



**PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES SEPTEMBER –
DECEMBER 2024 ASSESSMENT**

FORMATIVE ASSESSMENT

Qualification Code : 021106T4ADM
Qualification : ANIMATION AND DIGITAL MEDIA
LEVEL- 5
Code : MD/CU/AN/CR/02/6/A
Unit of Competency : HAND DRAWING

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 the importance of hand drawing in the context of animation and digital media.
(3 Marks)
- 2) List and describe at least FIVE essential tools used in hand drawing. (5 Marks)
- 3) Explain stippling technique and how it differs from traditional shading methods.
(3 Marks)
- 4) Describe the hatching technique or illustrate its use in creating smooth gradients.
(3 Marks)
- 5) Give FOUR ways shading enhance the perception of depth. (4 Marks)
- 6) Explain cross-hatching and its FOUR roles in adding texture to drawings.
(4 Marks)
- 7) Compare the use of pencils, charcoal, and ink for different hand drawing effects.
(3 Marks)
- 8) Identify THREE major bones and muscles of the human hand and arm. (3 Marks)
- 9) Define the term "anatomy" in drawing human figure. (2 Marks)
- 10) As pencil artist, name FOUR techniques of creating shaded gradients using a pencil.
(4 Marks)
- 11) You are drawing mountains with water body at the bottom of the landscape. Provide FOUR key elements of perspective drawing that help create the illusion of depth on a flat surface.
(4 Marks)
- 12) As a pencil artist name TWO places you can work or display your skill. (2 Marks)

SECTION B: (60 MARKS)

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

Question 13

- a) Outline FIVE challenges and benefits of human figure drawing in animation.

(10 Marks)

- b) Discuss FIVE key considerations when sketching the human form for animation.

(10 Marks)

Question 14

Discuss FIVE roles of observation and practice in developing hand drawing skills.

(20 Marks)

Question 15

There are many methods of shading used in drawing a sketch depending on the project with common methods such as stippling, hatching and cross-hatching

- a) Analyze FIVE benefits of stippling as a shading technique in comparison to other methods like hatching or cross-hatching.

(10 Marks)

- b) Evaluate FIVE importance of understanding light direction when creating shaded gradients.

(10 Marks)

Question 16

Draw an object, incorporating both shading and patterning techniques to illustrate texture.

(20 Marks)