



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 RIGGING

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 character rigging in 3D animation. (2 Marks)
2. Name FOUR primary purposes of character rigging. (4 Marks)
3. List FOUR essential components of a character rig. (4 Marks)
4. Name the FOUR main panels used for rigging in Maya/Blender. (4 Marks)
5. Define what automated character rigs are. (2 Marks)
6. Give FOUR advantages of using automated rigs. (4 Marks)
7. Outline FOUR basic steps to implement an automated rig. (4 Marks)
8. List FOUR advantages of FK animation. (4 Marks)
9. Name FOUR aspects of controllers that need testing. (4 Marks)
10. Highlight FOUR methods for testing constraint behavior. (4 Marks)
11. List FOUR areas to check during full rig testing. (4 Marks)

SECTION A: (60 MARKS)

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

Question 12

- a) Explain the relationship between character rigging and animation workflow. (10 Marks)
- b) Describe how proper rigging affects the quality of final animation. (10 Marks)

Question 13

- a) Analyze the impact of poor rigging on production timeline and costs. (10 Marks)
- b) Compare the rigging requirements for realistic versus stylized characters. (10 Marks)

Question 14

- a) Explain the workflow of implementing an automated rig system. (10 Marks)
- b) Describe the limitations of automated rigging solutions. (10 Marks)

Question 15

- a) Explain the systematic approach to testing individual controllers. (10 Marks)
- b) Describe how to identify and fix controller interaction problems. (10 Marks)