

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE - 821)

Blue-print for Sample Question Paper for Class XI (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 – III	1	1	2
2	Self-Management Skills - III	2	1	3
3	ICT Skills – III	1	1	2
4	Entrepreneurial Skills – III	1	1	2
5	Green Skills – III	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.	Introduction to Animation	7	2	1	10
2.	Principles of Animation	8	2	2	12
3.	Introduction to 2D Animation	9	2	2	13
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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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 6 questions given on Employability Skills (1 x 4 = 4 marks)	
i	What is the communication strategy where one tailors the message according to the audience's knowledge level, culture, and interests? a) Decoding b) Empathy c) Non-verbal communication d) Encoding	1
ii	A/An is a group of people working together towards achieve a common goal. a) Co-ordination b) Family members c) Internet d) team	1
iii	Your family has moved to a new home. Your next-door neighbor pays a visit. What should you do? a) Tell them you are in the middle of shifting and cannot speak right now. b) Give them an insincere smile and ask them to leave. c) Get irritated and tell them that they have dropped in without informing. d) Welcome them, introduce your family and thank them for coming.	1
iv	Who is an entrepreneur? a) A person who works for a company b) A person who tries to meet customer needs through new ideas or ways of doing business and makes a profit c) A person who only sells products d) A person who avoids taking risks	1
v	Which shortcut key is used to create a new document? a) Ctrl+ c b) Ctrl + n c) Ctrl + m d) Ctrl + d	1
vi	What type of problems does India's green economy policy aim to solve? a) financial market fluctuations b) Air and water pollution, waste management, and biodiversity conservation c) Increased non sustainable urbanization d) Technological advancements	1

Q 2.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	Which camera shot is used in Staging to show the overall environment and the position of the characters within it? a) Close-up b) Wide shot c) Medium shot d) Cowboy shot	1
ii	Which term is used to describe the intermediate frames that are inserted between two main poses to create the smooth transition and illusion of motion? a) Key Frames b) Tween Frames (or In-between frames) c) Morph Frames d) Rendering Frames	1
iii	Which of the 12 principles of animation refers to the number of drawings or frames for a given action, which determines the speed of the action on film? a) Exaggeration b) Staging c) Timing d) Appeal	1
iv	Which technique allows for a seamless transition that changes one non-symbol shape into another by performing calculated distortions? a) Motion Path b) Frame-by-Frame Drawing c) Shape tweening d) Bone Rigging	1
v	What is the sub-genre of object animation that specifically involves using Lego or similar brick toys to make an animation? a) Claymation b) Puppet Animation c) Pixilation d) Brick Film	1

vi	The Slow Out and Slow In principle is achieved by using more frames at the beginning and end of a movement to simulate: - a) Flexibility b) Constant Velocity c) Acceleration and Deceleration d) Overlapping Action	1
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Q 3.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	Which stop motion technique uses live humans as characters, moving them slightly between frames, to create surreal effects like teleportation or floating? a) Claymation b) Puppet Animation c) Pixilation d) Brick Film	1
ii	The technique of tracing over live video footage, frame-by-frame, to create realistic animated movement is known as: a) Interpolation b) Rotoscoping c) Bone Rigging d) Cinematography	1
iii	In animation, the tendency for different parts of a character's body (e.g., an arm and the head) to move at different rates is called: a) Drag b) Slow Out and Slow In c) Follow Through d) Overlapping Action	1
iv	Which is considered the <i>first</i> and most important of the 12 principles of animation, used to give objects a feeling of flexibility and weight? a) Anticipation b) Squash and Stretch c) Staging d) Arcs	1
v	What does modern 2D animation software automatically create based on the key frames drawn by the animator? a) Polygons b) Tweens c) Storyboards d) Life drawings	1
vi	What is another name often used for 2D computer animation? a) Polygon Animation b) Cel Animation c) Vector Animation d) Model Animation	1

