

CBSE | DEPARTMENT OF SKILL EDUCATION

Multi-Media (SUBJECT CODE - 821)

MARKING SCHEME FOR CLASS XI (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/PSSCI VE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
Q. 1	Answer any 4 out of the 6 questions given on Employability Skills (1 x 4 = 4 marks)				
i.	c) Non-verbal communication	NCERT	1	11	1
ii.	d) team	NCERT	2	85	1
iii.	d) Welcome them, introduce your family and thank them for coming	NCERT	2	91	1
iv.	b) A person who tries to meet customer needs through new ideas or ways of doing business and makes a profit	NCERT	4	138	1
v.	b) Ctrl+n	NCERT	3	109	1
vi.	b) Air and water pollution, waste management, and biodiversity conservation	NCERT	5	176	1
Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)				
i.	b) wide shot	PSSCIVE	3	71	1
ii.	b) Tween Frames (or In-between frames)	PSSCIVE	1	11	1
iii.	c) Timing	PSSCIVE	2	83	1
iv.	c) Shape tweening	PSSCIVE	3	123	1
v.	d) Brick film	PSSCIVE	1	33	1
vi.	c) Acceleration and Deceleration	PSSCIVE	2	79	1
Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)				
i.	c) Pixilation	PSSCIVE	1	33	1
ii.	b) Rotoscoping	PSSCIVE	1	25	1
iii.	d) Overlapping action	PSSCIVE	2	79	1
iv.	b) Squash and Stretch	PSSCIVE	2	73	1
v.	b) tweens	PSSCIVE	3	122	1
vi.	c) vector animation	PSSCIVE	3	97	1
Q. No.	QUESTION	Source Material (NCERT/PSSCI VE/ 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.	c) .swf	PSSCIVE	3	121	1
ii.	c) Rendering the character with volume, weight, and proper balance.	PSSCIVE	2	83	1
iii.	b) To create outline the story, guide camera placement and timing.	PSSCIVE	1	45	1
iv.	d) Path Tween	PSSCIVE	3	122	1
v.	b) Editing	PSSCIVE	1	40	1
vi.	b) The base graphic must be converted into a Symbol.	PSSCIVE	3	116	1
Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)				
i.	b) Staging	PSSCIVE	2	76	1
ii.	d) Path animation	PSSCIVE	1	21	1

iii.	c) Shape Tweening	PSSCIVE	3	123	1
iv.	b) Pose-to-Pose	PSSCIVE	2	71	1
v.	b) Exaggeration	PSSCIVE	2	85	1
vi.	c) To loop a series of frames to avoid animating each step repeatedly	PSSCIVE	3	115	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	• Work hard and encourage others to do the same. • Cheer for your teammate's success • Celebrate success as a team	NCERT	2	86	2
Q. 7	Click on File and then click Save or Save As, browse to the desired folder, type the filename in the name textbox and click on Save.	NCERT	3	132	2
Q. 8	Manufacturing Business, Trading Business, Services Business.	NCERT	4	140	2
Q. 9	This mission aims to clean up Indian cities, towns, and villages. One of its main aims is to achieve an Open-Defecation Free India by October 2, 2019.	NCERT	5	179	2
Q. 10	• Using the right gestures while speaking makes our message more effective. • Knowing non-verbal communication helps us understand our audience's reaction and adjust our behaviour or communication accordingly. • If verbal messages are blocked by noise or distance, etc., we can use hand movements to exchange our message.	NCERT	1	11	2

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

Q. 11	Stop-motion animation is a technique used to create animation by physically manipulating real-world objects and photographing them one frame of film at a time. When the sequence of images is played back rapidly, the slight, frame-by-frame changes in the objects' positions create the illusion of continuous movement.	PSSCIVE	1	34	2
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Q. 12	Slow Out and Slow In principle (also called Ease In and Ease Out) is the concept that as any object or person moves or comes to a stop, there must be a time for acceleration and deceleration. Applying this principle by using closer spacing of frames at the start and end of a movement makes the action appear more natural and less robotic.	PSSCIVE	2	81	2
Q. 13	Computer Generated Imagery (CGI) , or Computer Animation , is the process of generating animated images using computer graphics. It is considered a form of modern animation that uses fully computer-generated graphics (CG). This process is broadly categorized into 2D and 3D animation.	PSSCIVE	1	42	2
Q. 14	Path Animation - Path Based animation is the simplest form of animation and the easiest to learn. It moves an object along a predetermined path on the screen. The path could be a straight line, or it could include any number of curves. Often the object does not change, although it might be resized or reshaped.	PSSCIVE	3	105	2
Q. 15	Frame - A still two-dimensional image. In computer animation, the term frames per second (fps) is a measurement of the number of still frames displayed in one second to give the impression of a moving image. For film work, this value is usually 24; for the European PAL broadcast format, 25; and for the US NTSC broadcast format, 30fps	PSSCIVE	3	120	2
Q. 16	Arcs are used for expressing speed and are the natural paths that thrown objects, limbs, and free-moving characters follow. By having movements follow a curved or " natural arc ," the animation appears more realistic and expressive.	PSSCIVE	2	81	2

