



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

May - August 2025 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : MOTION GRAPHICS

WRITTEN ASSESSMENT

TIME: 3 HOURS

INSTRUCTIONS TO THE CANDIDATE:

- 1. Read all the instructions carefully before attempting the questions.*
- 2. This paper consists of two sections, A & B.*
- 3. You are allowed 3 Hours to Answer the questions.*
- 4. Marks for each question are indicated in brackets.*
- 5. Write your responses in the Separate Answer booklet provided.*
- 6. Do not write anything on this question paper.*

SECTION A: (40 MARKS)

Answer ALL questions in this section.

1. Outline FOUR importances of workspace customization in motion graphics production efficiency. (4 Marks)
2. Highlight FOUR ways how frame rate selection affects motion graphics playback and file size. (4 Marks)
3. Outline the workflow for importing and organizing various asset types into a motion graphics project. (4 Marks)
4. Write a simple expression for creating a repeating rotation animation. (4 Marks)
5. Name FOUR tools used for audio mastering and how they improve final output quality. (4 Marks)
6. Give the differences between the timeline panel and the composition panel. (4 Marks)
7. Identify FOUR file formats are most compatible for importing video and audio into After Effects. (4 Marks)
8. Outline FOUR ways expressions and scripts used to automate animation in motion graphics. (4 Marks)
9. Name FOUR steps involved in rendering and exporting a completed motion graphics project. (4 Marks)
10. Compare and contrast the principles of "squash and stretch" versus "ease in and ease out" in motion design. (4 Marks)

SECTION A: (60 MARKS)

*Answer **any three** questions in this section.*

Question 11

Audio in motion graphics can make difference in a project.

- a) Differentiate between voice over, jingle, and sound effects in motion graphics production. (12 Marks)
- b) Analyze FOUR key considerations when recording a voice-over for a motion graphic video. (8 Marks)

Question 12

- a) Define tweening and discuss its role in motion graphics animation. (4Marks)
- b) Describe how audio synchronization enhances the viewer's experience in motion graphics. (8 Marks)
- c) Explain how transitions and visual effects contribute to storytelling in motion graphics. (8 Marks)

Question 13

- a) Describe how audio synchronization enhances the viewer's experience in motion graphics. (10 Marks)
- b) Explain how transitions and visual effects contribute to storytelling in motion graphics. (10 Marks)

Question 14

- a) Analyze FIVE roles of motion graphics in contemporary visual communication. (10 Marks)
- b) Explain the principles of animation and identify which FIVE are most crucial for motion graphics. (10 Marks)