

WORLD MISSION HIGH SCHOOL

LEVEL 4 MULTIMEDIA PRODUCTION

HOMEWORK OF 2D PROPS DESIGN/40 Marks

1. Explain the main purpose of creating rough sketches in the concept art process.
2. Describe how silhouette blocking helps in designing a 2D prop.
3. How does thumbnailing help an artist explore multiple design ideas quickly?
4. Why is it important to focus on form and function when making rough sketches for props?
5. What role do line weight and fluidity play in rough sketches?
6. Explain the difference between rough sketches and refined sketches in terms of style and detail.
7. How does clean line art improve the clarity and professionalism of a refined sketch?
8. Describe how cross-hatching and shading techniques contribute to the perception of depth in refined sketches.
9. Why is anatomical detailing important when refining sketches of human or animal figures?
10. Explain how color blocking or light watercolor washes can enhance the visual impact of a refined sketch.