CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE - 821)

MARKING SCHEME FOR CLASS XII (SESSION 2022-2023)

Max. Time: 2 Hours

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. There is no negative marking.
 - iii. Do as per the instructions given.
 - iv. Marks allotted are mentioned against each question/part.
- 7. SECTION B SUBJECTIVE TYPE QUESTIONS (26 MARKS):
 - i. This section contains 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. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Q. 1	Answer any 4 out of the given 6 questions on B	Employability Skills (1 x 4	= 4 marks	5)	
i.	c) Slide	NCERT	2	73	1
ii.	d) It inhibits cognitive process and learning	NCERT	2	32	1
	strategies used for completing similar tasks.				
iii.	c) Obsessive Compulsive Personality Disorder	NCERT	2	37	1
iv.	a) CTRL + S	NCERT	3	67	1
v.	Technical entrepreneurs	NCERT	4	83	1
vi.	c) Market entry regulations	NCERT	4	92	1
Q. 2	Answer any 5 out of the given 6 questions (1 x	5 = 5 marks)			
i.	d) Rendering	PSSCIVE	1	17	1
ii.	c) Stop motion	PSSCIVE	1	22	1
iii.	b) Compositing	PSSCIVE	1	25	1
iv.	b) Timeline	PSSCIVE	1	18	1
v.	c) Razor Tool	PSSCIVE	2	44	1
vi.	a) Onion Skinning	PSSCIVE	1	16	1
Q. 3	Answer any 5 out of the given 6 questions (1 x	5 = 5 marks)			
i.	a) Animation	PSSCIVE	1	9	1
ii.	Analog	PSSCIVE	2	74	1
iii.	c) Frames Per Second	PSSCIVE	3	98	1
iv.	Autokey automatically saves the changes you	PSSCIVE	3	114	1
	make to an object's keyframes.				

Max. Marks: 50

v.	Keyboard shortcut: S	PSSCIVE	3	117	1
vi.	Master Clip	PSSCIVE	2	50	1
0		Source Material	Unit/	Page no.	
Q.	QUESTION	(NCERT/PSSCIVE/	Chap.	of source	Marks
NO.		CBSE Study Material)	No.	material	
Q. 4	Answer any 5 out of the given 6 questions (1 x	5 = 5 marks)			
i.	Director	PSSCIVE	1	15	1
ii.	A quick way to key an object is to select it and	PSSCIVE	3	120	1
	press S.				
iii.	Graph Editor	PSSCIVE	3	123	1
iv.	To center the display of the animation curves,	PSSCIVE	3	123	1
	select View>Frame Selection (in the Graph				
	Editor window). If you want to see more				
	detail in the graph, use your mouse to dolly				
	and track the graph view.				
v.	Storyline	PSSCIVE	1	10	1
vi.	3D Animation	PSSCIVE	1	9	1
Q. 5	Answer any 5 out of the given 6 questions (1 x	5 = 5 marks)			
i.	Effects Team	PSSCIVE	1	22	1
ii.	Onion Skinning	PSSCIVE	1	16	1
iii.	If you increase the Bank Scale, then the	PSSCIVE	3	149	1
	banking effects will be more pronounced.				
iv.	MOV	PSSCIVE	3	148	1
v.	Parametric Length specifies the method Maya	PSSCIVE	3	141	1
	uses to position an object as it moves along a				
	curve.				
vi.	Dopesheet	PSSCIVE	1	15	1

SECTION B: SUBJECTIVE TYPE QUESTIONS

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Answe	er any 3 out of the given 5 questions on Employability S	Skills in 20 – 30 words ea	ch (2 x 3 =	6 marks)	
Q. 6	 Self-motivation is important because It increases individual's energy and activity. It directs an individual towards specific goals. It results in initiation and persistence of specific activities It affects cognitive processes and learning strategies used for completing similar tasks. 	NCERT	2	24	2
Q. 7	 Taking actions to implement your ideas Understanding the need or the problem your offering is fulfilling or solving. Strategizing and planning the steps that need to be taken. Preparing an action plan and timeline. Networking with stakeholders. Interacting with customers 	NCERT	4	98-99	2
Q. 8	A positive attitude makes a person happier, and helps build and maintain relationships. It even increases one's chances of success. In addition, it can help the person make better decisions. People, who	NCERT	2	24	2

