

# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTI MEDIA (SUBJECT CODE : 415)

CLASS X (SESSION 2021-2022)

### BLUE-PRINT FOR SAMPLE QUESTION PAPER FOR TERM -1

Max. Time Allowed: 60 Minutes

Max. Marks: 25

#### PART A - EMPLOYABILITY SKILLS (05 MARKS):

UNIT NO.	NAME OF THE UNIT	NO. OF QUESTIONS (1 MARK EACH)
1	Communication Skills-II	2
2	Self-Management Skills-II	2
3	Information and Communication Technology Skills-II	2
<b>TOTAL QUESTIONS</b>		<b>6 Questions</b>
<b>NO. OF QUESTIONS TO BE ANSWERED</b>		<b>Any 5 Questions</b>
<b>TOTAL MARKS</b>		<b>1 x 5 = 5 Marks</b>

#### PART B - SUBJECT SPECIFIC SKILLS (20 MARKS):

UNIT NO.	NAME OF THE UNIT	NO. OF QUESTIONS (1 MARK EACH)
1	Surfaces and Materials	13
2	Shading and Texturing	14
<b>TOTAL QUESTIONS</b>		<b>27 Questions</b>
<b>NO. OF QUESTIONS TO BE ANSWERED</b>		<b>20 Questions</b>
<b>TOTAL MARKS</b>		<b>1 x 20 = 20 MARKS</b>

# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTI MEDIA (SUBJECT CODE: 415)

### CLASS X (SESSION 2021-2022) SAMPLE QUESTION PAPER FOR TERM -1

Max. Time Allowed: 60 Minutes

Max. Marks: 25

#### General Instructions:

1. Please read the instructions carefully
2. This Question Paper is divided into 03 sections, viz., Section A, Section B and Section C.
3. Section A is of 05 marks and has 06 questions on Employability Skills.
4. Section B is of 15 marks and has 20 questions on Subject specific Skills.
5. Section C is of 05 marks and has 07 competency-based questions.
6. Do as per the instructions given in the respective sections.
7. Marks allotted are mentioned against each section/question.
8. All questions must be attempted in the correct order

#### SECTION A

Answer any 5 questions out of the given 6 questions on Employability Skills

(1 x 5 = 5 marks)

1.	Which of the following is <b>NOT</b> an element of communication process cycle? a. Channel b. Receiver c. Sender d. Time	1
2.	"Who came to the party?" Which sentence type is used? a. Declarative b. Interrogative c. Imperative d. Exclamative	1
3.	What is ' <b>S</b> ' in <b>SMART</b> method of Goal Setting? a. Smart b. Short c. Specific d. Soft	1
4.	Khushi spends all her after-school hours to practice more and more sample question papers. She wants to score full marks in her exams. This is an example of _____ a. Self Awareness b. Self Motivation c. Self Regulation d. Self Confident	1

5.	An operating system in which commands can be entered by clicking/double-clicking/right-clicking a mouse is : a. GUI-based b. CUI-based c. TUI-based d. AI-based	1
6.	5G is the fifth generation technology standard for _____ a. Laptops b. Televisions c. Broadband cellular networks d. Tablets	1






### SECTION B

Answer any 15 questions out of the given 20 questions

(1 x 15 = 15 marks)

7.	Autodesk Maya which commonly known as MAYA software is a 3D computer graphic software that runs on _____ a. Windows b. macOS c. Linux d. Compatible for all	1
8.	When was Autodesk founded? a. 1980 b. 1982 c. 1990 d. 2000	1
9.	Which of the following is NOT a key competency of a good texturing artist? a. Using software b. Knowledge of materials c. Collaboration d. Clean brushstrokes	1
10.	By default the origin is located at the _____ axis position. a. 1,1,1 b. 0,0,0 c. 1,0,1 d. 0,1,0	1
11.	Texturing artist in the Media & Entertainment Industry is also known as a _____ a. Shading artist b. 3D Artist c. Character Texture Artist d. Shading, 3D & Character Texture Artist	1














12.	<p>_____ is useful for storing tools and items that we use frequently or have customized for our own use.</p> <ul style="list-style-type: none"> <li>a. Panel</li> <li>b. Status line</li> <li>c. Shelf</li> <li>d. Command line</li> </ul>	1
13.	<p>What colour is the <b>Z axis</b> in Maya Software?</p> <ul style="list-style-type: none"> <li>a. Red</li> <li>b. Blue</li> <li>c. Green</li> <li>d. Black</li> </ul>	1
14.	<p>Where the xyz axis indicator appears on a view panel of Maya?</p> <ul style="list-style-type: none"> <li>a. Upper left corner</li> <li>b. Upper right corner</li> <li>c. lower left corner</li> <li>d. lower right corner</li> </ul>	1
15.	<p>What does the hotkey <b>F3</b> do in Maya?</p> <ul style="list-style-type: none"> <li>a. Modeling</li> <li>b. Rigging</li> <li>c. Animation</li> <li>d. Rendering</li> </ul>	1
16.	<p>Which option automatically cuts seams into the shell pertaining to the selected UVs?</p> <ul style="list-style-type: none"> <li>a. Crease Tools</li> <li>b. Auto Seams</li> <li>c. Bridge</li> <li>d. Fill Holes</li> </ul>	1
17.	<p>Which option adjusts the brightness of the image?</p> <ul style="list-style-type: none"> <li>a. Exposure</li> <li>b. Color balance</li> <li>c. Placement</li> <li>d. Shading</li> </ul>	1
18.	<p>With a _____, objects appear to be carved out of a substance, such as rock or wood.</p> <ul style="list-style-type: none"> <li>a. 2D texture</li> <li>b. 3D texture</li> <li>c. Environment texture</li> <li>d. Layered texture</li> </ul>	1
19.	<p>Which maps are like bump maps, as in the way they both trick the light?</p> <ul style="list-style-type: none"> <li>a. Displacement maps</li> <li>b. Normal maps</li> <li>c. Specular maps</li> <li>d. Transparency maps</li> </ul>	1

