Q:- Mention any three points that you will keep in mind while planning an animation.

A:- Three points that one will keep in mind while planning an animation are-

1. The type of backdrop design to be added on the stage.

2. The types of sprites appearing on the stage.

3. Types of movements to be created among the sprites.

Q:- Script area is the stage where an object appears while animation.

A:- False

Q:- What is meant by block palette?

A:- Each block contains a list of commands. The set of commands under each block is listed when a block is clicked. They are called block palettes.

Q:- Define costume.

A:- A costume refers to alternate appearances of a sprite. Sprites can change their look to any of its costumes.