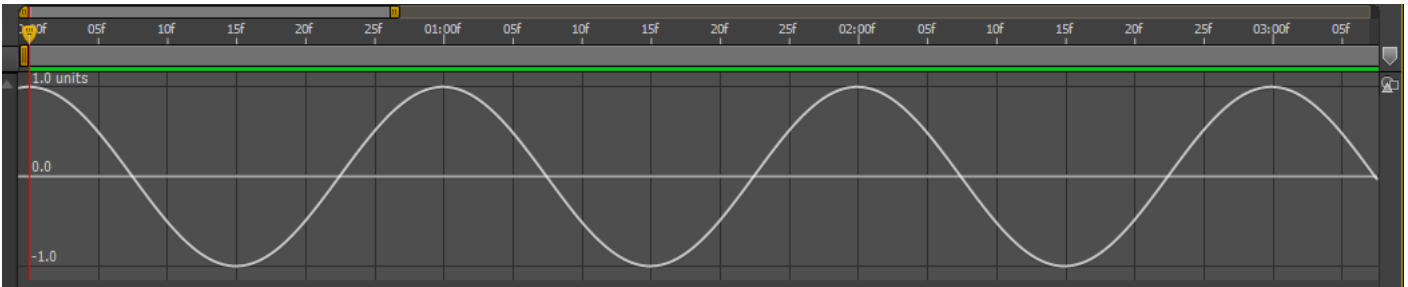
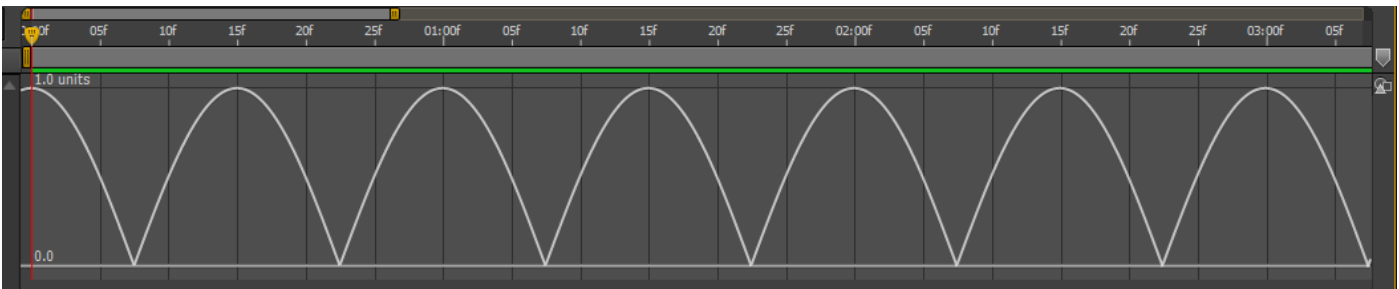


1. What is the hollow diamond between the Keyframe Navigation Arrows (KNS's) used for? It was used in the spilling milk tutorial.
2. What changes or additions would you make so the output shown by the Graph Editor is the 2nd graphic instead of the 1st one? Show exactly how the AE Expressions statement should look.



`Math.cos (time*2*Math.PI)`



3. Layer menu > Time > Enable Time Remapping: How many KF's (Keyframes) does the command create?
4. What does the SHIFT key do when you hold it down while dragging a KF (Keyframe) to a new position?
5. What is the exact syntax (name) of the function in the AE Expression language that enables you to have the bouncing die off, as shown in the graph for question #7? The graph in question #2 would change to appear like the graph in question #7. Give both the syntax and the argument that is fed to it so the graph dies off rapidly.