

Class-VI
Sub:-Computer
Chapter 8 – Pivot

Note: -> [Do it in book – Q1, 2, 4 and 5] [Do it in notebook – Q3]

Q1. Fill in the blanks:

- (a) - Peter Bone
- (b) - Stop
- (c) - .piv
- (d) - Create Figure Type
- (e) – dynamic

Q2. Match the following:

- | | | |
|--------------------|-------|---------------------------------|
| (a) Play button | (b) | Adds a circle segment |
| (b) Add circle | (d) | Increase/ Decrease the size |
| (c) Delete button | (e) | Helps in the movement of sticks |
| (d) Figure Scale | (a) | Used to play an animation |
| (e) Segment Handle | (c) | Used to delete selected object |

Q3. Answer the following questions:

Q.(a)-> What do you mean by Pivot stick figure?

Ans.(a)-> Pivot ‘Stick figure’ is a character, object or figure composed of few lines and curves that we animate with the help of different tools of pivot animator.

Q.(b)-> Explain Origin Handle and segment Handle of pivot stick figure.

Ans.(b)-> Following are the explanation about:-

Origin Handle:-By default it is in the center of an image. It helps in moving the whole figure on the screen. It can be identified by its orange color.

Segment Handle:-It helps in the movement of unit i.e. sticks of a figure. It can be identified by red color.

Q.(c)-> Write the functions of following figure control button:

- (i). Edit figure type
- (ii). Stick figure
- (iii). Unjoin/join figure to another
- (iv). Figure – scale

Ans.(c)-> Function of following figure control buttons are as follows:

- (i). **Edit figure type**:  It opens the selected figure for making changes in it.
- (ii). **Stick figure** : ‘Stick’ is a basic unit to design any figure that we animate with the help of different tools of Pivot Animator.
- (iii). **Unjoin/join figure to another** :  It helps to join the selected figure to another figure or to separate them.
- (iv). **Figure – scale** :  It is used to increase or decrease the size of the selected object.

Q.(d)-> What are the steps to open any saved animations?

Ans.(d)-> To open an existing animation:

- (i). Click on the file menu and select the option 'Open Animation'.
- (ii). The 'Open' dialog box appears on the screen.
- (iii). Select the desired Pivot File by clicking on it.
- (iv). Click on 'Open' button.

Q.(e)-> Write the difference between:

- (i). Segment Handle and Origin Handle
- (ii). Raised and lower

Ans.(e)-> Difference between :

- (i). Segment Handle and Origin Handle are as given below:

Segment Handle	Origin Handle
1. It helps in the movement of unit i.e. sticks of a figure. 2. It can be identified by red color.	1. It helps in moving the whole figure on the screen. 2. It can be identified by its orange color.

- (ii). Raised and lower are as given below:

Raised 	Lower 
1. It helps to move the selected figure in front of all other figure on the screen.	3. It helps to move the selected object behind all other figure on the screen.

Q4. Find the solution for the given situation in one word/line:

Rakshit had made a moving man and wants to bring it at the center of the screen.
Which button of pivot window should he apply?

Ans4. Center Figure 

Q5. Select the most appropriate alternative:

- (a) (ii) Time-line
 - (b) (i) Segment handle
 - (c) (ii) .stk
 - (d) (i) orange
 - (e) (i) Load Figure Type
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