

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE: 415)

Blueprint for Sample Question Paper for Class X (Session 2020-2021)

Max. Time: 2 Hours

Max. Marks: 50

PART A - EMPLOYABILITY SKILLS (10 MARKS):

UNIT NO.	NAME OF THE UNIT	OBJECTIVE TYPE QUESTIONS	SHORT ANSWER TYPE QUESTIONS	TOTAL QUESTIONS
		1 MARK EACH	2 MARKS EACH	
1	Communication Skills-II	1	1	2
2	Self-Management Skills-II	2	1	3
3	Information and Communication Technology Skills-II	1	1	2
4	Entrepreneurial Skills-II	1	1	2
5	Green Skills-II	1	1	2
TOTAL QUESTIONS		6	5	11
NO. OF QUESTIONS TO BE ANSWERED		Any 4	Any 3	
TOTAL MARKS		1 x 4 = 4	2 x 3 = 6	10 MARKS

PART B - SUBJECT SPECIFIC SKILLS (40 MARKS):

UNIT NO.	NAME OF THE UNIT	OBJECTIVE TYPE QUESTIONS	SHORT ANSWER TYPE QUESTIONS	DESCRIPTIVE/ LONG ANS. TYPE QUESTIONS	TOTAL QUESTIONS
		1 MARK EACH	2 MARKS EACH	4 MARKS EACH	
I	Surfaces and Materials	7	2	1	10
II	Shading and Texturing	9	2	2	13
III	Texturing in Photoshop and Autodesk MAYA	8	2	2	12
TOTAL QUESTIONS		24	6	5	35
NO. OF QUESTIONS TO BE ANSWERED		Any 20	Any 4	Any 3	
TOTAL MARKS		1 x 20 = 20	2 x 4 = 8	4 x 3 = 12	40 MARKS

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General Instructions:

1. Please read the instructions carefully.
2. This Question Paper consists of **21 questions** in two sections: Section A & Section B.
3. Section A has Objective type questions whereas Section B contains Subjective type questions.
4. **Out of the given (5 + 16 =) 21 questions, a candidate has to answer (5 + 10 =) 15 questions in the allotted (maximum) time of 2 hours.**
5. All questions of a particular section must be attempted in the correct order.
6. **SECTION A - OBJECTIVE TYPE QUESTIONS (24 MARKS):**
 - i. This section has 05 questions.
 - ii. Marks allotted are mentioned against each question/part.
 - iii. There is no negative marking.
 - iv. Do as per the instructions given.
7. **SECTION B – SUBJECTIVE TYPE QUESTIONS (26 MARKS):**
 - i. This section has 16 questions.
 - ii. A candidate has to do 10 questions.
 - iii. Do as per the instructions given.
 - iv. Marks allotted are mentioned against each question/part.



SECTION A: OBJECTIVE TYPE QUESTIONS

Q. 1	Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)	
i.	"Who came to the party?" Which sentence type is used? (a) Imperative (b) Declarative (c) Interrogative	1
ii.	Suresh participated in a 100m race and won a prize. What type of motivation is this? (a) Internal (b) External (c) Both Internal and External	1
iii.	_____ Barrier is the most common communication barrier, which cause misunderstandings and misinterpretations between people.	1
iv.	A computer virus cannot do : (a) Infect keyboard (b) Infect files in PC (c) Infect CD-ROMs	1
v.	_____ comprises of discarded electronic devices that can be reused, resale, recycle.	1
vi.	There are 17 Sustainable development goals given by the United Nations. (a) True (b) False	1

Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	What is a center of Autodesk Maya scene called _____.	1
ii.	How many dimensions are labeled in Maya? (a) 2 (b) 4 (c) 3 (d) None of these	1
iii.	In which side Channel Box editor in Maya uses interface? (a) Right (b) Left (c) Bottom (d) None of these	1
iv.	To switch between menu sets what is a hotkey of Modeling. (a) F4 (b) F7 (c) F2 (d) F9	1
v.	Textures wrap around an object, like gift wrapping, or stick to a flat surface. (a) Reflection Maps (b) Displacement Maps (c) Bump Maps	1
vi.	Exposure is available only for File texture nodes. (a) True (b) False	1

Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	Because high pass exists as a separate layer, you can adjust the layer's and Blending Modes to control the strength of sharpening over the entire image. (a) Opacity (b) Texture (c) Colour (d) None of these	1

ii.	How many ways to do layer textures in Maya? (a) Four (b) Three (c) Two (d) None of these	1
iii.	You can use Alpha Is Luminance for Cloth, Ramp, or Stencil texture. (a) True (b) False	1
iv.	Export the UV map to Adobe Photoshop and paint the Texture on UV map. (a) True (b) False	1
v.	Which material has a Specular attribute? (a) Blinn (b) Lambert	1
vi	Scratches are like little depression, you can more easily achieve them with ____ version. (a) 2D (b) 3D (c) 4D (d) 7D	1

Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	The 2D representation of the 3D model (or the UV's) is a Version. (a) Rounded (b) Flattened	1
ii.	In Maya. Materials also called as: (a) Surface (b) Substance (c) Shaders (d) Lambert	1
iii.	Which icon indicates that a texture has been mapped to an attribute? (a)  (b) 	1
iv.	Disadvantage to sharpening with a high pass layer in you can save the layer with the Photoshop file and go back later and change the settings and areas where sharpening has been applied. (a) True (b) False	1
v.	To begin adding or removing sharpening, ensure your colours are set to the default Foreground and Background. (a) True (b) False	1
vi	Exposure is available only for File texture nodes. (a) True (b) False	1

Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	Create a Layered Shader in the _____. (a) Graph editor (b) UV Editor (c) Hypershade (d) Curve Editor	1

ii.	Scaling factor applied to the texture's out Color channel. (a) Color Offset (b) Alpha Gain (c) Alpha offset (d) Color Gain	1
iii.	Averages the distance between the selected vertices is known as _____. (a) Chamfer Vertex (b) Average vertices (c) Bevel (d) Bridge	1
iv.	Textures are commonly used either as backgrounds for objects is known as _____. (a) Environment Texture (b) Layered textures (c) None of these	1
v.	Selects anything currently unselected in the DAG and vice versa is known as. (a) Select Similar (b) Select Hierarchy (c) Invert Selection (d) None of these	1
vi	Displacement maps cannot cast or receive shadows. (a) True (b) False	1

SECTION B: SUBJECTIVE TYPE QUESTIONS

Answer any 3 out of the given 5 questions on Employability Skills (2 x 3 = 6 marks)

Answer each question in 20 – 30 words.

Q. 6	What are the 7Cs in Effective Communication?	2
Q. 7	What is the ABC of stress management?	2
Q. 8	In SMART goals, what does ' R ' stand for? Explain.	2
Q. 9	A person needs a lot of money to start a business. Do you agree with the statement? Justify your answer.	2
Q. 10	What are the three major problems related to sustainable developments?	2

Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)

Q. 11	Explain how to set the position of Image Plane?	2
Q. 12	What is Reflection map? Explain with example	2
Q. 13	What is Translucence Depth?	2
Q. 14	What is a difference between Time Slider and Range Slider?	2
Q. 15	How many types of layer are displayed in the Layer Editor?	2
Q. 16	What is Displacement Bounding Box?	2

Answer any 3 out of the given 5 questions in 50– 80 words each(4 x 3 = 12 marks)

Q. 17	How to apply Texture mapping? Explain.	4
Q. 18	Describe the process of creating Seamless Textures in Photoshop.	4
Q. 19	Write down the steps to sharpen the images.	4
Q. 20	What is a use of specular maps?	4
Q. 21	What are the Roles and Responsibilities of Texturing artist?	4