CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE- 415)

MARKING SCHEME FOR CLASS X (SESSION 2023-2024)

Max. Time: 2 Hours   **Max. Marks: 50**

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 Employability Skills (1 x 4 = 4 marks)**				
i.	Compound	CBSE Study Material	1	9	1
ii.	Election campaigns	CBSE Study Material	1	7	1
iii.	Adversity, Belief, Control	CBSE Study Material	2	41	1
iv.	Graphical User Interface	CBSE Study Material	3		1
v.	1. Making decisions 2. Managing the business 3. Divide income 4. Take risk 5. Create a new method, idea or product	CBSE Study Material	5	89	1
vi.	Although select few start-ups skyrocket and receive all the media attention, it is easy to adopt an all-or-nothing outlook on entrepreneurship. While many ventures make it big and many fail, a lot of businesses are run with patience and strategy with a focus on self-sustenance and gradual growth.	CBSE Study Material (combined book)	5	55	1
Q. 2	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	Animation	CBSE Study Material	1	18	1
ii.	Graphic tablets	CBSE Study Material	1	3	1

		Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
iii.	width, height, depth	CBSE Study Material	1	14	**1**
iv.	Display and Animation	CBSE Study Material	1	16	**1**
v.	Fill Hole	CBSE Study Material	1	25	**1**
vi.	 • Single Perspective View • Four View • Front/Perspective • Outliner	CBSE Study Material	1	17	**1**
Q. 3	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	wood	CBSE Study Material	2	45	**1**
ii.	0	CBSE Study Material	2	48	**1**
iii.	object and texture	CBSE Study Material	2	40	**1**
iv.	Rendering is the last step in bringing 3D models to life, where objects are shaded and textured, and the scene is lit.	CBSE Study Material	2	40	**1**
v.	Environment section	CBSE Study Material	2	41	**1**
vi.	Wrap	CBSE Study Material	2	49	**1**
Q. No.	**QUESTION**	**Source Material (NCERT/PSSCIVE/ CBSE Study Material)**	**Unit/ Chap. No.**	**Page no. of source material**	**Marks**
Q. 4	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	UVW corresponds to XYZ, respectively. 'W' is the third dimension of a texture coordinate. U and V are the coordinates for a 2D map. 'W' adds a third dimension.	CBSE Study Material	3	83	**1**
ii.	Command-Shift-U/Control-Shift-U	CBSE Study Material	3	92	**1**
iii.	TGA abbreviates as "Truevision Graphics Adapter", which is a raster graphics file format	CBSE Study Material	3	65	**1**
iv.	White	CBSE Study Material	3	98	**1**
v.	Diffuse	CBSE Study Material	3	114	**1**
vi.	The Translucence Focus value controls how much translucent light is scattered depending on the direction of the light.	CBSE Study Material	3	115	**1**
Q. 5	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	3 & 4 are	CBSE Study Material	1	9	**1**
ii.	W – Move E – Rotate R – Scale Y – Last tool used	CBSE Study Material	1	18	**1**
iii.	• Color background floods the background with solid color like black, white etc.	CBSE Study Material	2	41	**1**

|					
	• Texture background use a 2D, 3D or environment texture to simulate a 3D environment.				
iv.	Placement or placement extras	CBSE Study Material	2	42	**1**
v.	Eye button in Outliner is for show/hide in viewport/render	CBSE Study Material	3	109	**1**
vi.	clone tool or clone stamp tool	CBSE Study Material	3	65	**1**

<u>**SECTION B: SUBJECTIVE TYPE QUESTIONS**</u>

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Answer any 3 out of the given 5 questions on Employability Skills in 20 – 30 words each (2 x 3 = 6 marks)					
Q. 6	"Specific positive feedback" occurs when someone explain to others what they did well. Example: I like the way you described your grandpa. It makes me feel like I know him too.	CBSE Study Material (combined book)	1	4	2
Q. 7	1. Avoid single-use plastics such as drinking straws. 2. By reusing it 3. By replacing plastic tea cups with kulhads, glass or steel containers	CBSE Study Material	5	109	2
Q. 8	E-governance sites enable people to perform various tasks such as filling a form, applying for passport, Electronic voting for elections, paying bills, property tax, etc. even sitting at home.	CBSE Study Material	3		2
Q. 9	Physical exercise, meditation, yoga, enjoying, going for vacations, spending time with family and friends, nature walk etc.	CBSE Study Material	2		2
Q. 10	1. Lack of continued motivation 2. Low technical knowledge 3. Absence of managerial skills 4. Inadequate infrastructure and resources 5. Lack of finance availability 6. Lack of awareness about entrepreneurship schemes	CBSE Study Material	4		2
Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)					
Q. 11	We can resize most panels by dragging their edges when a double-headed arrow cursor appears.		1	15	2
Q. 12	There are 7 marking menus that appear when we hold a key and press a mouse button.		1	22	2
Q. 13	Components are a way of breaking down an object into parts, such as: Vertices (the points that cover the surface of the object) Faces (the individual tiles that divide the surface of the object) Edges (the sides of each face.		2	22	2
Q. 14	The Magic Wand tool is a most powerful selection tool. It allows to quickly selecting a portion of image that has the same or similar colours. It can be accessed by typing "W." The tool is located near the top of the Photoshop Toolbox.		2	76	2

