gganimate Quiz

TOTAL POINTS 5

1. What is the closest animated equivalent to making a static figure with facet_wrap and a categorical variable?

   `1 / 1 point`

   ◉ transition_states()

   ○ transition_filter()

   ○ transition_time()

   ✓ **Correct**
   Correct!

2. What is the most straightforward way of saving an animation?

   `1 / 1 point`

   ◉ Export it as an animated gif using anim_save.

   ○ Export it as a .mp4 file using mp4_save.

   ○ Export it as a Flash animation using flash_save.

   ✓ **Correct**
   Correct!

3. What is "easing"?

   `1 / 1 point`

   ○ Easing describes the process for selecting the amount of time an animation will linger on each frame.

   ◉ Easing describes the way that values in an animation change from one another from frame to frame.

   ○ Easing describes the process for speeding up animation rendering for complex figures.

   ✓ **Correct**
   Correct!

4. When would you use transition_layers()?

   `1 / 1 point`

   ○ When you want to use nested, hierarchical data.

   ◉ When you want to build up a different geoms sequentially in a plot.

   ○ When you want to give the reader the option of selecting different layers to view.

   ✓ **Correct**
   Correct!

5. How can you control the speed of a transition between frames in transition_states?

   `1 / 1 point`

   ○ Modify the frames option in anim_save when you export the animation.

   ○ Select one of several speed pre-sets in the transition_speed argument.

   ◉ Try different numeric values for the transition_length argument.

   ✓ **Correct**
   Correct!