WORLD MISSION HIGH SCHOOL

L3 MULTIMEDIA

<u>HOMEWORK OF FUNDAMENTALS OF ANIMATION</u> /30Marks

1. Analyze how the computer hardware specifications (RAM, CPU, GPU, and storage) influence the workflow efficiency and quality of animation projects. How might insufficient hardware affect rendering, playback, and overall project management?

2. Evaluate the suitability of different animation software (2D, 3D, and compositing programs) for a project that combines frame-by-frame character animation, 3D background models, and motion graphics effects. Justify which software combination would optimize efficiency, quality, and compatibility.

3. Assess the choice between raster and vector file formats for various animation outputs, such as detailed textures, scalable icons, or interactive web animations. Provide reasoning on which formats are most appropriate for maintaining quality, scalability, and file management.