CBSE | DEPARTMENT OF SKILL EDUCATION

Multi-Media (SUBJECT CODE - 821)

MARKING SCHEME FOR CLASS XI (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.	Clear, Concise, Concrete, Correct, Coherent, Complete and Courteous.	**NCERT**	**1**	**4**	**1**
ii.	Specific, Measurable, Achievable, Realistic & Time bound	**NCERT**	**2**	**97**	**1**
iii.	Shift+F12	**NCERT**	**3**	**127**	**1**
iv.	Is a person who tries to meet the needs of the customer through new ideas & makes profits in return.	**NCERT**	**4**	**138**	**1**
v.	Served, Partially Served, Unnerved & Known and Unknown needs.	**NCERT**	**4**	**162**	**1**
vi.	National Action Plan on Climate Change	**NCERT**	**5**	**176**	**1**
Q. 2	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	Sand is moved around on a back or front-lighted piece of glass to create each frame for an animated film. This creates an interesting effect because of light contrast.	**PSSCIVE**	**3**	**94**	**1**
ii.	Traditional, Stop Motion & Computer generated.	**PSSCIVE**	**1**	**9**	**1**

		Source Material (NCERT/PSSCIVE/CBSE Study Material)	Unit/Chap. No.	Page no. of source material	Marks
iii.	FPS – Frames Per Second HD – High Definition	PSSCIVE	2	77	1
iv.	Motion, Classic & Shape	PSSCIVE	3	103	1
v.	Production Pipeline steps – storyboarding, voice recording, concept design, modeling, texturing, rigging and animation.	PSSCIVE	1	38-41	1
vi.	Composting	PSSCIVE	2	77	1
Q. 3	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	Persistence of Vision	PSSCIVE	1	9	1
ii.	Is a technique patented by Max Fleischer in 1917, where animators trace live action movement, frame by frame. The source of film can be directly copied from actors' outlines into animated drawings.	PSSCIVE	1	21	1
iii.	The process of preparing a character model for animation, including setting up an underlying skeleton & linking it to the mesh of the character model.	PSSCIVE	1	52	1
iv.	Autodesk Maya	PSSCIVE	2	78	1
v.	The drawing of the animation is called as Cel.	PSSCIVE	3	91	1
vi.	A flip book is a book with series of pictures that vary gradually from one page to the next. When the pages are turned rapidly, the pictures appear to be in motion.	PSSCIVE	3	96	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.	Vector Animation	PSSCIVE	3	88	1
ii.	Stretch is the first principle of animation. It is used to give drawn objects a feeling of flexibility & weight.	PSSCIVE	2	65	1
iii.	A Photomatic is a series of still photographs edited together & presented on screen in a sequence. Usually, a voice over or sound track is added to the piece to create a presentation to show how a film could be shot & cut together.	PSSCIVE	1	48	1
iv.	In this kind of motion tween you have to manually create all your key frames & connect all of them with motion tweens that followed point A to point B. It effects position & rotation.	PSSCIVE	3	103	1
v.	It is a sub-genre of object animation involving using Lego or other similar brick toys to make the animation.	PSSCIVE	1	29	1
vi.	Pre-production, Production & Post-	PSSCIVE	3	89	1

2

Q. No.	QUESTION	Source Material	Unit/Chap. No.	Page no. of source material	Marks
	production.				
Q. 5	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**				
i.	Appeal corresponds to what would be called charisma in an actor. The important thing is that the viewer feels the character is real & interesting. Villains & monsters can also be appealing.	**PSSCIVE**	2	76	1
ii.	Animation is a process of displaying still images in a rapid sequence to create the illusion of movement.	**PSSCIVE**	1	9	1
iii.	Adobe Photoshop, Flash, Encore & After Effects (any two)	**PSSCIVE**	3	88	1
iv.	Staging is the layout of the objects & characters in a scene that draw the audience's attention to the subject of the scene. Type of shots, camera angles, colors & the amount of movement all should be taken into consideration when developing the staging of a scene.	**PSSCIVE**	2	65	1
v.	The 'Cinematographe' was projector, printer & camera in one machine that allowed moving pictures to be show on a screen. It was invented by Auguste & Louis Lumiere in 1894.	**PSSCIVE**	1	15	1
vi.	Forward contact point, Passing pose 1, Back contact point & Passing pose 2	**PSSCIVE**	3	98	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
Answer any 3 out of the given 5 questions on Employability Skills in 20 – 30 words each (2 x 3 = 6 marks)					
Q. 6	Factors affecting communication are – language, visual perception, past experience, prejudice, feelings, environment, personal factors & culture.	**NCERT**	1	14	2
Q. 7	Beliefs – is a feeling of certainty that something exists & is true especially one without proof. Values – are principles or standards of behaviour; one's judgement of what is important in life.	**NCERT**	2	69	2
Q. 8	Click on Insert menu option Click Header & Footer in the drop down Then click Header	**NCERT**	3	130	2

