CBSE – DEPARTMENT OF SKILL EDUCATION

MEDIA (*ANIMATOR)* SUBJECT CODE 821)

MARKING SCHEME

Class XII (Session 2019–2020)

Time: 3 Hours   **Max. Marks: 60**

General Instructions:

1. *This Question Paper consists of two parts viz. Part A: Employability Skills and Part B: Subject Skills.*
2. ***Part A: Employability Skills (10 Marks)***
   - i. *Answer any 4 questions out of the given 6 questions of 1 mark each.*
   - ii. *Answer any 3 questions out of the given 5 questions of 2 marks each.*
3. ***Part B: Subject Skills (50 Marks):***
   - i. *Answer any 10 questions out of the given 12 questions of 1 mark each.*
   - ii. *Answer any 5 questions from the given 7 questions of 2 marks each.*
   - iii. *Answer any 5 questions from the given 7 questions of 3 marks each.*
   - iv. *Answer any 3 questions from the given 5 questions of 5 marks each.*
4. ***This question paper contains 42 questions out of which 30 questions are to be answered.***
5. *All questions of a particular part/section must be attempted in the correct order.*
6. *The maximum time allowed is 3 hrs.*

PART A: EMPLOYABILITY SKILLS

Q.NO.	EXPECTED ANSWERS/VALUE POINTS **Answer any 4 questions out of the given 6 questions**	MARKS	TOTAL MARKS
1	c) Article writing	1	1
2	b)Standard bar	1	1
3	a)Dependent	1	1
4	d)Chief sustainability officers	1	1
5	Entrepreneurship is a process of developing a business plan, launching and running a business using innovation to meet customer needs and to make a profit.	1	1
6	b) Gossip	1	1
	Answer any 3 questions out of the given 5 questions		
7	Two points difference between listening and hearing- <table><tr><td>Listening</td><td>Hearing</td></tr></table>	½	2

	It is active.	It is passive.	½	
	It requires a conscious effort.	It does not require a conscious effort.	½ ½	
	(Any other, any two points)			
8	Four steps to insert a text box in a slide are- 1.Click the text button on the drawing bar 2.The mouse pointer changes to + the sign 3. Place the mouse pointer on the slide where you want to add the text box 4. Click and drag on the side to draw a text box. (Any four points)		½ ½ ½ ½	**2**
9	Two traits of extraversion personality- 1.Gregarious 2.Assertive (Any other, any two points) Two traits of agreeableness personality- 1.Cooperative 2.Agreeable (Any other, any two points)		½ ½ ½ ½	**2**
10	Four green jobs in building and construction field are- 1.Construction worker 2.Concrete labors 3.Highway laborers 4.Builiding planner and coordinators (Any other, any four points)		½ ½ ½ ½	**2**
11	Chemist Shop or Pharmacy is an example for trading as there buying and selling of goods is takes place. Doctor giving a medical consultation is an example of services as here we pay for a doctor's expertise or services		**2**	**2**

PART B: SUBJECT SKILLS (50 MARKS)

Answer any 10 questions out of the given 12 questions:

12	Rendering is part of _____process. Ans: 3 Post-Production	**(1)**
13	The _____ helps to finalize the development of the storyline, and is an essential stage of the animation process. Ans: 2. Storyboard	**(1)**

14	Animation is the process of creating illusion of movement. Ans: 1. True	**(1)**
15	Process of adding bones to a character or defining the movement of a mechanical object is _____. Ans: 3 Rigging	**(1)**
16	Adobe video and audio editing applications provide a consistent, customizable_____. Ans: 1. Workspace	**(1)**
17	Ripple Edit tool is used to_____. Ans: 2 Remove space between the clips	**(1)**
18	The Workspace menu contains options for creating new workspaces as well as deleting workspaces. Ans: 1. True	**(1)**
19	"Fade in" is _____. Ans: 1. Transition	**(1)**
20	_____ mainly helps the animator to do linear animation. You can import and export animation clips using _____. Ans: 1. Trex Editor	**(1)**
21	Dopesheet displays the animation curves. Ans: 2 False	**(1)**
22	_____automatically saves the changes you make to an object's keyframes. Ans: 1. Auto Key	**(1)**
23	Shortcut of Move Tool is_____. Ans: 2 W	**(1)**

Answer any 5 questions out of the given 7 questions of 2 marks each:

24	Write down the major components of a pre-production process. Ans: The major components of pre-production process are: 1. StoryBoarding 2. Layouts 3. Model sheets 4. Animatics	**(2)**
25	What is Walk Cycle / Loops in animation? Ans. The 'Walk Cycle' form of loop is where the sequence of frames used to show one foot moving in front of another can be repeated continually and gives the	**(2)**

		effect of continuous walking.	
26	Brief about the Zoom Control Tool. Ans: Zoom controls Change the scale of the time ruler to increase or decrease the number of frames visible within the current viewing area		
27	Highlight the use of the Trim tool in Sound Editing Software. Ans: Trim Tool is used to reduce the audio duration of the track by creating a end point.	**(2)**

28	Mention the main animation editors in maya.
	Ans: The main Animation editors in Maya are:
	    1. Graph Editor
	    2. Trax Editor
	    3. Dope Sheet
		(2)

29	Mention the use of Graph Editor? Ans: Graph Editor is used to simplify and smoothen the animation Curves.	**(2)**
30	Mention the function of Zero Key Layer. Ans: Sets a key on the animation layer with zero offset from the original animation. This can help you demarcate a specific time range you want to edit on a layer	**(2)**

Answer any 5 questions out of the given 7 questions of 3 marks each:

