



1. Show how you would make both the Wing and the Body be 3D layers. You can draw a pointer to the above user interface and label that pointer Q1 for question #1.
2. Circle and draw a pointer to the Motion Blur icon. Label your pointer with Q2 for question #2.
3. What property was changed so that the Wing of the bird would rotate from its bottom edge (where it connects to the bird's body) instead of from the center of the Wing? Name that AE Transform property, please.
4. What rotation was modified to make the wing of the bird flap up and down and simulate a flying bird?
XRotation or YRotation or ZRotation
5. What does the following AE Expression do? Explain it briefly. **loopOut (type="cycle")**
6. What is the keyboard shortcut that was used to make a new wing from the prepared left wing of the bird?
7. What changes needed to be made to the duplicated wing so that it would now be the right wing (which was the far wing as we looked at the bird in class and in the tutorial)? Be specific as to the changes you had to make.
8. All wings moved in synchronization, perfectly synchronized, for the bird flock in part 2 of the tutorial. How did the tutorial solve that (*and how did we solve that during the hands-on class where we repeated the tutorial and made a bird flock*)?
9. There was a WIGGLE expression used in part 2 of the birds tutorial. Wiggle(1, 30) to be specific.
What does the 1 represent? What does the 30 represent? What values were affected by the 30?