



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

FORMATIVE ASSESSMENT

Qualification Code : 021106T4ADM
Qualification : ANIMATION AND DIGITAL MEDIA LEVEL-6
Code : MD/CU/AN/CR/08/6/A
Unit of Competency : DEVELOP 2D ANIMATION

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 2 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) Highlight TWO purposes of a character library in 2D animation software.
(2 Marks)
- 2) Outline the difference between frame-to-frame animation and pose-pose animation
(4 Marks)
- 3) Outline THREE roles of key frames in character animation. (3 Marks)
- 4) How does the principle of “squash and stretch” contribute to the realism of a character’s movement in animation. (4 Marks)
- 5) Discuss THREE key factors to consider when setting up the composition for an animation scene. (3 Marks)
- 6) What is an exposure sheet, and why is it important in 2D animation. (4 Marks)
- 7) Define extreme poses and key poses in animation and explain their roles in character movement. (4 Marks)
- 8) Differentiate between extreme key frames and key frames. (4 Marks)
- 9) What are motion curves, and how do they affect the movement of animated objects or characters in 2D animation (2 Marks)
- 10) In character animation, smooth transitions between poses are crucial. State FOUR reasons why ensuring these smooth transitions enhances the overall animation quality. (4 Marks)
- 11) Cleaning up animation poses is a vital step in refining character movement. Outline TWO critical aspects you must focus on during this process. (4 Marks)
- 12) Creating in-between poses is an essential part of the animation process. Provide TWO reasons why these poses are important for fluid movement. (2 Marks)

SECTION B: (60 MARKS)

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

Question 13

- a) What is a prop library, and how does it help streamline the animation process?

(10 Marks)

- b) Describe the process of organizing and managing props in a 2D animation project.

(10 Marks)

Question 14

- a) Discuss the various camera techniques used in 2D animation.

(10 Marks)

- b) Explain how camera angles, movements, and shots can be used to enhance storytelling and create visual interest.

(10 Marks)

Question 15

- a) Discuss the importance of the FIVE principles of animation in creating effective 2D animation.

(10 Marks)

- b) Explain FIVE Challenges associated with not using animation principles.

(10 Marks)

Question 16

11. You are a mentor at an animation workshop, and one of your students has presented a rough animation with uneven transitions. Advise them on how to improve the overall smoothness of their animation.

- a) Explain FOUR techniques the student can use to create smoother in-between poses.

(8

Marks)

- b) Elaborate TWO ways one can breaking down a complex movement into smaller poses to enhance animation quality.

(4 Marks)

- c) Evaluate FOUR factors to consider when adding in-between poses to a complex animation.

(8 Marks)

