



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

Jan - April– DECEMBER 2024 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : 2D CHARACTER SET-UP

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. Briefly explain significance of 2D animation in digital content creation. (4 Marks)
2. Outline THREE key components of a 2D animation user interface. (3 Marks)
3. Differentiate between the following types of rigs in 2D animation:
 - i. Cut-out rigs
 - ii. Bone rigs
 - iii. Hierarchy rig
 - iv. Deformations (8 marks)
4. Outline FOUR steps involved in importing a 2D character into an animation software. (4 Marks)
5. Highlight FOUR importances of hierarchy setup in character rigging. (4 Marks)
6. Identify THREE factors that should be considered when creating joints in a character rig. (3 Marks)
7. Name THREE common character rig constraints. (3 Marks)
8. Differentiate between FK (Forward Kinematics) and IK (Inverse Kinematics) in character rig control. (4 Marks)
9. Name FOUR common issues encountered during character rig control testing. (4 Marks)
10. Give THREE roles of setting pivots in a 2D character rig. (3 Marks)
11. Why is testing a character rig important before beginning an animation project. (2 Marks)

SECTION B: (60 MARKS)

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

12. 2D Animation User Interface is crucial to bring your animation to life

- a) Identify and describe the key FIVE components of a typical 2D animation software interface. (10 Marks)
- b) Explain FIVE importance of user interface customization in improving animation workflow. (10 Marks)

13. Deformations is kind of technique in animations

- a) Describe deformations in the context of character rigging? Give examples. (10 Marks)
- b) Describe FIVE roles of deformations in achieving realistic character movements. (10 Marks)

14. Rigging is crucial step in animation

- a) Explain the advantages and disadvantages of using cut-out rigs compared to bone rigs. (10 Marks)
- b) How does hierarchy rigging differ from deformation-based rigging. (10 Marks)

15. Testing character movement is essential in 2D animation

- a) Why is testing a character rig important before beginning an animation project. (8 marks)
- b) Explain the process of testing character rig constraints and how to troubleshoot common problems. (12 marks)