

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE-415)

Marking Scheme for Sample Question Paper of Class X (Session 2025-2026)

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/CBSE STUDY MATERIAL/ PSSCIVE)	Unit/ Chap. No.	Marks
Q. 1	Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)			
i.	c) Discussion	CBSE Study Material	1	1
ii.	c) Adaptability	CBSE Study Material	2	1
iii.	a) The stressful event	CBSE Study Material	2	1
iv.	a) Windows	CBSE Study Material	3	1
v.	b) Entrepreneur should not think optimistically about the future of the business.	CBSE Study Material	4	1
vi.	a) Both Statement1 and Statement2 are correct	CBSE Study Material	5	1
Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	c) Deselect All	CBSE STUDY MATERIAL	1	1
ii.	c) Use a little incandescence	CBSE STUDY MATERIAL	3	1
iii.	a) Color Gain	CBSE STUDY MATERIAL	2	1
iv.	b) Color background	CBSE STUDY MATERIAL	2	1
v.	b) Rotate	CBSE STUDY MATERIAL	1	1
vi.	False	CBSE STUDY MATERIAL	3	1
Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	b) Blend	CBSE STUDY MATERIAL	2	1
ii.	a) Anisotropy	CBSE STUDY MATERIAL	3	1
iii.	d) hotbox	CBSE STUDY MATERIAL	1	1
iv.	c) Status Line	CBSE STUDY MATERIAL	1	1
v.	a) by setting Invert on or off	CBSE STUDY MATERIAL	2	1
vi.	b) Diffuse Map	CBSE STUDY MATERIAL	3	1
Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	b) Displacement maps	CBSE STUDY MATERIAL	3	1
ii.	a) Y	CBSE STUDY MATERIAL	1	1
iii.	False	CBSE STUDY MATERIAL	2	1

iv.	b) NURBS	CBSE STUDY MATERIAL	1	1
v.	True	CBSE STUDY MATERIAL	2	1
vi.	d) Control-J	CBSE STUDY MATERIAL	3	1
Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	d) They are true surface relief	CBSE STUDY MATERIAL	2	1
ii.	c) Hypershade	CBSE STUDY MATERIAL	2	1
iii.	c) 0.7	CBSE STUDY MATERIAL	3	1
iv.	a) Blinn	CBSE STUDY MATERIAL	3	1
v.	a) Perspective	CBSE STUDY MATERIAL	1	1
vi.	c) Fill Holes	CBSE STUDY MATERIAL	1	1

SECTION B: SUBJECTIVE TYPE QUESTIONS

Q. No.	QUESTION	Source Material (NCERT/CBSE STUDY MATERIAL/ PSSCIVE)	Unit/ Chap. No.	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	It validates effective listening: The person providing the feedback knows they have been understood (or received) and that their feedback provides some value. It motivates: Feedback can motivate people to build better work relationships and continue the good work that is being appreciated. It is always there: Every time you speak to a person, we communicate feedback so it is impossible not to provide one. It boosts learning: Feedback is important to remain focussed on goals, plan better and develop improved products and services. It improves performance: Feedback can help to form better decisions to improve and increase performance <i>(Any two points with explanation)</i>	CBSE Study Material	1	2
Q. 7	A measurable goal answers the questions “How much?”, “How many?” and “How do I know that I have achieved results?” Not measurable goal: “I want to be rich.” Measurable goal: “I want to have 5 times more money than what I have today in my hand at the end of this year.”	CBSE Study Material	2	2

