

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE-821)

Marking Scheme for Sample Question Paper of 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. 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.	Marks
Q. 1	Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)			
i.	b) Enjoying	CBSE Study Material	1	1
ii.	a) Consciousness	CBSE Study Material	2	1
iii.	d) ctrl + i	CBSE Study Material	3	1
iv.	b) self-doubt	CBSE Study Material	4	1
v.	c) Intrinsic motivation	CBSE Study Material	2	1
vi.	d. Dispose-off the e-waste with the help of a certified partner	CBSE Study Material	5	1
Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	d)Layout	PSSCIVE	1	1
ii.	a) Bake Channel	PSSCIVE	3	1
iii.	a) Production	PSSCIVE	1	1
iv.	b) Organic Modellers	PSSCIVE	1	1
v.	b) Linear	PSSCIVE	3	1
vi.	b) Where Is The File	PSSCIVE	2	1

Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	a) master audio track	PSSCIVE	2	1
ii.	b) Scale animation	PSSCIVE	1	1
iii.	d) Current-time indicator	PSSCIVE	2	1
iv.	c) Character TD	PSSCIVE	1	1
v.	True	PSSCIVE	3	1
vi.	a) S	PSSCIVE	3	1
Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	c) Rendering	PSSCIVE	1	1
ii.	b) Window >Play blast	PSSCIVE	3	1
iii.	b) Red, Green, Blue	PSSCIVE	3	1
iv.	a) angle of view	PSSCIVE	1	1
v.	a) Montage	PSSCIVE	2	1
vi.	c) Lip Sync	PSSCIVE	3	1
Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	b) Remove A Sound	PSSCIVE	2	1
ii.	c) Character Line up sheet	PSSCIVE	1	1
iii.	d) Driven Keys	PSSCIVE	3	1
iv.	False	PSSCIVE	1	1
v.	d) W	PSSCIVE	3	1
vi.	b) drawing	PSSCIVE	1	1

SECTION B: SUBJECTIVE TYPE QUESTIONS

Q. No.	QUESTION	Source Material (NCERT/PS SCIVE/ CBSE Study Material)	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	The following are some of the characteristics of entrepreneurship: • It is an economic activity done to create, develop and maintain a profit-oriented organisation. • It begins with identifying an opportunity as a potential to sell and make a profit in the market. • It deals with optimisation in utilisation of resources. • It is the ability of an enterprise and an entrepreneur to take risks (Any two points)	CBSE Study Material	4	2
Q. 7	To add a new slide, do the following: 1. Click on Slide. 2. Select New Slide from the drop-down. 3. You can also press Ctrl+M on the keyboard. 4. This will add a blank New Slide to	CBSE Study Material	3	2

	the presentation.			
Q. 8	Paranoid personality disorder: It is characterised by distrust for others, including friends, family members and partners. People with such a disorder mostly hold grudges against others Schizoid personality disorder: A person with schizoid personality disorder is detached and aloof, and prone to introspection and fantasy. The person shows little interest in forming personal relationships and seems to be emotionally cold. <i>(Or any other personality disorder as prescribed in the study material)</i>	CBSE Study Material	2	2
Q. 9	Declarative: It is very cold. Interrogative: How is the weather? Exclamatory: I completed my project! Imperative: Complete your project.	CBSE Study Material	1	2
Q. 10	Green jobs help by: • increasing the efficiency of energy and raw material. • reducing greenhouse gas emissions. • controlling waste and pollution. • protecting and restore ecosystems. • supporting adaptation to the effects of climate change. <i>(Any two points)</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 Compositing Department brings together all the 3D elements produced by the previous departments in the pipeline, to create the final rendered image ready for film. The compositor's job is to assemble the different characters, special effects and backgrounds into single frames and sequences and so is often the first to begin to see the animation as intended for the final audience.	PSSCIVE	1	2
Q. 12	Source (master) clip: The clip is originally imported into the Project panel. It is listed in the Project panel only once by default. If you delete a source clip from the Project panel, all of its instances are also deleted. Clip Instance: It is a dependent reference to a source clip, used in a sequence. Each time you add a clip to a sequence, you create another instance of the clip. A clip instance uses the name	PSSCIVE	2	2

	and source file reference used by its source clip. While clip instances are not listed in the Project panel, they are differentiated in the Source Monitor menu if you open instances there. The Source Monitor menu lists instances by name, sequence name, and In point <i>(Any 2 relevant points of differences for each of them)</i>			
Q. 13	In the main menu bar: Window>Animation Editors>Dope Sheet or In scene view: Panels > Panel > Dope Sheet (in Graph Editor window) <i>(Either of these two or any other correct method)</i>	PSSCIVE	3	2
Q. 14	Onion Skinning is a method used to view several frames of an animation simultaneously, it allows the animator to check the changes occurring within each frame and how they flow together. Example : When creating an animation of a bouncing ball, the animator can use onion skinning to see the ball's position in the previous and next frames while drawing the current frame. This ensures the ball follows a natural arc and its motion appears fluid.	PSSCIVE	1	2
Q. 15	With auto key it is easy to accidentally create stray keys on the timeline or make changes you did not intend.	PSSCIVE	3	2
Q. 16	To do this, select "Animation" from the menu drop down, go to Create Deformer > Nonlinear > Squash. In order to attach the deformer to the ball, we must first select the deformer in the out liner, then command-click the ball, then go to Edit > Parent in the menu bar. In the channel editor click on "squash" and use factor to change the intensity of squash and stretch.	PSSCIVE	3	2
Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)				
Q. 17	The Trax Editor is a high-level animation tool that lets you select and control characters and their animation clips, layer and blend animation sequences, synchronize your animation and audio clips, and drag-and-drop animation clips between mapped characters.	PSSCIVE	3	4

