



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

May - August 2025 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : DEVELOP 2D ANIMATION 1

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. You are an advanced student of 2D animation, define it to a new student. (2 Marks)
2. Compare and contrast traditional hand-drawn animation with modern digital 2D animation techniques. Highlight at least FOUR key differences. (4 Marks)
3. List FOUR career opportunities available in the 2D animation industry. (4 Marks)
4. Outline FOUR essential tools commonly found in 2D animation software and their primary functions. (4 Marks)
5. Name FOUR importances of maintaining a character library in 2D animation production. (4 Marks)
6. List and explain FOUR common camera instructions found in exposure sheets. (4 Marks)
7. Highlight FOUR roles of key frames in character movement planning. (4 Marks)
8. Give FOUR different timing approaches that can convey different emotions or character traits. Provide examples. (4 Marks)
9. Compare frame-by-frame animation with pose-to-pose animation. (4 Marks)
10. Highlight FOUR reasons why frame-by-frame animation is preferred over pose-to-pose animation. Provide specific examples. (4 Marks)
11. Define key frame drawings and explain their importance in the animation process. (4 Marks)

SECTION A: (60 MARKS)

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

Question 12

- a) Explain Disney's 12 principles of animation. Choose any six principles and provide detailed explanations with examples of how each would be applied in character animation. (12 Marks)
- b) Demonstrate your understanding of "Squash and Stretch" and "Anticipation" by describing how you would apply these principles to animate a character jumping over a fence. (8 Marks)

Question 13

- a) Explain FIVE Comparisons of frame-by-frame animation and pose-to-pose animation with examples. (10 marks)
- b) Define "timing" in animation and describe FIVE ways how it affects the emotional impact of a scene. (10 marks)

Question 14

- a) Explain the following animation terms and their role in smooth animation:
 - Extreme Poses
 - Key Poses
 - Passing Position
 - Breakdown
 - In-between(10 marks)
- b) Explain FIVE ways how the placement of passing positions and breakdown poses affects character fluidity. (10 marks)

Question 15

Plan a pose-to-pose animation sequence for a character performing a simple action (such as sitting down or picking up an object). Create thumbnails for the key poses and explain your timing decisions. (20 marks)