

**AutoCAD 2009: One Step at a Time**  
**Lesson 12: Animation Tools**

**09R12-3D**

**Review Questions**

Please write your answers on a separate sheet of paper.

1. What's the difference between 3DWalk and 3DFly?
2. (T or F) You can show a client a walk through only as long as he has the full AutoCAD release.
3. (T or F) When creating animations, the larger the frame rate, the better the video but the longer it takes to create it.
4. (T or F) When creating an animation, you can assign a path to either the camera or the target, but not both.
5. \_\_\_\_\_ provides the easiest methods for creating an animated walk-through. It utilizes a series of views with controlled transitions between each.

The Show Motion method of creating animation requires some initial setup using the (6) or the (7) command.

- 6.
- 7.
8. A \_\_\_\_\_ view type results from a single camera position, although the camera may zoom, crane, track or orbit.
9. A \_\_\_\_\_ view type results from a single, stationary camera.
10. \_\_\_\_\_ gives you the most freedom in animation creation. With it, you can pick and drag your way through the model.
11. (T or F) The Recorded Walk type of view shot can only be used in Model Space views.
12. (T or F) Walk and Fly share the same dialog box for setups.
13. (T or F) In 3D animation, easier set up generally means faster, too.
14. When creating a Walk or Fly, use the \_\_\_\_\_ to control your vantage point within the animation.
15. When you use the \_\_\_\_\_ command, you can create the path you wish your camera and/or target to follow. Then you let AutoCAD handle the repositioning.

Answers:

1. You walk on the ground; you fly in the air.
2. F
3. T
4. F
5. NavsMotion or Show Motion
6. View
7. NewShot
8. Cinematic
9. Still
10. Recorded Walk
11. T
12. T
13. F
14. Position Locator
15. Anipath