# **CBSE | DEPARTMENT OF SKILL EDUCATION**

# **MULTI MEDIA (SUBJECT CODE-821)**

Blue-print for Sample Question Paper for Class XII (Session 2024-2025)

Max. Time: 2 Hours Max. Marks: 50

#### PART A - EMPLOYABILITY SKILLS (10 MARKS):

UNIT NO.	NAME OF THE UNIT	OBJECTIVE TYPE QUESTIONS 1 MARK EACH	SHORT ANSWER TYPE QUESTIONS 2 MARKS EACH	TOTAL QUESTIONS
1	Communication Skills - IV	1	1	2
2	Self-Management Skills - IV	2	1	3
3	ICT Skills – IV	1	1	2
4	Entrepreneurial Skills - IV	1	1	2
5	Green Skills – IV	1	1	2
	TOTAL QUESTIONS	6	5	11
NO. OF QUESTIONS TO BE ANSWERED		Any 4	Any 3	07
	TOTAL MARKS	1 x 4 = 4	2 x 3 = 6	10 MARKS

#### PART B - SUBJECT SPECIFIC SKILLS (40 MARKS):

UNIT NO.	NAME OF THE UNIT	OBJECTIVE TYPE QUESTIONS	SHORT ANSWER TYPE QUESTIONS	DESCRIPTIVE/ LONG ANS. TYPE QUESTIONS	TOTAL QUESTIONS	
		1 MARK EACH	2 MARKS EACH	4 MARKS EACH		
1	3D Production Pipeline	10	2	2	14	
2	Basics of Video and Sound Editing	5	1	1	7	
3	Basic Tools and Techniques of Animation in Autodesk MAYA	9	3	2	14	
ТО	TAL QUESTIONS	24	6	5	35	
NO. OF QUESTIONS TO BE ANSWERED		20	Any 4	Any 3	27	
TOTAL MARKS		1 x 20 = 20	2 x 4 = 8	4 x 3 = 12	40 MARKS	

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. Marks allotted are mentioned against each question/part.
- iii. There is no negative marking.
- iv. Do as per the instructions given.

#### 7. SECTION B - SUBJECTIVE TYPE QUESTIONS (26 MARKS):

- i. This section has 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. 1	Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)		
i.	Self-motivation helps us to –	1	
	a) Motivate and inspired students		
	b) Build strength to complete any task or work		
	c) It decreases individual's energy		
	d) Build a network of people around you		
ii.	A workbook, by default, opens how many worksheets.	1	
	a) 2 b) 4		
	c) 3 d) 5		
iii.	signals are the part of body language, Non - Verbal Communication.	1	
	a) Eye Contact b) Aura / Vibes		
	c) Facial Expressions d) All of the these		
iv.	Full form of 3R's	1	
	a) Reduce, Reuse, Recycle b) Reduce, Reuse, Recycle		
	c) Replace, Refuse, Recycle d) Reduce, Reuse, Restore		
v.	Which of the following is a type of business activity?	1	
	a) Entrepreneurship b) Home delivery services		
	c) Trading business d) None of these		
vi.	is characterized by a lack of interest in social relationship and people	1	
	tend to be distant, detached and indifferent.		
	a) Dependent b) Narcissistic		
	c) Obsessive d) Schizoid		
Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)		
i.	Process of adding bones to a character or defining the movement of a mechanical	1	
	object is		
	a) Animation b) Texturing		
	c) Rigging d) Modelling		
ii.	Sub clip is a section ofclip that references the master clip's media file.	1	
	a) Duplicate clip b) Assembled clips		
	c) Clip instance d) Master clip		
iii.	The method of storing information that actually maps an image pixel bit by bit is	1	
	called		
	a) Aspect Ratio b) Bit Map		
	c) Bit Depth d) Master clip		
iv.	Which Sheets are used to compare the scale of the characters against one another?	1	
	a) Model Sheets b) Expression Sheets		
	c) Character Line up sheet d) None of these	ļ	
v.	look likes a spreadsheet with rows and columns but its purpose is to	1	
	provide instructions concerning the time duration of individual character		
	movements, scenes, camera moves and audio details.		
	a) Layout b) Dope Sheet		
	c) Layer d) Trax		
vi.	The animation of non-character elements such as explosions, smoke and rain are called	1	
	a) Alpha animation b) Translate animation		

