



PAC INSTITUTE OF TECHNOLOGY AND SOCIAL STUDIES

May - August–2025 ASSESSMENT

FORMATIVE ASSESSMENT

Qualification / Course : Animation Digital Media Level 6

Unit of Competency : 3D CHARACTER MODELLING

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 what a character bible is in the context of 3D character development.
(2 Marks)
2. Name FOUR essential components that should be included in a character bible.
(4 Marks)
3. Highlight FOUR importances of character style consistency in 3D modelling.
(4 Marks)
4. Give FOUR examples of character themes commonly used in animation. (4 Marks)
5. List FOUR key elements that make up a comprehensive character analysis.
(4 Marks)
6. Name FOUR primary components of a 3D modelling software user interface.
(4 Marks)
7. List FOUR fundamental 3D modelling techniques used in character creation.
(4 Marks)
8. Outline the basic principles of character costume design for 3D animation.
(4 Marks)
9. Define what a T-pose is and its significance in 3D character modelling. (2 Marks)
10. List the four essential views required for complete character blueprints. (4 Marks)
11. Give FOUR primary purposes of creating character side view references. (4 Marks)

SECTION A: (60 MARKS)

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

Question 12

- a) Explain the process of conducting a thorough character analysis for 3D modelling purposes. Include the key aspects that need to be considered. (8 Marks)
- b) Describe FOUR ways how character theme and style influence the technical approach to 3D character modelling. (8 Marks)
- c) Compare and contrast the character profiling process for realistic characters versus stylized cartoon characters. (4 Marks)

Question 13

- a) Explain how the choice of animation theme influences the selection of 3D modelling techniques and software tools. (10Marks)
- b) Describe the process of developing a cohesive colour scheme that supports the overall animation theme. (10 Marks)

Question 14

- a) Illustrate through examples how different 3D modelling techniques are applied based on character design requirements. (8 Marks)
- b) Analyze the relationship between character costume design and the technical constraints of 3D rigging systems. (8 Marks)
- c) Compare TWO different 3D rigging methods and evaluate their suitability for various character types and animation styles. (4 Marks)

Question 15

- a) Explain the complete process of setting up character blueprints for 3D modelling, including all required views. (10 Marks)
- b) Describe how each view (front, side, back, top) contributes specific information to the 3D modelling process. (10 Marks)