Q. 8	We need to keep our computer locked when we are not working on it using Login id and password. This will ensure that no unauthorised person can see or make changes to our information without taking our permission.	CBSE Study Material	3	2
Q. 9	A person who becomes an entrepreneur goes through a career process. This process is as follows: <i>ENTER GROW</i> When an entrepreneur is starting, they are just entering the market to do business <i>SURVIVE</i> There are many entrepreneurs in the market. The entrepreneur has to remain in a competitive market. <i>GROW</i> Once the business is stable, an entrepreneur thinks about expanding his or her business.	CBSE Study Material	4	2
Q. 10	<i>These are REFUSE, REDUCE, REUSE, RECYCLE and UPCYCLE.</i>	CBSE Study Material	5	2
Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)				
Q. 11	The hotbox has three main functions: • It contains every menu and menu item. This is useful if you want to quickly use an action from another menu set without switching menu sets. • You can use the hotbox to select actions even if you've hidden the menu bar (press Ctrl+M) and other UI elements to save space. • The hotbox provides five customizable marking menus you can show by clicking inside, above, below, left, or right of the Hotbox Controls option. <i>(Any Two)</i>	CBSE STUDY MATERIAL	1	2

Q. 12	Feature	2D Textures	3D Textures	CBSE STUDY MATERIAL	2	2
	Definition	Image-based textures that are mapped on a surface using UV coordinates.	Procedural textures defined in 3D space which objects sample directly.			
	Mapping	Need proper UV mapping to wrap the 2D image around a 3D object.	No UV mapping required; automatically wrap around objects.			
	Seams	May show seams or stretching if UVs are not set correctly.	Seamless coverage because the texture exists in 3D space.			
	Type	Based on bitmap or image files (like JPEG, PNG).	Based on mathematical/procedural patterns generated by Maya.			
	Flexibility	Limited to the resolution and size of the image.	Infinite detail and resolution (procedural).			
	Examples	File textures, image textures.	Solid noise, marble, granite, leather, clouds, wood.			
<i>Any 2 points</i>						
Q. 13	The Maya workspace is where you conduct most of your work within Maya. The workspace is the central window where your objects and most editor panels appear. It consists of Panel Menu, Viewcube, Camera View type, Axis Direction indicator, Grid etc.			CBSE STUDY MATERIAL	1	2
Q. 14	IOR stands for Index of Refraction. In the texturing/shading process it is used to define how much light bends (refracts) when it passes through a transparent material like glass, water, or plastic. Higher IOR values make the refraction stronger, giving a more realistic look to materials such as diamonds or glass.			CBSE STUDY MATERIAL	3	2
Q. 15	A transparency map is used to control which parts of an object are opaque, semi-transparent, or fully transparent. By mapping a texture to the Transparency attribute of a material in Maya, one can make certain areas invisible or see-through without actually cutting geometry.			CBSE STUDY MATERIAL	3	2