Q. 3	Answer any 5 out of the given 6	questions (1 x 5 = 5 marks)	
i.	creates an animation	curve that is smooth between the key before and	1
	the key after the selected key.		
	a) Clamped Tangent	b) Spline Tangent	
	c) Stepped Tangent	d) Linear Tangent	
ii.	Which method is used to view th	ne several frames of an animation simultaneously?	1
	a) Walk Cycles	b) Motion Graphics	
	c) Onion Skinning	d) Twining	
iii.	is used to view the	ne clips that have been captured and added to the	1
	project.		
	a) Assemble clips	b) Import	
	c) Rearrange clips	d) Source Monitor	
iv.	Which stage of post-production	involves putting the rendered pieces of our	1
	animation together in the corre	ct order of events?	
	a) Compositing	b) Rendering	
	c) Editing	d) Sound and Video editing	
v.	Thepanel allow	vs you to add markers (known in Adobe Flash as cue	1
	points) at any point in your sour	nd file.	
	a) Markers Panel	b) Editor Panel	
	c) Timeline Panel	d) History Panel	
vi.	What is the short cut to key an o	bject in Autodesk Maya?	1
	a) M	b) S	
	c) K	d) H	

Q. 4	Answer any 5 out of the giver	n 6 questions (1 x 5 = 5 marks)	
i.	Which animation is produced	by arranging real objects, taking a picture of them,	1
	repositioning the objects minu	utely, then taking another picture of them to create a	
	sequence of consecutive imag	ges that create the illusion of motion?	
	a) Anticipation	b) Stretch and Squash	
	c) Cel animation	d) Stop Motion Animation	
ii.	The measurement of the num	ber of consecutive images (frames) in an animated	1
	movie is called		
	a) Frame	b) Frame Rate	
	c) Keys	d) Speed	
iii.	turn the 2D o	concept art and traditionally sculpted maquettes into	1
	high detail, topologically soun	d 3D models.	
	a) Modelers	b) Key Frame animators	
	c) Clean up Artists	d) Digital ink and paint artist	
iv.	A line perpendicular to the su	rface of a polygon is called:	1
	a) Vertex Normal	b) Tangent	
	c) Normal	d) Vector	
v.	editor gives a visual	representation in the form of a curved line of the	1
	attributes that are animated i	n Maya.	
	a) Dope sheet	b) Trax	
	c) Animation Layer	d) Graph	
vi.	Which department works closely with the director to design the locations and		1
	costumes?		
	a) Modelling department	b) Layout department	
	c) Rigging department	d) Modelling department	

Q. 5	Answer any 5 out of the given	6 questions (1 x 5 = 5 marks)	
i.	Which shows the subject in mo	ore detail and are often framed from just below the	1
	shoulders to the top of the hea	ad?	
	a) Wide Shots	b) Medium Shots	
	c) Extreme close up shots	d) Medium Close-up Shots	
ii.	keys do not contri	bute to the animation on their channels.	1
	a) Muted Keys	b) Unmuted Keys	
	c) Driven Keys	d) Auto keys	
iii.	sets the stage	for each scene of animation.	1
	a) Key frame Animator	b) Background Artist	
	c) Layout Artist	d) Character Animator	
iv.	is used to remove ke	eys that are not necessary to describe the shape of	1
	an animation curve.		
	a) Simplify curves	b) Resampling Curves	
	c) Inverse Option	d) Bake Channel	
v.	is a proces	ss used to check hand drawn frames prior to them	1
	being used for final artwork.		
	a) Line Test	b) Editing	
	c) Rendering	d) Compositing	
vi.	Which is the third and final ste	p in film creation and it refers to the tasks that must	1
	be completed or executed after	er the filming or shooting ends?	
	a) Pre- production	b) Post- production	
	c) Production	d) None of these	

## **SECTION B: SUBJECTIVE TYPE QUESTIONS**

Answer any 3 out of the given 5 questions on Employability Skills (2 x 3 = 6 marks) Answer each question in 20 - 30 words.

Q. 6	Why is business planning important for an entrepreneur? (Any 4 points)	2
Q. 7	List down the kinds of sentences. (Any 4 sentences)	2
Q. 8	Enlist any 4 green jobs.	2
Q. 9	Write any two traits of each extraversion and agreeableness personality.	2
Q. 10	Write four steps to insert a text box in a slide.	2

### Answer any 4 out of the given 6 questions in 20 - 30 words each (2 x 4 = 8 marks)

Q. 11	What is Rendering? What is its aim?	2
Q. 12	What is the use of driver in computer system?	2
Q. 13	Define Persistence of Vision.	2
Q. 14	Why Model sheets are required at Pre-production stage? Write any 2 points.	2
Q. 15	How to set keyframes to make the ball bounce in Maya? Write steps.	2
Q. 16	Write the use of Bake channel in Autodesk Maya. (Any 2 points)	2

### Answer any 3 out of the given 5 questions in 50-80 words each $(4 \times 3 = 12 \text{ marks})$

Q. 17	What is Camera? Explain the three camera Perspectives used in Autodesk Maya.	4
Q. 18	Write the roles and functions of the following:	4
	a) Scanner Operator	
	b) Digital Ink and Paint Artist	
Q. 19	What is the use of Trax Editor in Autodesk Maya?	4
Q. 20	Explain the process of Navigation in the Time line Panel of Adobe Premiere Pro.	4
Q. 21	Explain the four types of Twining animation.	4