CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE 821)

CLASS XII (SESSION 2021-2022)
BLUE-PRINT FOR SAMPLE QUESTION PAPER FOR TERM – II

Max. Time Allowed: 1 Hour (60 min)   **Max. Marks: 25**

PART A - EMPLOYABILITY SKILLS (05 MARKS):

UNIT NO.	NAME OF THE UNIT	NO. OF QUESTIONS - VSA (1 MARK EACH)	NO. OF QUESTIONS - SA (2 MARKS EACH)	NO. OF QUESTIONS - LA (4 MARKS EACH)	TOTAL NUMBER OF QUESTIONS
4	Entrepreneurial Skills-IV	2	1	-	3
5	Green Skills-IV	2	1	-	3
TOTAL QUESTIONS		**4**	**2**	**-**	**06**
NO. OF QUESTIONS TO BE ANSWERED		Any 3	Any 1	-	04
TOTAL MARKS		**3 x 1 = 3 Marks**	**1 x 2 = 2 Marks**	**-**	**05 Marks**

PART B - SUBJECT SPECIFIC SKILLS (20 MARKS):

UNIT NO.	NAME OF THE UNIT	NO. OF QUESTIONS - VSA (1 MARK EACH)	NO. OF QUESTIONS - SA (2 MARKS EACH)	NO. OF QUESTIONS - LA (4 MARKS EACH)	TOTAL NUMBER OF QUESTIONS
3.	Basic Tools and Techniques of Animation in Autodesk MAYA	06	06	03	15
TOTAL QUESTIONS		**06**	**06**	**03**	**15**
NO. OF QUESTIONS TO BE ANSWERED		**04**	**04**	**02**	**10**
TOTAL MARKS		**4 x 1= 04 Marks**	**4 x 2 = 08 Marks**	**2 x 4 = 08 Marks**	**20 Marks**
TOTAL MARKS		**25 MARKS**			

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Max. Time Allowed: 1 Hour (60 min)   **Max. Marks: 25**

General Instructions:

- Please read the instructions carefully
- This Question Paper is divided into 03 sections, viz., Section A, Section B and Section C.
- Section A is of 05 marks and has 06 questions on Employability Skills.
  - Questions numbers 1 to 4 are one mark questions. Attempt any three questions.
  - Questions numbers 05 and 06 are two marks questions. Attempt any one question.
- Section B is of 12 marks and has 12 questions on Subject specific Skills.
  - Questions numbers 7 to 12 are one mark questions. Attempt any four questions.
  - Questions numbers 13 to 18 are two marks questions. Attempt any four questions.
- Section C is of 08 marks and has 03 competency-based questions.
  - Questions numbers 19 to 21 are four marks questions. Attempt any two questions.
- Do as per the instructions given in the respective sections.
- Marks allotted are mentioned against each section/question.

SECTION A   (3 + 2 = 5 marks)

Answer any 03 questions out of the given 04 questions		1 x 3 = 3
Q.1	Define adaptability.	1
Q.2	The ability to continue to do something, even when it is difficult is called _____.	1
Q.3	Name any two green jobs in eco-tourism sector.	1
Q.4	What do you mean by Biofuel?	1
Answer any 01 question out of the given 02 questions		**2 x 1 = 2**
Q.5	Mention the most common environmental barriers.	2
Q.6	Explain the importance of green jobs in reducing the emission of greenhouse gases.	2

SECTION B   (4 + 8 = 12 marks)

Answer any 04 questions out of the given 06 questions		1 x 4 = 4
Q.7	The _____ is where the bulk of the animation process takes place.	1
Q.8	What does Auto Key do?	1
Q.9	What is the quick way to key an object?	1
Q.10	The _____ displays several animation curves, one for each keyed attribute of the ball.	1
Q.11	How to centre the display of the animation curves?	1
Q.12	What is a short cut key of set key?	1
Answer any 04 questions out of the given 06 questions		**2 x 4 = 8**
Q.13	Explain Graph Editor.	2
Q.14	How to set keyframes to make the ball bounce?	2
Q.15	What does Zoom, Pan & F command do in the graph editor?	2
Q.16	Differentiate between squash and stretch.	2
Q.17	What is the role of Auto key?	2
Q.18	How to use a key frame?	2

SECTION C (2 x 4 = 8 marks)
(COMPETENCY BASED QUESTIONS)

Answer any 02 questions out of the given 03 questions		
Q.19	What are Tangents in MAYA? Describe any three tangents.	**4**
Q.20	Write short note on: a) Timeline b) Keys	**4**
Q.21	What are the steps to set beginning and ending key frames?	**4**