

021106T4ADM

ANIMATION AND DIGITAL MEDIA TECHNICIAN LEVEL 6

MD/OS/AN/CR/06/6/A

PREPARE 2D ANIMATION CHARACTER

July/Aug 2024



TVET CURRICULUM DEVELOPMENT, ASSESSMENT AND CERTIFICATION COUNCIL
(TVET CDACC)

WRITTEN ASSESSMENT

TIME: 3 HOURS

INSTRUCTIONS TO CANDIDATE

1. This paper consists of two sections; **A** and **B**
2. Answer **ALL** the question as guided in each section
3. Marks for each question are as indicated in the brackets
4. You are provided with a separate answer booklet to answer the questions
5. Do not write in this question paper

*This paper consists of **THREE (3)** printed pages.*

*Candidates should check the question paper to ascertain that
all pages are printed as indicated and that no questions are missing.*

SECTION A: (40 MARKS)*Attempt ALL questions in this section*

1. You are a lead animator at Royal Graphics, tasked with evaluating a candidate's understanding of 2D animation principles. State FOUR key principles of 2D animation. (4 Marks)
2. BEKI Animators has engaged you to create powerful animations for them. Identify FOUR essential elements in animatic analysis. (4 Marks)
3. In your role at Mambo video studio, you're tasked with frame-by-frame animation. Highlight FOUR commonly employed techniques in this process. (4 Marks)
4. As an expert in animation graphics, outline FOUR steps involved in setting key frames on a timeline for 2D animation projects. (4 Marks)
5. As a video director at XYZ Films, your insight into the production pipeline is invaluable. State FOUR types of animation charts commonly utilized throughout the stages of production (4 Marks)
6. You have been hired as a camera operator with Ajabu Studio. Name FOUR camera parameters crucial for framing shots effectively in 2D animation. (4 Marks)
7. BEKI Media has hired you as their Video editor and your expertise in crafting captivating visuals. Highlight FOUR characteristics of compelling character silhouettes. (4 Marks)
8. You've been engaged as an Animator with Precious films. Mention FOUR methods for refining character silhouettes during the character design phase. (4 Marks)
9. You are working with VSM Media as an editor, list FOUR key poses commonly used in preparing 2D animation characters, emphasizing their role in defining character movement and expression. (4 Marks)
10. XYZ animations has employed you as their video effects person. Highlight FOUR techniques for achieving dynamic extreme poses in 2D animation. (4 Marks)

SECTION B: (60 MARKS)*Attempt any THREE questions in this section.*

11. You have been contracted by Magic Studios as an expert in 2D animation character preparation.
- a) Evaluate FIVE key elements of the library of props in 2D animation character preparation. (10 Marks)
 - b) Explain FIVE types of motion curves commonly employed in 2D Animation Character preparation. (10 Marks)
12. Pose-to-pose animation involves careful planning by creating key poses first, which are crucial moments in the animation.
- a) Explain FOUR principles behind Pose-Pose animation. (8 Marks)
 - b) Describe SIX essential passing position poses utilized in 2D Animation Character preparation. (12 Marks)
13. You have been contracted by Magic Studios to create the 2D animated series "The Adventures of Luna the Young Wizard," featuring Luna, a young wizard, and her talking cat, Whiskers. The production requires meticulous preparation of character elements and animation techniques to ensure a high-quality, consistent animation experience.
- a) Explain FIVE techniques for camera instructions in 2D animation character preparation. (10 Marks)
 - b) Describe FIVE methods for the validation of principles of animation in 2D animation character preparation. (10 Marks)
14. Jerusalem Fresh films has contracted you to lead a team of experts working on an animations project.
- a) Evaluate FOUR techniques for Staging in 2D Animation Character preparation. (8 Marks)
 - b) Describe SIX key aspects of Key Frames Drawings in 2D Animation Character preparation. (12 Marks)

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