Q. 15	Polygons, Non-Uniform Rational B-Splines (NURBS), and subdivision surfaces are different object types with different ways of modeling.		1	3	2
Q. 16	*Anisotropy* reflects and transmits light with a directional bias and causes materials to appear rougher or glossier in certain directions. The default value for *Anisotropy* is 0, which means 'isotropic.'		3	104	2

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

Q. 17	Autodesk Maya which commonly known as MAYA software is 3D computer graphic software. It is a 3D computer graphics application that runs on Windows, macOS and Linux. It is used to create realistic 3D models, 3D applications, animated movies, TV serials, technical-non-technical commercials, 3D video games, visual effects and many other effects. **Key features of Maya :** • 3D animation tools • Animate and rig characters and objects with artist-friendly animation tools • 3D modeling tools. Create complex characters, props, and worlds with sophisticated 3D modeling tools • Integrated rendering • Fast playback. • Character setup • Time Editor		1	3	4
Q. 18	• **2D textures** 2D textures wrap around an object, like gift wrapping, or stick to a flat surface, like wallpaper. Examples of 2D texture are: Bulge, Checker, Cloth, File, Fluid Texture 2D, Fractal, Grid, Mountain, Movie, Noise, Ocean, Ramp, Water. • **3D textures** 3D textures project through objects, like veins in marble or wood. With a 3D texture, objects appear to be carved out of a substance, such as rock or wood.		2	46	4
Q. 19	Crazy Bump is a standalone texturing software to export bump, normal, displacement maps from photographs or scanned images and generates lighting maps from 2D textures. **a) Import a map** • open crazy bump. • Open one type of image/map from the dialogue box. • wait until Crazy Bump will stop thinking and then new window will appear. • Select one image shape. **b) Settings** • Select the different maps from the below tabs and change settings for each. • Save the image.		3	56	4
Q. 20	1. Texture mapping is a process to apply various textures on an object. Maya has a number of textures that we can map onto objects like 2D, 3D, Environment and Layered textures.		2	51	4

	2. 2D, 3D, Environment and Layered textures
	3. **Example:** if we connect Maya's 2D black and white Checker texture to the colour attribute of an object's material, you have applied a colour map; the checkered pattern determines which parts of the object appear black and which appear white. The checkered pattern determines which parts of the object are opaque and which are transparent.
	
	A Checker texture connected to the Color attribute of a sphere's material. This is a color map.
	
	The same map with the Checker texture's color attributes adjusted
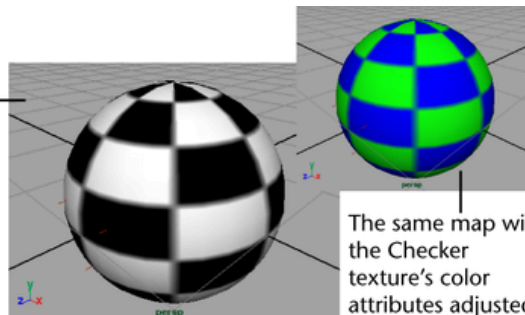	
	4. **Steps to apply a texture map in Maya:**
	  1. go to the Hypershade menu
	  2. locate the material we created
	  3. Left click to select the material in the Hypershade
	  4. drag the cursor to the created plane release the middle mouse button.				

Q. 21	1. Diffuse map defines the color and pattern of the object. Mapping the diffuse color is like painting an image on the surface of the object. For example, if you want a wall to be made out of brick, you can choose an image file with a photograph of bricks, or you can use the procedural tiles map to simulate a brick pattern. 2. .TGA 3. True 4. Diffuse map is a color map while the Specular map is grayscale.		**3**	**65**	**4**