



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

May - August 2025 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : CHARACTER DESIGN

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 character design in animation and digital media production. (4 marks)
2. List FOUR key considerations when beginning a character design project. (4 marks)
3. Highlight the principle of "solid drawing" in character design. Provide two specific techniques that demonstrate solid drawing. (4 marks)
4. Give FOUR examples of how a character designer can create appeal in their characters. (4 marks)
5. Outline FOUR ways how animation design theme influences character development. (4 marks)
6. Give the difference between character theme and character style. (4 marks)
7. Identify FOUR primary character features that define a character's visual identity. (4 marks)
8. Name FOUR how do character features contribute to storytelling (4 marks)
9. Highlight FOUR methods how exaggeration of character features contributes to personality portrayal. (4 marks)
10. Name FOUR common character features used to represent emotions or roles. (4 marks)

SECTION A: (60 MARKS)

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

Question 11

- a) Create a brief character analysis for an original animated character of your choice.
Include: personality traits, motivations, and target audience. (10 marks)
- b) List five essential elements that should be included in a comprehensive character profile. (10marks)

Question 12

- a) Choose a theme (e.g., steampunk, medieval fantasy, cyberpunk) and explain how it would influence the design of three different character types: hero, villain, and comic relief. (8 marks)
- b) Explain the role of costumes in character design. How do they communicate character information to the audience? (6 marks)
- c) Design brief description for props that would accompany a character of your choice. Explain how these props enhance the character's story. (6 marks)

Question 13

Character Turn-Around is crucial in designing a character

- a) What is a character turn-around, and why is it essential in the animation pipeline. (4 Marks)
- b) List the typical views included in a character turn-around and explain the purpose of each. (16 Marks)

Question 14

- c) Draw character turn-around of character of your choice. Have FOUR drawings of the character. (16 Marks)
- d) Explain how a character profile guides consistency during animation. (4 Marks)