



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

May - August–2025 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : VISUAL EFFECTS (VFX)

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. Define the term Visual Effects (VFX) as used in animation and film production.
(2 Marks)
2. Name FOUR major categories of visual effects. (4 Marks)
3. Highlight FOUR key elements to include when creating a VFX project brief. (4 Marks)
4. Explain the difference between 2D and 3D VFX with relevant examples. (4 Marks)
5. Examine FOUR importances of a project scope and timeline in a VFX project brief.
(4 Marks)
6. List FOUR key elements of an animation theme design. (4 Marks)
7. Name TWO each for 2D and 3D visual effects elements used in animation. (4 Marks)
8. Compare how 2D and 3D elements contribute to the visual storytelling in animation.
(4 Marks)
9. List FOUR tools used in modelling 3D assets. (4 Marks)
10. Highlight FOUR roles of lighting in visual effects development. (4 Marks)
11. Name two types of simulation used in VFX development. (2 Marks)

SECTION A: (60 MARKS)

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

Question 12

- a) Describe the process of analysing a visual effects project brief. (8 Marks)
- b) Explain how animation theme design influences the type of visual effects used. (8 Marks)
- c) Analyse the effectiveness of different visual effects techniques used in a sample animation project. (4 Marks)

Question 13

- a) Examine the functions of post-production VFX elements in a complete animation pipeline. (4 Marks)
- b) Assess the challenges involved in integrating post-production VFX elements into an animation scene. (10 Marks)
- c) Categorize common VFX elements based on their production stage (pre-production, production, post-production). (6 Marks)

Question 14

- a) Explain the process of developing a 2D asset for VFX use. (6 Marks)
- b) Describe the workflow for modelling and rigging a 3D character asset for animation. (6 Marks)
- c) Compare particle simulation and environment simulation in their application in VFX. (4 Marks)
- d) Justify the importance of lighting effects in creating realistic visual effects scenes. (4 Marks)

Question 14

- a) Describe the steps involved in integrating VFX elements into an animation project. (10Marks)
- b) Illustrate how rotoscoping is used to separate foreground and background in animation. (10 Marks)