	Then click default style				
Q. 9	Confidence, Independence, Perseverance & Open-mindedness (Any two)	**NCERT**	**4**	**143-144**	**2**
Q. 10	It means what is good for the economy as well as the future of the environment. E.g. – natural farming.	**NCERT**	**5**	**172**	**2**
Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)					
Q. 11	Pixilation involves the use of live humans as stop motion characters. This allows for a number of surreal effects, including disappearance & reappearances, allowing people to appear to slide across the ground etc. E.g. The Secret Adventures of Tom Thumb & Angry Kid Shorts.	**PSSCIVE**	**1**	**29**	**2**
Q. 12	As an object's speed or momentum increases, arcs tend to flatten out in moving ahead and broaden in turns. Most natural action tends to follow an arched trajectory.	**PSSCIVE**	**2**	**72**	**2**
Q. 13	Exaggeration is useful in animation as perfect imitation of reality can look static & dull in cartoons. The definition employed by Disney, was just presenting it in a wilder & extreme form. It should be used in restrain & balance, to avoid confusing or overawing the viewer.	**PSSCIVE**	**2**	**76**	**2**
Q. 14	Keys are important drawings that convey the extremes of the character's movement- the first drawing is almost always a key. While in-betweens or tweens are the remaining, less important drawings in the shot.	**PSSCIVE**	**3**	**90**	**2**
Q. 15	Path based animation is the simplest & easiest form of animation to learn. It moves an object along a pre-determined path on the screen. It could be a straight line or number of curves. Often the object does not change but it could be reshaped or resized.	**PSSCIVE**	**3**	**94**	**2**
Q. 16	The process of preparing a character model for animation including setting up an underlying skeleton, complete with constraints, controllers & kinematic systems and linking it to the mesh of the character model.	**PSSCIVE**	**2**	**77**	**2**
Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)					
Q. 17	The 11 most common steps involved in	**PSSCIVE**	**1**	**34-35**	**4**

	producing a 3 D animation project are – concept & storyboards, 3D modeling, texturing, rigging, animation, lighting, camera setting, rendering, composting & special VFX, music & foley and editing & final output.				
Q. 18	2D animation figures are created and edited on the computer using 2D bitmap graphics or created & edited using 2D vector graphics. This includes traditional animation techniques. It has many application including analog computer animation, flash animation and power point presentation. 3D animation is digitally modeled and manipulated by an animator. The animator starts by creating an external 3D mesh to manipulate. The mesh may have many vertices which are the geometric points which make up the mesh.	**PSSCIVE**	**1**	**31**	**4**
Q. 19	The 12 basic principles of animation are – squash & stretch, anticipation, staging, straight ahead & pose-to-pose, follow through & overlapping actions, slow-out & slow-in, arcs, secondary action, timing, exaggeration, solid drawing and appeal.	**PSSCIVE**	**2**	**65-66**	**4**
Q. 20	Script→ Concept art/model→ shot list→ storyboard→ animatic sheet→ layouts→ key drawings→cleaned-up drawings→ in-between drawings→ traced cels/frames→ painted cels/frames→ 2D composting	**PSSCIVE**	**3**	**95**	**4**
Q. 21	Stop motion animation – although this can be classified also as 3D animation. It can work with 2D objects such as illustration & photos. Cut-out animation – is made by cut pieces of paper card fabric etc. They are placed under glass & then a frame is taken and cut out is moved slightly & again a new frame is taken.	**PSSCIVE**	**3**	**94**	**4**