation 1-14

10. Pathfinders create new shapes from overlapping shapes.

ANS: T PTS: 1 REF: Creating 2D Animation 1-17

11. If you choose a color swatch from a swatch library, it is not automatically added to the Swatches panel.

ANS: F PTS: 1 REF: Creating 2D Animation 1-18

12. If you delete an anchor point that is in the middle of a path, the remaining points are connected automatically.

ANS: T PTS: 1 REF: Creating 2D Animation 1-27

13. You can begin drawing a character using shapes.

ANS: T PTS: 1 REF: Creating 2D Animation 1-38

14. A character sheet is slightly different from a character study.

ANS: F PTS: 1 REF: Creating 2D Animation 1-41

15. A character sheet should include enough detail about a character's structure and proportion so that someone else can draw it.

ANS: T PTS: 1 REF: Creating 2D Animation 1-42

16. A story in the public domain can be used by anyone as long as they get permission from the copyright holder.

ANS: F PTS: 1 REF: Creating 2D Animation 1-44

17. In order to create a derivative work, you need to get permission from the copyright holder if the story is not in the public domain.

ANS: T PTS: 1 REF: Creating 2D Animation 1-44

18. When you place a file into Illustrator, it can be linked or embedded.

ANS: T PTS: 1 REF: Creating 2D Animation 1-45

19. Linking a file will keep your Illustrator file size bigger.

ANS: F PTS: 1 REF: Creating 2D Animation 1-45

20. Template layers do not print.

ANS: T PTS: 1 REF: Creating 2D Animation 1-46

MULTIPLE CHOICE

Kate works as an illustrator for a publishing company. She provides illustrations for children's books and also creates animations for the company's website.

1. Kate is working on an illustration of a puppy. She creates her work in Illustrator and saves it in ____ mode since she plans on bringing it into Flash.
- CMYK
 - RGB
 - HSB
 - WEB

ANS: B PTS: 1 REF: Creating 2D Animation 1-7
TOP: Critical Thinking

2. Kate has to resize the puppy's head to get it just right. She knows that this is OK because she is working with ____ graphics.
- a. Smooth
 - b. Bitmap
 - c. Small
 - d. Vector

ANS: D PTS: 1 REF: Creating 2D Animation 1-11
TOP: Critical Thinking

3. Kate clicks and drags the pointer around the puppy's facial features to create a ____.
- a. Selection marquee
 - b. Group
 - c. Layer
 - d. Set

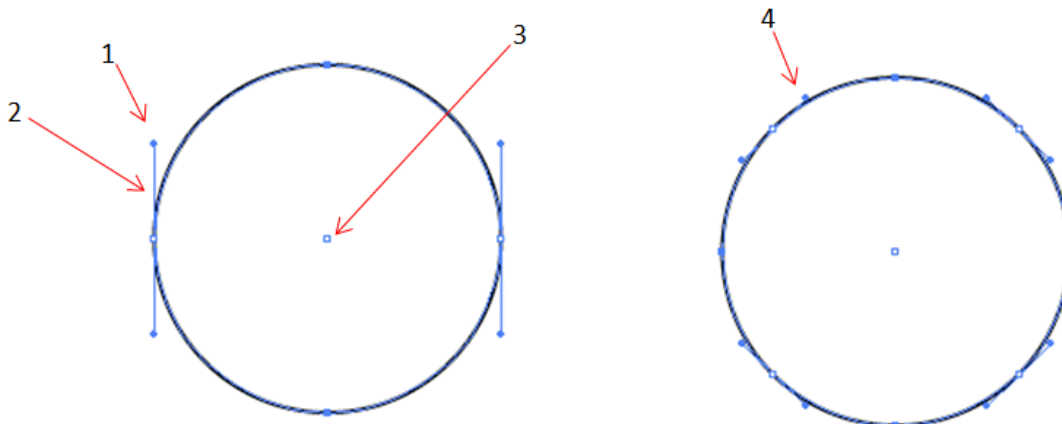
ANS: A PTS: 1 REF: Creating 2D Animation 1-14
TOP: Critical Thinking

4. Kate creates a new shape by combining the puppy's overlapping face and its two ears by using one of the ____.
- a. Smart objects
 - b. Conversion tools
 - c. Pathfinders
 - d. Paths

ANS: C PTS: 1 REF: Creating 2D Animation 1-17
TOP: Critical Thinking

5. Kate has finished her first drawing of the puppy. Now she is ready to create a ____ so that she can refer to picture references of the puppy as it goes through the story.
- a. Storyboard
 - b. Character arc
 - c. Bio
 - d. Character sheet