	For example: you can use a black-and-white transparency map on a leaf texture—black areas remain solid, white areas become transparent, and gray areas are semi-transparent.																			
Q. 16	• Automatic UV mapping • Planar UV mapping • Cylindrical UV mapping • Spherical UV mapping • User-defined UV mapping • Best Plane mapping • Camera UV mapping (Any 4)	CBSE STUDY MATERIAL	2	2																
Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)																				
Q. 17	Job Description – Texturing Artist A Texturing Artist is a creative professional who paints, designs, and applies textures (surface details) to 3D models. They make 3D objects look realistic by adding colors, patterns, materials, and surface qualities like roughness, shininess, or wear-and-tear. They work closely with modelers, lighting artists, and animators in the production pipeline. <table><tr><th>Responsibility</th><th>Explanation</th></tr><tr><td>Create Textures</td><td>Design and paint 2D or 3D textures for models, environments, and props using software like Photoshop, Substance Painter, or Mari.</td></tr><tr><td>UV Mapping</td><td>Unwrap 3D models into 2D space (UV layout) so that textures can be applied correctly.</td></tr><tr><td>Material & Shader Setup</td><td>Assign and tweak materials/shaders in Maya (or similar software) to control how textures interact with light.</td></tr><tr><td>Match Look & Style</td><td>Ensure textures match the art direction and style of the project (realistic, stylized, etc.).</td></tr><tr><td>Optimize Textures</td><td>Balance quality and performance by creating textures at appropriate resolutions for games/films.</td></tr><tr><td>Work with Other Teams</td><td>Collaborate with modelers, lighting, and rendering teams to ensure seamless integration.</td></tr><tr><td>Maintain Consistency</td><td>Keep textures consistent across assets and maintain naming conventions/file organization.</td></tr></table>	Responsibility	Explanation	Create Textures	Design and paint 2D or 3D textures for models, environments, and props using software like Photoshop, Substance Painter, or Mari.	UV Mapping	Unwrap 3D models into 2D space (UV layout) so that textures can be applied correctly.	Material & Shader Setup	Assign and tweak materials/shaders in Maya (or similar software) to control how textures interact with light.	Match Look & Style	Ensure textures match the art direction and style of the project (realistic, stylized, etc.).	Optimize Textures	Balance quality and performance by creating textures at appropriate resolutions for games/films.	Work with Other Teams	Collaborate with modelers, lighting, and rendering teams to ensure seamless integration.	Maintain Consistency	Keep textures consistent across assets and maintain naming conventions/file organization.	CBSE STUDY MATERIAL	1	4
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	2 marks for correct Job Description and 2 marks for Any 2 Responsibilities			
Q. 18	Color Maps By mapping a texture to the Color attribute of an object's material, you create a color map which describes the color of the object. Transparency Maps By mapping a texture to the Transparency attribute of an object's material, you create a transparency map which lets you make parts of an object opaque, semi-transparent, or entirely transparent. Specular Maps By mapping a texture to the Specular attribute of an object's material, you create a specular map which lets you describe how shine appears on objects by controlling the highlight. Reflection Maps By mapping a texture to the Reflected Color attribute of an object's material, you create a reflection map which lets you describe how an object reflects its surroundings. Bump Maps By mapping a texture to the Bump attribute of an object's material, you create a bump map which lets you add the illusion of surface bump detail to a surface. Displacement Maps Displacement maps let you add true dimension to a surface at render time, a process which may reduce or eliminate the need for you to create complex models. UV Mapping The process of creating explicit UVs for a surface mesh is called UV mapping. It is a process whereby you create, edit, and arrange the UVs (which appear as a flattened, two-dimensional representation of the surface mesh) over the two-dimensional texture space <i>Any four</i>	CBSE STUDY MATERIAL	2	4
Q. 19	i) Translucence gives the material the ability to transmit and diffuse light. Light falling on a translucent surface is first absorbed beneath the	CBSE STUDY MATERIAL	3	4

	surface, and then diffused in all directions. If set to 0, the default, no light shows through the object. If set to 1, all the light shows through. ii) False iii) Translucence Depth/Focus iv) <i>Clouds</i>			
Q. 20	You can map a texture to any of the material attributes that appear with a icon beside it. For example, you can add color to your model by mapping a file texture to the material's Color attribute, or add surface detail by mapping a normal map to the Bump Mapping attribute to give the appearance of a rough surface. 1. Click the  icon beside the Color attribute and select File. A File texture node is created. Click the browse icon beside Image Name to navigate to your texture file. Press 6 for textured mode in the viewport to see the texture applied. 2. Similarly, click the icon  beside the Bump Mapping attribute and select File. Select the file node in the Attribute Editor and click the browse icon to navigate to your normal map. 3. Display your normal map in tangent space or object space.	CBSE STUDY MATERIAL	2	4
Q. 21	Advantages of using High Pass filter in Photoshop: • Original pixels remain unchanged because sharpening is done on a separate layer. • The Opacity and Blending Modes of the layer can be adjusted to control the strength of sharpening. • Layer masks allow control of where and how much sharpening is applied. • The layer can be saved and edited later, letting you change the settings or areas of sharpening. • Useful for images prepared for web viewing or different printing outputs. <i>Any Four</i>	CBSE STUDY MATERIAL	3	4