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Name 3 types of objects that can be replicated.

You can replicate just about anything, including content you add, such as images and Quicktime movies, and content you create in Motion, such as text, shapes, and generators. Groups of layers also can be replicated.

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What other behavior works similarly to the Sequence Replicator behavior?

The Sequence Text behavior. Both create animation that flows through the object, be it text or a pattern.

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What 2 changes to the Replicator are required to make replicator cells spread out in 3D space?

In the Replicator tab of the Inspector, select the 3D checkbox; then choose either Box or Sphere from the Shape parameter's pop-up menu.

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Name 2 camera behaviors that are useful for moving a camera around and through layers.

The Sweep and Dolly behaviors.

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Describe the 2 steps that are needed to use a replicator as an image mask for a layer.

First, select the target layer and choose Object > Add Image Mask. Second, drag the Replicator layer to the Mask Source Well in the HUD.