WORLD MISSION HIGH SCHOOL

L4 MULTIMEDIA

HOMEWORK OF 2D CHARACTER DESIGN /30Marks

1. Analyze how the two-dimensional characteristics of a 2D character (flat artwork, limited perspective, and lack of depth) influence the choice of character style (e.g., cartoon, anime, minimalist) when designing characters for animation or video games.

2. Examine the relationship between character type (hero, villain, mentor, sidekick, or innocent) and mood and tone in a script. How do specific visual design choices in 2D character design help reinforce the intended mood and tone of a scene?

3. Evaluate the effectiveness of using 2D character design instead of 3D character design in educational materials or children's media. Justify your evaluation by considering factors such as style, clarity, audience engagement, and narrative communication.