



T072

Tuesday, 20/7/2021

08:30 – 11:30 AM

Names:

Index number

TVET NATIONAL EXAMINATIONS, RTQF LEVEL 5, 2020-2021

QUESTIONS and ANSWERS BOOKLET

OPTION/ TRADE: COMPUTER APPLICATIONS AND MULTIMEDIA

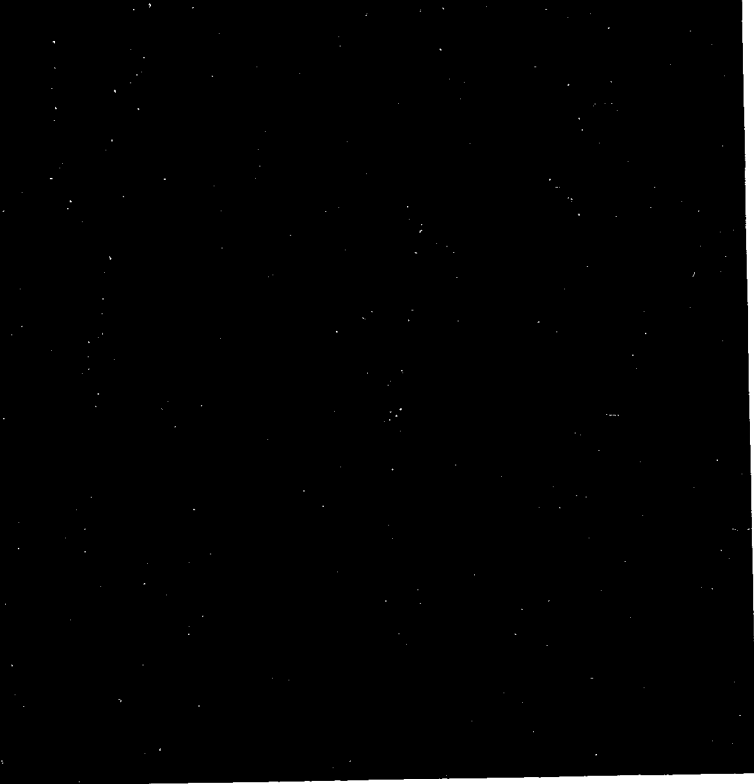
SUBJECT : 2D DRAWING CONCEPTIONS

ACADEMIC YEAR: 2020-2021

Read carefully the instructions on page (i) 87 (ii)

FOR EXAMINER'S USE ONLY

[illegible]



TVET NATIONAL EXAMINATION, RTQF LEVEL 5, 2020-2021

INSTRUCTIONS TO CANDIDATES: PART I (Answer Booklet)

1. A candidate should fill in the actual names and the index number on the cover of this questions and answer booklet on the provided place (Black Box).
2. It is illegal for a candidate to write any of his/her names, index number or a school name inside the answer booklet.
3. A candidate should check if all pages of the answer booklet are complete. No candidate should remove or tear any pages or part of it from the answer booklet.
4. A candidate should answer in the language in which the examination is set. (See page **(ii)**)
5. A candidate should sign on the sitting plan when submitting the answer booklet. He/she has also to check if the answer booklet is well sealed.
6. No extra paper is allowed in the examinations room. If a candidate is caught with it his/her results will be nullified.
7. No candidate is allowed to write answers not related to the subject being sat for, otherwise it will be considered as a cheating case.
8. Write your answers on the 12 lined pages (From page 1 of 12 to page 12 of 12).
9. Use the last non-lined pages as draft.
10. Results for any candidate who is caught in examination malpractices are nullified. The cheating can be recognized during examinations administration, marking exercise or even thereafter.

TVET NATIONAL EXAMINATION, RTQF LEVEL 5, 2020-2021

OPTION/TRADE: COMPUTER APPLICATIONS AND MULTIMEDIA

SUBJECT: 2D Drawing Conceptions

DURATION: 3 hours

INSTRUCTIONS TO CANDIDATES: PART II(Question paper)

The paper is composed of two (2) main Sections as follows:

Section I: Attempt all the Twelve (12) questions (60 marks)

Section II: Attempt any Four (4) questions out of Six (6) (40 marks)

Allowed materials:

- Ruler and square
- Calculator

Note:

Every candidate is required to carefully comply with the provided assessment instructions.

01. Define the following terms:

(5 marks)

- i. Animation:
- ii. Frame
- iii. Key frame
- iv. Storyboard
- v. Illustrations

02. Choose the best answer:

(5 marks)

1. _____ refers to content that uses a combination of different content forms
A. Animation B. Multimedia C. Editing D. Flash
2. What is the name of popular software used for creating 2D animation for use in web pages?
A. Corel draw B. Flash C. Banner creator D. Maya
3. What method of animation does create the in- between frames when you create the start and end point of the animation?
A. Motion B. Classic C. Shape D. Tweening
4. The curve that determines the poses of the character.
A. Arc in animation B. Multimedia C. Biped D. Spline
5. In which toolbar is the "Array" option found?
A. Modify toolbar B. Extras toolbar C. Motion toolbar D. No one of the above

- 03.** Give five (5) examples of the uses of animation. **(5 marks)**
- 04.** Differentiate Traditional animation from computer animation. **(5 marks)**
- 05.** Outline five (5) principles of animation. **(5 marks)**
- 06.** How to prepare a storyboard? **(5 marks)**
- 07.** Give five (5) animation software of your choice. **(5 marks)**
- 08.** Differentiate vector image from Bitmap image. **(5 marks)**
- 09.** Give five (5) deliveries Platform where we can store 2D graphics or Image. **(5 marks)**
- 10.** Differentiate Straight Ahead from Pose-to-Pose. **(5 marks)**
- 11.** a) What is Anticipation? **(1 mark)**
b) Give four (4) examples of anticipation. **(4 marks)**
- 12.** What are the limitations of 2D animation? **(5 marks)**

Section II: Attempt any Four (4) questions out of Six (6)

(40 marks)

13. Describe ten (10) design specifications for any 2D animation. **(10 marks)**

14. Explain the following terms: **(10 marks)**

- a) Framing
- b) Lighting
- c) Montage
- d) Narrative
- e) Focal point
- f) Unity
- g) Movement
- h) Key frames
- i) Rotation
- j) Scale

15. Explain any five (5) screening principles used in 2D animation. **(10 marks)**

16. Differentiate 2D from 3 D animations. **(10 marks)**

17. Explain five (5) animation techniques used in 2D animation. **(10 marks)**

18. Illustrate the following light effects on a spherical object:

- a) Light source
- b) Highlight
- c) Core shadow
- d) Cast shadow
- e) Reflect light

(10 marks)

Do not write anything on this page !

