



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

FORMATIVE ASSESSMENT

Qualification Code :

Qualification : ANIMATION AND DIGITAL MEDIA

LEVEL 6

Code : MD/CU/AN/CR/07/6/A

Unit of Competency : BACKGROUNDS & ENVIRONMENT DESIGN

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 'background design' in animation and explain its importance in storytelling. (2 Marks)
2. List and describe two tools commonly used in designing backgrounds for 2D animation. (4 Marks)
3. Differentiate between 'environment layout' and 'environment rendering.' Provide examples. (4 Marks)
4. Describe the role of perspective in creating immersive environments. (4 Marks)
5. Explain how lighting affects the mood and depth of a background design. (4 Marks)
6. Identify and describe two techniques used to create depth in digital backgrounds. (4 Marks)
7. Discuss the impact of color theory in designing engaging animation environments. (4 Marks)
8. List two challenges commonly faced when designing environments for animations and propose solutions. (4 Marks)
9. Describe how textures enhance the realism of an environment in a 3D design. (4 Marks)
10. Explain the importance of storyboarding in the context of environment and background design. (2 Marks)

SECTION B: (60 MARKS)

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

1. Describe the process of creating a background design for a short animated scene. Your response should cover the conceptual, design, and technical stages. (20 Marks)
2. Analyse how cultural influences shape the design of animated environments. Provide examples of at least two animations from different cultural backgrounds. (20 Marks)
3. Discuss the role of technology in advancing background and environment design. Focus on two specific software tools or platforms and their capabilities. (20 Marks)
4. Compare and contrast the approaches to background design in 2D and 3D animation, highlighting the advantages and limitations of each. (20 Marks)