31	What is Model Sheet? Ans: Model sheets are precisely drawn groups of pictures that show all of the possible expressions that a character can make, and all of the many different poses that they could adopt	**(3)**
32	What is Compositing? Ans: The Compositing Department brings together all of the 3D elements produced by the previous departments in the pipeline, to create the final rendered image ready for film	**(3)**
33	Write down the usage of Time Ruler Tool. Ans Time ruler measures sequence time horizontally, using the counting method specified in the project settings (although you may toggle to a counting method based on audio samples). Tick marks and numbers indicating the sequence time are displayed along the ruler and change according to the level of detail at which you view the sequence. The time ruler also displays icons for markers and the sequence In and Outpoints.	**(3)**
34	How to add fades to audio clips. Ans: Click and drag the Fade handle to the right to add a fade. Continue dragging to lengthen the fade. Notice that as you drag, the portion of the waveform affected in the fade immediately shortens to reflect the decrease in volume.	**(3)**
35	What is the use of Simplify Curve in Animation? Ans. It is the operation to remove keys that are not necessary to describe the shape of an animation curve. Excess keys may accumulate on an animation curve as a result of adding keys Manually or performing operations such as a Bake Channel. You may need to remove keys from an animation curve to reduce the complexity of the graph view.	**(3)**

36	What is Range Slide Bar? Ans. This lets you control the playback range of your animation up to the limits of the Animation start/end settings. You use the Preferences dialog box to change values for the animation timeline and playback. You can also set the total time for your animation, the size of the timeline, and other related features.	**(3)**
37	What is Stop-Motion Animation? Ans. Animation produced by arranging real objects, taking a picture of them, repositioning the objects minutely, then taking another picture of them to create a sequence of consecutive images that create the illusion of motion. One of the most common forms of stop-motion animation is Claymation. "Go- Motion" is stop-motion animation in which motion blur is added to each frame to reduce the staccato effect of traditional stop motion animation.	**(3)**

Answer any 3 questions out of the given 5 questions of 5 marks each:

38	Explain the 3D Production Pipeline? Ans: A production pipeline is the set of processes that are used to convert an idea, into a finished product. In terms of 3D, a production pipeline can typically be broken down into 3 different stages, including Pre-Production, Production and Post-Production. 1. Pre-Production: The major components of a pre-production process are as follows: (i) Storyboarding (ii) Layouts (iii) Model Sheets (iv) Animatics 2. Production: Some major activities that are undertaken during the production phase are: (i) Layout (ii) Modelling (iii) Texturing (iv) Rigging (v) Animation (vi) Lighting 3. Post-Production: Post-production is the third and final step of production pipeline. The three main phases of post-production are: (i) Rendering (ii) Compositing (iii) Sound editing (iv) Video editing	**(5)**
39	Describe the following: 1. Modeling 2. Rigging 3. Texturing Ans: **Modeling:** Modelling is the process of converting the visualization or the art work in to the 3D once the model is ready then only the other departments may proceed with their work like Rigging and texturing **Rigging:** Rigging is the process of adding bones to a character/Model or defining the movement of a mechanical object, and it's central to the animation process. A character TD will make test animations showing how a creature or character appears	**(5)**

	when deformed into different poses, and based on the results corrective adjustments are often made **Texturing:** Texturing Artists are responsible for writing shades and painting textures as per the scene requirements. Working hand-in-hand with the surfacing and shading departments, textures are painted to match the approved concept art and designs which were delivered by the art department. These textures are created in the form of maps which are then assigned to the model.		

40	Describe the following
	    1. Source Clips
	    2. Clip Instances
	    3. Sub clips
	
	Ans: **Source clip**: The clip is originally imported into the Project panel. It is listed in the Project panel only once by default. If you delete a source clip from the Project panel, all of its instances are also deleted.
	
	Clip Instance: It is a dependent reference to a source clip, used in a sequence. Each time you add a clip to a sequence, you create another instance of the clip. A clip instance uses the name and source file reference used by its source clip. While clip instances are not listed in the Project panel, they are differentiated in the Source Monitor menu if you open instances there. The Source Monitor menu lists instances by name, sequence name, and In point.
	
	Subclip: A section of a master clip that references the master clip's media file. Use Subclips to organize and manage your projects, especially when you need to use only sections of long master clips.
		(5)	

41	Describe the graph editor and mention the names of the tangents?
	
	Ans: The Graph Editor is a helpful tool for tweaking values for keys you have set. It gives you a visual representation—a curved line—of the attributes that are animated. The animation time goes from left to right, and any keyed variable appears as a line that ramps up or down to indicate its value over time. It can help you visualize how things are changing and how fast. You can pan and zoom this panel like any other.
	Tangents are as:
	    1. Spline
	    2. Linear
	    3. Clamped
	    4. Stepped
	    5. Stepped Next
	    6. Flat
	    7. Fixed
	    8. Plateau
		(5)	

42	Describe the process of creating a motion path animation. Ans: The process to create a path animation 1. Select the object you want to animate with the motion path and move it to its starting position. 2. Set the current time to the start time of your path animation. 3. Select Constrain > Motion Paths > Set Motion Path Key. A single-CV curve is created with a position marker at time specified start time. 4. Increase current time and move the object to a new position.	**(5)**	

5. Select Constrain > Motion Paths > Set Motion Path Key again.

   A single-span curve is drawn from the marker at the start time to the current position of the object, where a new marker is placed.
6. Continue changing the time and position by selecting Constrain > Motion Paths > Set Motion Path Key for as long as you wish to animate the object's position.

   The time at which the last motion path key is set is end time of your motion path animation.