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

Q. 17	Aspect	2D Animation	3D Animation		PSSCIVE	1	40	4
	Animating procedure	Drawing each frame by hand or using software tools	Creating 3D models and environments using software tools					
	Frame rate	Lower frame rate (e.g., 12 or 24 fps)	Higher frame rate (e.g., 30 or 60 fps)					
	Expense	Cheaper and faster to create	More expensive and slower to create					
	Relevance	Depends on the purpose, audience, and message	Depends on the purpose, audience, and message					
	Texture	More artistic, requires illustration	More mechanical, works with 'rigs' and 3D manipulation					

	Space	Limited and fixed space	Unlimited and flexible space				
	Any 4						
Q. 18	- Identification of correct technique for Project 1 (Fight sequence) → Straight Ahead Animation (1 mark) - Reason for Project 1 choice → Creates natural, fluid, and spontaneous motion (1 mark) - Identification of correct technique for Project 2 (Dialogue scene) → Pose-to-Pose Animation (1 mark) - Reason for Project 2 choice → Provides control, accuracy, and clarity of poses & timing (1 mark)			PSSCIVE	2	76	4
Q. 19	1. Exaggeration-To show the ball is heavy and the movement is energetic; the animator must use exaggeration. The bounce would be excessively high upon impact, and the 'squash' (when it hits the ground) would be extremely pronounced to make the impact seem huge, even for a small object. 2. Timing-To convey that the ball is heavy, the timing must be slow or deliberate at the peak of its bounce (due to gravity) and when it is rolling. However, to convey the energetic sudden appearance and roll-off, the number of frames must be minimal during the launch and descent. 3. Appeal- To ensure the children's audience connects with the ball, Appeal must be used. Even though it's a simple sphere, the ball could be given exaggerated, stylized colors or a small, friendly face that briefly pops up with a surprised expression when it stops and then quickly disappears as it rolls away. 4. Secondary Action- As the primary action is the rolling, a secondary action is needed to add realism. As the heavy ball rolls, the small dust particles on the table's surface would be kicked up briefly behind it. This secondary detail reinforces the speed and contact with the surface.			PSSCIVE	2	83	4
Q. 20	The transformation of a pencil sketch into a digital cel involves several steps, leveraging computer technology to streamline traditional methods: Sketching and Cleaning: The animator first creates a pencil sketch of the character's pose. If the lines are clean enough, the drawing is ready to be digitized. Scanning/Digitizing: The clean pencil drawing is scanned directly into the computer. (Alternatively, the drawing is inked digitally by the artist over the scanned sketch). Inking (Digital): The scanned pencil lines are converted into clean, final outlines. The drawing is now formally considered a "cel". Coloring: The digital cel is then colored on a computer. This replaces the traditional, time-consuming process of hand-painting clear celluloid sheets with paint. Assembly: This completed digital cel is then layered onto a background that has been separately drawn and imported into the animation program, ready to be saved as part of the final video file.			PSSCIVE	3	118	4

Q. 21	a) Motion Tweening :- A motion tween animates symbols moving in space; when you create a motion tween, then you can click on any frame in the tween, move the symbol on that frame, and a motion path animating the frames between that frame and the next key frame. Any frame where you've manually moved the tweened symbol becomes a key frame. b) Shape tweening :- Shape tweens, on the other hand, perform distortions on non-symbol shapes/vector graphics. If you create one shape on one key frame and another shape on another key frame, you can connect those two shapes with a shape tween. The tween will perform whatever calculations and morphs needed to transform the first shape into the second.	PSSCIVE	3	117	4
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