



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

May - August 2025 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : STORYBOARDING 2

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. List the FOUR key technical specifications for professional animatic delivery.
(4 Marks)
2. Outline FOUR differences between preview and final animatic renders. (4 Marks)
3. Name FOUR roles of draft sketching in the creative decision-making process of storyboard development. (4 Marks)
4. Highlight FOUR purposes and characteristics of draft sketching in storyboarding.
(4 Marks)
5. Outline FOUR importances of scene analysis in preparing a storyboard. (4 Marks)
6. Create a shot list for a 1-minute animation scene showing a character walking into a room, discovering a note, and reacting emotionally. (4 Marks)
7. Outline FOUR importance of maintaining consistent frame dimensions in a storyboard. (4 Marks)
8. List and describe FOUR essential elements of a professional storyboard. (4 marks)
9. Using examples, give FOUR ways how continuity is achieved through effective use of storyboard elements. (4 marks)
10. Name FOUR key areas to focus on when reviewing a draft storyboard before finalizing. (4 marks)

SECTION A: (60 MARKS)

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

11. Camera angles and shot sizes help to tell stories in animation.

a) Differentiate between camera shots, angles, and movements with relevant examples from animated films. (10 marks)

b) Illustrate how different camera angles can influence viewer perception and emotion in a scene. (10 marks)

12. Subtle movements to animatics help animators see how they can create accurate animations.

a) Demonstrate FIVE techniques for adding subtle movements to animatics and their impact on storytelling. (10 marks)

b) Analyze FIVE how subtle movements in animatics help bridge the gap between storyboards and final animation. (10 marks)

13. Storyboard that flows and makes sense help create a story

a) List FOUR key criteria for evaluating a draft storyboard's effectiveness. (8 marks)

b) Explain the THREE importance of continuity checking in storyboard analysis.

(6 marks)

c) What is the role of feedback integration in the storyboard revision process. (6marks)

14. Design a basic storyboard layout using 4 panels that visualizes a sunrise scene. Include annotations. (20 marks)