	It is similar to video editing software like Adobe Premier or FinalCut. The Trax Editor window has four work areas: (i) Trax menu bar: Contains character and clip or object and geometry cache clip related options that let you perform all required actions for creating and editing your animation or deformations nonlinearly. (ii) Trax toolbar: Contains a selection of buttons that let you quickly access some of the functionality contained in the Trax menu bar. (iii) Track control area: Contains buttons that let you control the playback of each track's animation or deformations. (iv) Track view area: Contains all the tracks, animation clips, geometry cache clips, and audio clips for your loaded characters or objects.			
Q. 18	The major components of a pre-production process are as follows: 1. Storyboard: The storyboard helps to finalize the development of the storyline, and is an essential stage of the animation process. It is made up of drawings in the form of a comic strip, and is used to both help visualize the animation and to communicate ideas clearly. Storyboards often include notes to describe the frame in more detail, such as mood and lighting, as well as camera moves. 2. Layout: Once the storyboards have been approved, they are sent to the layout department which then works closely with the director to design the locations and costumes. With this, they begin to stage the scenes, showing the various characters' positions throughout the course of each shot. 3. Model sheet: Model sheets are precisely drawn groups of pictures that show all of the possible expressions that a character can make, and all of the many different poses that they could adopt. These sheets are created in order to both accurately maintain character detail and to keep the designs of the characters uniform whilst different animators are working on them across several shots. 4. Animatics: Animatic is a timed moving version of the storyboard made up of individual frames taken from the storyboard and is often accompanied by audio such as dialogue, sound effects and music. Each frame of the animatic	PSSCIVE	1	4

	depicts a certain key point of the scene or movie. The running time should match the intended running time of the final animation.			
Q. 19	You create your project in Adobe Premiere Pro by assembling clips into a sequence. The workflow may depend on one's preferences and the needs of project. 1. View and trim source clips in the Source Monitor Use the Source Monitor to view clips that you have captured and added to your project. As you view the clips, you can set In and Out points for the portion of each clip that you want to use in the sequence. 2. Assemble clips into a sequence Drag each video/audio clip individually to the Timeline panel, or automatically assemble clips selected in the Project panel. 3. Retrim clips in a sequence If you did not set precise In and Out points for a clip, you can retrim the clips in a Sequence tab of the TimeLine panel. 4. Adjust clip attributes if necessary As you assemble your sequence, you may want to change the duration or the speed at which the clip plays. 5. Rearrange clips After clips are placed in the Timeline panel, you can rearrange how they appear in the sequence. You might need to split a clip to use different effects, or extract or move a clip and close any resulting gaps in the sequence <i>(1 mark each for any four points and its relevant explanation)</i>	PSSCIVE	2	4
Q. 20	Spline Specifying a spline tangent creates an animation curve that is smooth between the key before and the key after the selected key. The tangents of the curve are co-linear (both at the same angle). This ensures that the animation curve smoothly enter sand exits the key. Ex. When animating fluid movement, a spline tangent is an excellent place to start. Clamped Specifying a clamped tangent creates an animation curve that has the characteristics of linear and spline curves. The keys' tangents will be splines unless the value of two adjacent keys is very close. In this case, the	PSSCIVE	3	4

	out tangent of the first key and the in tangent of the second key will be interpolated as linear. Ex. When animating a skeleton in a walk-cycle, you may notice a slipping of the pelvic and foot joint position. By setting the tangent type to clamped for these keys, the slipping is corrected.			
Q. 21	a) Line Test Line test is an important stage of animation production. It is done to check the correctness of animation drawings by shooting them and seeing them in motion. It helps in correcting mistakes before moving to the next stage. b) Walk Cycle Walk Cycles are a common form of 'loop' animation, they consist of a sequence of frames which together make a continuous flowing loop. They help to make repetitive movements simpler to animate. c) Rigging Rigging is the process of adding bones to a character or defining the movement of a mechanical object, and it's central to the animation process. The rig allows the animator to manipulate the model like a puppet for animation. d) Lighting Lighting in 3D animation is used to enhance the visual look of the scene. It is important for creating depth, mood, and realism in the animation. Lighting Technical Directors make sure there is consistency in lighting, colour balance and mood between the various elements of a shot or scene.	PSSCIVE	1	4