

**Mayor Jaldon, St. Canelar, Zamboanga City, Philippines 0917-7111325/0906-2649992**

**SENIOR HIGH SCHOOL – UNIT**

**4th Quarter Examination**

**3D Animation NC III**

**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Score: \_\_\_\_\_\_\_\_  
Grade & Section:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_**

**General Instructions:**

* Read and understand each statement carefully.
* Bring a small notepad
* Bring drawing materials (Pencil, Pen and Eraser).
* If you have questions, raise your hand and the exam proctor will attend to your concern.

# **I. APPLICATION** (1 item x 50 points)

Applying the principles of animation, animate a jumping person using a simple notepad or stack or papers and your drawing materials (pen, pencil, marker, etc.).

Use the criteria below to guide you:

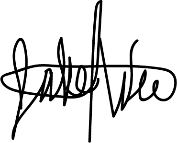
**Expressive Poses (20%)** - The poses must be able to effectively communicate the intent of the action/s.

**Animation Principles (20%)** - The animation must show anticipation (prepares the audience for the major action that is about to be performed), drawing principles, cyclic animation (repeating animation using seamless frame transition), and on-point timing (placing in-betweens).

**Neatness (10%)** – The presentation of drawings. It must have clear outlines and zero erasures or guidelines.

***“Education comes from within; you get it by struggle and effort and thought.” – Napoleon Hill***

***GOOD LUCK AND DO YOUR BEST!***

Prepared by:

**Mr. Jake Liao Wee**

3D Animation NC III Instructor