20.	What is default colour for color gain? a. White b. Black c. Blue d. Green	1
21.	Which icon indicates that a texture has been mapped to an attribute? a.  b.  c.  d. 	
22.	Invert option is _____ by default. a. ON b. OFF c. HIDE d. PLAY	1
23.	Which maps make parts of an object opaque, semi-transparent, or entirely transparent? a. Bump b. Color c. Transparency d. Specular	1
24.	_____ are the maps you use to define a surface's shininess and highlight colour. a. Specular b. Displacement c. Bump d. Color	1
25.	Wallpaper, Bulge, Checker, Cloth, File, Fluid Texture2D, Fractal, Grid, Mountain, Movie, Noise, Ocean, Ramp, Water are the examples of _____. a. 2D b. 3D c. Environment d. Layered	1
26.	Exposure is available only for _____ texture nodes. a. File b. Color c. Layered d. Texture	1

**SECTION C**  
**(COMPETENCY BASED QUESTIONS)**

Answer any 5 questions out of the given 7 questions

(1 x 5 = 5 marks)

<p><b>27.</b></p>	<p>Read the following and answer the question that follow:</p> <p>Gunika is first time working with Adobe software. She only knows few about a Tool Box that displays on the left side of the Maya interface by default and it contains the most commonly-used tools. The Tool Box contains tools that she can use all the time to select and transform. But she has some doubt. Kindly help her to answer the following questions.</p> <p>Identify this tool icon  of the <u>Tool Box</u>. This tool is used to select objects and components in scene by drawing a freeform shape around them.</p> <p>a. Move tool b. Select tool c. Lasso tool d. Scale tool</p>	<p><b>1</b></p>								
<p><b>28.</b></p>	<p>Pick the option that correctly lists the correct match for the tools in a tool box.</p> <table border="1" data-bbox="231 898 1289 1240"> <tr> <td data-bbox="231 898 528 981">1. </td> <td data-bbox="528 898 1289 981">i. r ( r-click for Scale Tool marking menu)</td> </tr> <tr> <td data-bbox="231 981 528 1064">2. </td> <td data-bbox="528 981 1289 1064">ii. e (or e-click for Rotate Tool marking menu)</td> </tr> <tr> <td data-bbox="231 1064 528 1146">3. </td> <td data-bbox="528 1064 1289 1146">iii. q (or or q-click for Selection Mask marking menu)</td> </tr> <tr> <td data-bbox="231 1146 528 1240">4. </td> <td data-bbox="528 1146 1289 1240">iv. w (or w-click for Move Tool marking menu)</td> </tr> </table> <p>a. 1-i, 2-ii, 3-iv, iv-iii b. 1-iv, 2-i, 3-ii, iv-iii c. 1-iv, 2-ii, 3-i, iv-iii d. 1-iii, 2-ii, 3-i, iv-iv</p>	1. 	i. r ( r-click for Scale Tool marking menu)	2. 	ii. e (or e-click for Rotate Tool marking menu)	3. 	iii. q (or or q-click for Selection Mask marking menu)	4. 	iv. w (or w-click for Move Tool marking menu)	<p><b>1</b></p>
1. 	i. r ( r-click for Scale Tool marking menu)									
2. 	ii. e (or e-click for Rotate Tool marking menu)									
3. 	iii. q (or or q-click for Selection Mask marking menu)									
4. 	iv. w (or w-click for Move Tool marking menu)									
<p><b>29.</b></p>	<p>Read the following and answer the question that follow:</p> <p>The soccer numbering system started in the 1920s to identify players quickly – especially on diagrams. A number is assigned to each player. A similar numbering system works for baseball positions. There are 11 players on a soccer team when played at a high school, college, or professional level. In the given picture coach explained formation and position each of the soccer player in the playground.</p>	<p><b>1</b></p>								



Which player is standing on the origin place of Maya workspace?

- Goalie
- Center midfielders
- Sweeper
- Stopper

30.

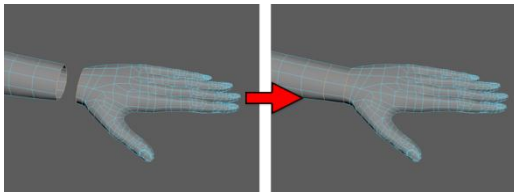
Based on the given extract, Identify the type of **texture map**:

- These maps are grayscale textures mapped to objects to create the illusion of surface relief on an otherwise flat object. These maps are best used for when adding "texture" to a model. These maps cannot cast or receive shadows. These maps cannot be seen if silhouetted the mapped object. These maps take less time to render
- displacement maps
  - bump maps
  - specular maps
  - transparency maps

1

31.

Observe the given image and select the tool that can be used to connect border edges by creating a polygon between them.



- Fill hole
- Crease
- Bridge
- Mapping

1

32.

Neeraj Chopra VSM is an Indian track and field athlete who competes in the javelin throw. A Junior Commissioned Officer in the Indian Army, Chopra is the first track and field athlete to win an Olympic gold medal for India, winning the medal during the 2020 Tokyo Olympics in the men's javelin throw.

1



Identify the view of an image plane in the camera view.

- a. Side
- b. Front
- c. Top
- d. Perspective

33.



1

Which option cannot be used for the texture applied in the above picture?

- a. Invert
- b. Filter
- c. Alpha Is Luminance
- d. Shade