

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE-415)

Blue-print for Sample Question Paper for Class X (Session 2025-2026)

Max. Time: 2 Hours

Max. Marks: 50

PART A - EMPLOYABILITY SKILLS (10 MARKS):

UNIT NO.	NAME OF THE UNIT	OBJECTIVE TYPE QUESTIONS	SHORT ANSWER TYPE QUESTIONS	TOTAL QUESTIONS
		1 MARK EACH	2 MARKS EACH	
1	Communication Skills - II	1	1	2
2	Self-Management Skills – II	2	1	3
3	ICT Skills – II	1	1	2
4	Entrepreneurial Skills – II	1	1	2
5	Green Skills – II	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 QUESTION S
		1 MARK EACH	2 MARKS EACH	4 MARKS EACH	
1.	Surfaces and Materials	8	2	1	11
2.	Shading and Texturing	8	2	2	12
3.	Texturing in Photoshop and Autodesk MAYA	8	2	2	12
TOTAL 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

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Multi Media (SUBJECT CODE - 415)

Sample Question Paper for Class XII (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. 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.	Which of the following is not a form of written communication: a) Circulars b) Reports c) Discussion d) SMS	1
ii.	'Prepare yourself for new changes, so that you can transition seamlessly'. Which term can you relate the given sentence to? a) Self-awareness b) Responsibility c) Adaptability d) Time-management	1
iii.	In "ABC" of stress management, "A- Adversity stands for _____. a) The stressful event b) The way you respond to the event c) Actions and outcomes of the event d) Have a joyful life.	1
iv.	Name the operating system developed by Microsoft. a) Windows b) Disk Operating System c) Linux d) Firefox	1
v.	From the following statements, which one is incorrect about the Qualities of an entrepreneur a) Successful entrepreneurs adapt to the habit of hard work from a very early stage. b) Entrepreneur should not think optimistically about the future of the business. c) Confident entrepreneurs must not deviate from his/her decisions too early in case success is delayed. d) Entrepreneurs like to function at their own will and rules	1
vi.	Statement1: Economic development is using up resources of the world. Statement2: This would have serious environmental problems, much worse than those that we are facing at present. a) Both Statement1 and Statement2 are correct b) Both Statement1 and Statement2 are incorrect c) Statement1 is correct but Statement2 is incorrect d) Statement2 is correct but Statement1 is incorrect	1

Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	Within the Polygon / NURBS marking menus, which Menu Item clears the current selection? a) Select All b) Select c) Deselect All d) Make Live	1
ii.	What should be done to make vegetation look organic? a) Use a little highlight b) Use a little transparency c) Use a little incandescence d) Use a little Ambient Color	1
iii.	Which attribute, when adjusted, can correct a texture that looks too green and shift it towards blue by applying a scaling factor to the texture's outColor channel? a) Color Gain b) Color Offset c) Color Balance d) Exposure	1
iv.	A _____ floods the background of the scene with a solid color. a) Environment background b) Color background c) texture backgrounds d) Mix background	1

v.	What does this transformation manipulator represent?  a) Move c) Translate b) Rotate d) Scale	1
vi.	State True/False. The default value of Translucence is 1 which means no light shows through the object.	1

Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	Which attribute controls how much the default colour mixes into the texture colour in Maya? a) Glow Intensity c) Incandescence b) Blend d) Specular Roll-off	1
ii.	_____ reflects and transmits light with a directional bias and causes materials to appear rougher or glossier in certain direction. a) Anisotropy c) IOR b) Rotation d) Reflected Color	1
iii.	The _____ appears when you hold down the space bar in a view. a) Shelves c) menu sets b) Channel Box d) hotbox	1
iv.	What part of Maya contains icons for some commonly-used general commands, such as File > Save, as well as icons for setting up object selection, snapping, rendering, and more? a) Menus c) Status Line b) Shelves d) hotbox	1
v.	Shaanvi wants to change a bump or displacement map's raised regions to depressions and vice versa. How can she do that? a) by setting Invert on or off c) by increasing the Blend value b) transform the texture placement icon d) add or subtract colors from a texture	1
vi.	Anokhi is trying to do texturing of an object. She is looking for a tilable image which gives the color information, but does not contain lighting or height information for the texture. What can she use? a) NURBS Polygon c) Specular Color b) Diffuse Map d) Reflectivity	1

Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	_____ are grayscale textures you map to objects to create true surface relief (elevations and depressions) on an otherwise flat object.	1

	a) Reflection maps c) Bump maps	b) Displacement maps d) Translucence maps	
ii.	In animation and visual effects, the tradition “up” or elevation axis is _____ and the other two as the “ground” axes. a) Y c) Z	b) X d) U	1
iii.	State True/False. <i>Alpha Is Luminance</i> is used for Cloth, Ramp, or Stencil textures.		1
iv.	_____ let you easily create smooth, curving surfaces with high-level control. a) Polygons c) Subdivision surfaces	b) NURBS d) Shading	1
v.	State True/False. The smoother the object, the Shinier it is; the rougher the object, the more matte it is.		1
vi.	To duplicate a single layer in Photoshop, one can use _____ a) Control-A c) Control-P	b) Control-X d) Control-J	1

Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)		
i.	Which of the following is not True for Bump Maps: a) They cannot cast or receive shadows b) They cannot be seen if you silhouette the mapped object c) They take less time to render than displacement maps. d) They are true surface relief		1
ii.	One can create a Layered Shader in the _____. a) Graph editor c) Hypershade	b) UV Editor d) Curve Editor	1
iii.	Reflectivity values for Glass is a) 0.5 c) 0.7	b) 1 d) 0.4	1
iv.	Which material is recommended for shiny surfaces in animations? a) Blinn c) Phong	b) PhongE d) Hypershade	1
v.	When you start Maya for the first time, the workspace displays by default in a _____ camera view. a) Perspective c) Front	b) Side d) Top	1
vi.	Which Menu Item fills all holes in the geometry with new faces? a) Sculpt Tool c) Fill Holes	b) Extrude d) Multi-Cut	1

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	Feedback is the final component and one of the most important factors in the process of communication. Give two reasons to justify importance of feedback.	2
Q. 7	In SMART goals, what does 'M' stand for? Explain.	2
Q. 8	How will you prevent others from using your computer?	2
Q. 9	What is the career process, that an entrepreneur goes through?	2
Q. 10	What is 4Rs" and 1U of Sustainability?	2

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

Q. 11	What are the main functions of Hotbox in Autodesk Maya?	2
Q. 12	How are 3D Textures different from 2D Textures.	2
Q. 13	Briefly explain the Maya workspace.	2
Q. 14	What is the purpose of IOR in Texturing process?	2
Q. 15	What are Transparency Maps in Autodesk Maya?	2
Q. 16	Name any 4 techniques of UV mapping in Autodesk Maya.	2

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

Q. 17	Give a brief job description and Responsibilities of Texturing Artist.	4
Q. 18	What are the different texture maps commonly used in Autodesk Maya?	4
Q. 19	(i) What is the use of Translucence in texturing? (ii) "By default, Translucence allows light to completely pass through an object." State true or false. (iii) Name the attribute in Maya material editor used to control Translucence. (iv) Translucence is used to simulate effects like (choose any one): <i>Brick Wall / Clouds/ Metal</i>	4
Q. 20	Write the steps to map a texture to any of the material attributes using material's Color attribute and Bump Mapping attribute.	4
Q. 21	Write the advantages of using high pass filter image using photoshop:	4