Q 4.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	What is the final file format often used to distribute Flash Animation? a) .fla b) .pdf c) .swf d) .gif	1
ii	What is the primary focus of the Solid Drawing principle in 2D character design and animation? a) Ensuring the character has a simple, appealing design. b) Drawing the character in every frame without using digital tools. c) Rendering the character with volume, weight, and proper balance. d) Making the character's movement highly exaggerated.	1
iii	The Storyboard is used in the Pre-Production phase. What is its primary function? a) To create the final background paintings. b) To create outline the story, guide camera placement and timing. c) To record the final dialogue for lip-syncing. d) To apply textures and lighting to the characters.	1
iv	In Adobe Flash, which of the following is not a form of tweening? a) Motion Tween b) Classic Tween c) Shape Tween d) Path Tween	1
v	In the post-production phase, what process is often necessary for shots (frames) that may need to be cut slightly short or held longer, or scenes that need to be cut entirely? a) Compositing b) Editing c) Clean-up d) Rendering	1

vi	Which requirement is a prerequisite for performing a Motion Tween in Flash? a) The object must be a bitmap graphic. b) The base graphic must be converted into a Symbol. c) The object must be drawn frame-by-frame. d) The tween must follow a straight-line path.	1
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Q 5.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	The principle of animation that involves the layout of objects, camera angles (like wide, medium, close-up), and color to draw the audience's attention to the subject is: a) Appeal b) Staging c) Solid Drawing d) Secondary Action	1
ii	Which type of 2D animation involves moving an object along a predetermined straight or curved line on the screen, often without changing the object's shape? a) Cel Animation b) Rotoscoping c) Sand Animation d) Path Animation	1
iii	Which form of tweening in Flash is used to perform distortions on non-symbol shapes, morphing one shape into another? a) Motion Tweening b) Classic Tweening c) Shape Tweening d) Interpolated Tweening	1
iv	The animation method where the animator plans out the key poses and an assistant or software fills in the frames between them is called: a) Straight Ahead Action b) Pose-to-Pose c) Slow-In Slow out d) Arcs	1
v	Which principle of animation involves intentionally making an action or expression seem much more extreme than reality to enhance the emotion or visual effect? a) Appeal b) Exaggeration c) Solid Drawing d) Secondary Action	1
vi	What is the main purpose of a Walk Cycle in 2D animation? a) To ensure the character uses the Z-axis. b) To replace the use of key frames. c) To loop a series of frames to avoid animating each step repeatedly. d) To exclusively use the rotoscoping technique.	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.	What qualities should a good leader possess?	2
Q 7.	Give the steps to save a new word document.	2
Q 8.	What are the three types of business activities?	2
Q 9.	Explain the importance of the Swachh Bharat Abhiyan.	2
Q 10.	What makes non-verbal communication message stronger?	2

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

Q 11.	Describe the meaning of Stop Motion Animation.	2
Q 12.	Explain the 'Slow Out and Slow In' principle of animation.	2
Q 13.	What is Computer Generated Imagery or Computer Animation?	2
Q 14.	What is path animation?	2
Q 15.	What is a Frame?	2

Q 16.	How is Principle of Arcs used in creating animations?	2
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Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)

Q 17.	Write any 4 differences between 2d and 3d animation.	4
Q 18.	An animation studio is working on two different projects. In the first project, the animator needs to create a dynamic fight sequence where natural flow and spontaneity are essential. In the second project, the animator is tasked with producing a dialogue scene where specific poses and timing must be emphasized. Which animation technique—Straight Ahead or Pose-to-Pose—would be more suitable for each project? Justify your answer with reasons.	4
Q 19.	A children's cartoon requires a scene where a short, round, bouncy ball suddenly appears on screen, stops, and then quickly rolls off the edge of a table. The audience needs to instantly understand the ball is heavy and the movement is energetic. To achieve the desired impact, explain how you would apply four different Principles of Animation in this short sequence. Specifically, detail the application of: 1. Exaggeration 2. Timing 3. Appeal 4. Secondary Action	4
Q 20.	Describe the sequence of activities that transform a hand-sketched pencil drawing into a finished, colored digital cel ready for assembly in the production phase of modern 2D animation.	4
Q 21.	Explain the following terms: - a) Motion tweening b) Shape tweening	4