ANS: D PTS: 1 REF: Creating 2D Animation 1-41
TOP: Critical Thinking



6. Item 1 in the figure above is the direction ____.

- a. Point
- b. Handle
- c. Line
- d. Path

ANS: A

PTS: 1

REF: Creating 2D Animation 1-15

7. Item 2 in the figure above is the direction ____.

- a. Point
- b. Handle
- c. Line
- d. Path

ANS: B

PTS: 1

REF: Creating 2D Animation 1-15

8. In the figure above, item 3 is an example of a(n) ____ point.

- a. Selected
- b. Center
- c. Corner
- d. Smooth

ANS: B

PTS: 1

REF: Creating 2D Animation 1-16

9. The circle that Item 4 points to in the figure above has had which command applied to it?

- a. Convert Points
- b. Select All
- c. Add Anchor Points
- d. Group Anchor Points

ANS: C

PTS: 1

REF: Creating 2D Animation 1-16

10. In the figure above, the circle on the left has ____ anchor points.

- a. 0
- b. 3
- c. 4
- d. 5

ANS: D

PTS: 1

REF: Creating 2D Animation 1-16

11. A collection of panels or a panel group is called a(n) _____ .
- a. Workspace
 - b. Dock
 - c. Drop zone
 - d. Tap

ANS: B

PTS: 1

REF: Creating 2D Animation 1-5

12. The printable region of your document is known as the _____ .
- a. Workspace
 - b. Canvas
 - c. Artboard
 - d. Stage

ANS: C

PTS: 1

REF: Creating 2D Animation 1-7

13. In Illustrator, an object is made up of a series of _____ .
- a. Shapes
 - b. Paths
 - c. Anchor points
 - d. Vectors

ANS: B

PTS: 1

REF: Creating 2D Animation 1-11

14. The default viewing mode in Illustrator is _____, which redraws the artwork every time you make a change.
- a. Work mode
 - b. Outline mode
 - c. Draft mode
 - d. Preview mode

ANS: D

PTS: 1

REF: Creating 2D Animation 1-12

15. When you want to select individual anchor points or paths, you should use the _____ tool.
- a. Selection
 - b. Pencil
 - c. Direct Selection
 - d. Line Segment

ANS: C

PTS: 1

REF: Creating 2D Animation 1-14

16. You can use the Pen tool to create all of the following *except*:
- a. Open paths
 - b. Closed paths
 - c. Curves
 - d. 3D effects

ANS: D

PTS: 1

REF: Creating 2D Animation 1-26

17. The _____ is the path of growth a character develops as the story is told and follows the flow of the story structure.
- a. Character development
 - b. Storyboard
 - c. Character sheet

d. Character arc

ANS: D

PTS: 1

REF: Creating 2D Animation 1-34

18. All of the following are common methods for drawing characters in Illustrator *except*:
- a. Shape drawings
 - b. Tracing a photocopy
 - c. Photographs
 - d. Stick figures

ANS: B

PTS: 1

REF: Creating 2D Animation 1-39 | Creating 2D Animation 1-40

19. When you want a placed image to be placed on its own layer, be sure the _____ has a check mark.
- a. Template check box
 - b. Stage check box
 - c. New Layer check box
 - d. Trace Layer check box

ANS: A

PTS: 1

REF: Creating 2D Animation 1-46

20. The Pathfinder panel can create all of the following *except*:
- a. Bounding boxes
 - b. Paths
 - c. Compound paths
 - d. Compound shapes

ANS: A

PTS: 1

REF: Creating 2D Animation 1-16

COMPLETION

1. The default workspace in Illustrator is called _____.

ANS:

Essentials

essentials

PTS: 1

REF: Creating 2D Animation 1-4

2. A(n) _____ is one that has been created by the user and saved with a unique name.

ANS: custom workspace

PTS: 1

REF: Creating 2D Animation 1-6

3. _____ are a sequence of line and curve segments that have anchor points at either end.

ANS: Paths

PTS: 1

REF: Creating 2D Animation 1-11

4. A(n) _____ image, technically known as a raster image, is represented by pixels in a grid layout.

ANS: bitmap

PTS: 1 REF: Creating 2D Animation 1-13

5. If a path does not have enough anchor points to customize the shape, you can use the _____ command to create a series of anchor points on the path automatically.

ANS: Add Anchor Points

PTS: 1 REF: Creating 2D Animation 1-15

6. When you start Illustrator, the default colors are set to a(n) _____ fill and a(n) _____ stroke.

ANS: white, black

PTS: 1 REF: Creating 2D Animation 1-17

7. When you double click a color swatch in either the Tools panel or the Color panel, the _____ opens so you can change the color.

ANS: Color Picker dialog box

PTS: 1 REF: Creating 2D Animation 1-18

8. To close a shape you create with the Pen tool, you must click the _____ .

ANS: first anchor point

PTS: 1 REF: Creating 2D Animation 1-26

9. You can remove an anchor point using the Pen tool by placing the pointer over the anchor point you want to remove and, when the pointer changes to a(n) _____ , clicking the anchor point to remove it.

ANS: minus sign

PTS: 1 REF: Creating 2D Animation 1-27

10. When creating a path, the _____ points on the path, the smoother and neater the path will look.

ANS: fewer

PTS: 1 REF: Creating 2D Animation 1-28