

021106T4ADM

ANIMATION AND DIGITAL MEDIA LEVEL 6

MD/OS/AN/CR/04/6/A

Design Animation Character

Nov/Dec 2024



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

WRITTEN ASSESSMENT

Time: 3 HOURS

INSTRUCTIONS TO CANDIDATE

1. Marks for each question are indicated in the brackets.
2. The paper consists of **TWO** sections: A and B.
3. Candidates are provided with a separate answer booklet
4. **DO NOT** write on this question paper.

This paper consists of FIVE (5) 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)

Answer ALL the questions in this section.

1. In the development of animation, aligning the animation script with the character profile is crucial. Name THREE ways in which this alignment impacts the overall design process. (3 Marks)
2. Determining the animation design theme and style plays a significant role in the creation of character models, State FOUR reasons why it is important. (4 Marks)
3. Character theme and character style is essential in character design. Differentiate the TWO elements as used in animation. (4 Marks)
4. Defining the level of detail plays a crucial role in character model animation, Highlight THREE reasons why this detail level must be established. (3 Marks)
5. Character turnarounds are fundamental tools in character development. Identify THREE critical elements to consider when creating them. (3 Marks)
6. According to your understanding of color theory and its application in character design. Identify FOUR key factors that influence color selection (4 Marks)
7. It is important to ensure that character features are designed according to the character bible. Enumerate FOUR methods that can be used to do this. (4 Marks)
8. Kamau is giving a talk on the importance of creating detailed character features. List FOUR reasons that he will mention. (4 Marks)
9. A character profile is a detailed description of a character's attributes that significantly influence the animation process. Identify FOUR key elements to consider when analyzing a character profile for animation purposes. (4 Marks)
10. Character theme ensures that the character's appearance, behavior, and role align with the overall narrative, creating a cohesive and believable character. Identify FOUR methods for that can be used to develop a unique character theme. (4 Marks)
11. T and A poses are foundational to the character modeling process. State THREE key advantages of utilizing these poses in character creation. (3 Marks)

SECTION B (60 MARKS)

Answer Any THREE Questions in This Section

12. You are tasked with designing the main character for a new animation project.
- a) Describe FOUR factors to consider when drawing the main character pose.
(12 Marks)
 - b) Elaborate on TWO ways to determine the physical measurement of the main character based on their pose.
(4 Marks)
 - c) Explain TWO reasons why it is important to draw A or T poses from different angles
(4 Marks)
13. Neema studio is working on a character model sheet for an animation skit to be used in advertising.
- a) Describe FOUR steps of sketching skeleton poses for character modelling.
(12 Marks)
 - b) Explain how drawing solid shapes over skeletons helps in character design.
(4 Marks)
 - c) Explain TWO benefits of drawing character turn-arounds and blueprints.
(4 Marks)
14. You have been hired by a local media studio to design a character's head and facial expressions for a children's animation program.
- a) Describe FOUR steps of dividing the character head into different sections for design purposes.
(12 Marks)
 - b) Explain TWO reasons for drawing the character head into different poses and angles
(4 Marks)
 - c) Describe TWO roles of combining facial poses to form various expressions.
(4 Marks)
15. You are a character rigger working on a new animated feature film. Your task is to create a rig for a mischievous cartoon character.
- a) Explain the role of the following key components that would be necessary in bringing the character to life in animation.
(6 marks)
 - i. Joints

- ii. Bones
- iii. Controls
- b) Explain FOUR potential challenges that can arise during the rigging process (8 marks)
- c) Elaborate THREE commonly used rigging techniques. (6 marks)

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