	maintain a positive or optimistic attitude in life				
	situations and challenges, are able to move forward				
	than those with a negative attitude. Positive attitude				
	helps improve mental and physical health.				
Q. 9	An entrepreneur takes each problem as a challenge	NCERT	4	99	2
	and put in best for finding out the most appropriate				
	solution for the same. He/she will first of all				
	understand the problem and then evolve				
	appropriate strategy dealing with the same.				
Q. 10	A spreadsheet is a file that exists of cells in rows and	NCERT	3	39	2
	columns and can help arrange, calculate and sort				
	data. Data in a spreadsheet can be numeric values,				
	as well as text, formulas, references and functions.				
	Insert or delete a column				
	1. Select any cell within the column, then go to				
	Home > Insert > Insert Sheet Columns or Delete				
	Sheet Columns.				
	2. Alternatively, right-click the top of the column,				
	and then select Insert or Delete.				
	Insert or delete a row				
	1. Select any cell within the row, then go to Home >				
	Insert > Insert Sheet Rows or Delete Sheet Rows. 2.				
	Alternatively, right-click the row number, and then				
	select Insert or Delete.				
Answe	er any 4 out of the given 6 questions in 20 – 30 words e	ach (2 x 4 = 8 marks)			1
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	you animate only the translate X and Y attributes of				
	the ball in this lesson, keying all transform attributes				
	saves you time having to choose specific attributes				
	to be keyed.				
	- In the Time Slider, notice the red marker at frame				
	1, known as a tick. This tick appeared when you set				
	the key for frame 1. With the ball selected, ticks in				
	the Time Slider indicate where you've set keys.				
	- Go to frame 72. A convenient way to do this is to				
	click the desired position in the Time Slider. With the				
	Move Tool, drag the ball's X-axis handle to position				
	the ball at the right edge of the ground.				
Q. 19	The major components of a pre-production process	PSSCIVE	1	10	4
	are as follows:				
	1. Storyboard: The storyboard helps to finalize the				
	development of the storyline, and is an essential				
	stage of the animation process. It is made up of				
	drawings in the form of a comic strip, and is used to				
	both help visualize the animation and to				
	communicate ideas clearly. Storyboards often				
	include notes to describe the frame in more detail,				
	such as mood and lighting, as well as camera moves.				
	2. Layout: Once the storyboards have been				
	approved, they are sent to the layout department				
	which then works closely with the director to design				
	the locations and costumes. With this, they begin to				
	stage the scenes, showing the various characters'				
	positions throughout the course of each shot.				
	3. Model sheet: 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. These				
	sheets are created in order to both accurately				
	maintain character detail and to keep the designs of				
	the characters uniform whilst different animators				
	are working on them across several shots.				
	4. Animatics: Animatic is a timed moving version of				
	the storyboard made up of individual frames taken				
	from the storyboard and is often accompanied by				
	audio such as dialogue, sound effects and music.				
	Each frame of the animatic depicts a certain key				
	point of the scene or movie. The running time should				
	match the intended running time of the final				
	animation				
Q. 20	Source Clip: The clip is originally imported into the	PSSCIVE	2	49	4
	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: 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.				
Q. 21	The Dope Sheet editor displays keyframes over time,	PSSCIVE	1	15	4
	only using a horizontal graph (rather than vertical).				
	You can see all the keys in a spreadsheet type				
	interface. You can select any or all of the keys in a				
	scene, scale them, move them, copy and paste them,				
	and otherwise work directly here, rather than in the				
	viewport. You can choose to select the keys for				
	children, or subtree, or both, so you can make				
	simple changes that affect many objects and their				
	keys at once. Dope Sheet allows for soft-selection of				
	keys which is very useful when working with motion				
	capture data that has keys on every frame. Dope				
	Sheet provides tools for working directly with time.				
	You can select, cut, copy, paste, and insert and				
	reverse time using the tools on the Time menu.				