

# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTI-MEDIA (SUBJECT CODE: 821)

### CLASS XI (SESSION 2021-2022) BLUE-PRINT FOR SAMPLE QUESTION PAPER FOR TERM -1

Max. Time Allowed: 01 Hour

Max. Marks: 25

#### PART A - EMPLOYABILITY SKILLS (05 MARKS):

| UNIT NO.                        | NAME OF THE UNIT                                    | NO. OF QUESTIONS<br>(1 MARK EACH) |
|---------------------------------|---|-----------------------------------|
| 1                               | Communication Skills-III                            | 2                                 |
| 2                               | Self-Management Skills-III                          | 2                                 |
| 3                               | Information and Communication Technology Skills-III | 2                                 |
| TOTAL QUESTIONS                 |   | 6 Questions                       |
| NO. OF QUESTIONS TO BE ANSWERED |   | Any 5 Questions                   |
| TOTAL MARKS                     |   | 1 x 5 = 5 marks                   |

#### PART B - SUBJECT SPECIFIC SKILLS (20 MARKS):

| UNIT NO.                        | NAME OF THE UNIT          | NO. OF QUESTIONS<br>(1 MARK EACH) |
|---------------------------------|---------------------------|-----------------------------------|
| 1                               | Introduction to Animation | 10                                |
| 2                               | Principles of Animation   | 11                                |
| TOTAL QUESTIONS                 |                           | 27 Questions                      |
| NO. OF QUESTIONS TO BE ANSWERED |                           | 20 Questions                      |
| TOTAL MARKS                     |                           | 1 x 20 = 20 marks                 |

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## MULTI-MEDIA (SUBJECT CODE: 821)

CLASS XI (SESSION 2021-2022)

SAMPLE QUESTION PAPER FOR TERM -1

Max. Time Allowed: 1 Hour

Max. Marks: 25

### General Instructions:

1. Please read the instructions carefully
2. This Question Paper is divided into 03 sections, viz., Section A, Section B and Section C.
3. Section A is of 05 marks and has 06 questions on Employability Skills.
4. Section B is of 15 marks and has 20 questions on Subject specific Skills.
5. Section C is of 05 marks and has 07 competency-based questions.
6. Do as per the instructions given in the respective sections.
7. Marks allotted are mentioned against each Section/question.
8. All questions must be attempted in the correct order

### SECTION A

Answer any 5 questions out of the given 6 questions on Employability Skills (1 x 5 = 5 marks)

|    |   |   |
|----|---|---|
| 1. | Why do we send emails?<br>a) To communicate information<br>b) To share documents and files<br>c) To talk to each other<br>d) Both (a) and (b)   | 1 |
| 2. | By which action can a sender send his or her messages?<br>a) Listening<br>b) Speaking<br>c) Sleeping<br>d) Hearing  | 1 |
| 3. | Your family has moved to a new home. Your next-door neighbor pays a visit. What should you do?<br>a) Tell them you are in the middle of shifting and cannot speak right now.<br>b) Get irritated and tell them that they have dropped in without informing.<br>c) Give them an insincere smile and ask them to leave.<br>d) Welcome them, introduce your family and thank them for coming | 1 |
| 4. | What makes you complete your work or studies without others cheering you?<br>(a) Self-confidence<br>(b) Communication<br>(c) Self-motivation<br>(d) Self-esteem   | 1 |

|    |  |   |
|----|--|---|
| 5. | On the _____ side of the status bar, you can see page number and word count in LibreOffice.<br>(a) right<br>(b) centre<br>(c) left<br>(d) middle | 1 |
| 6. | Which menu option has the commands Save, Print and Close?<br>(a) Insert<br>(b) File<br>(c) Tools<br>(d) Format                                   | 1 |

## SECTION B

**Answer any 15 questions out of the given 20 questions**

**(1 x 15 = 15 marks)**

|     |  |   |
|-----|--|---|
| 7.  | _____ is basically a form of pictorial presentation.<br>a) Photography<br>b) Animations<br>c) Drawing<br>d) Creativity   | 1 |
| 8.  | Most objects need time to accelerate and slow down, this is the principle of _____.<br>a) Fast in, slow out<br>b) Slow upwards slow downwards<br>c) Animation<br>d) Slow in slow out                                     | 1 |
| 9.  | _____ are defined throughout an animation and they define crucial points of motion.<br>a) Tween Frame<br>b) Animated Frame<br>c) Key Frame<br>d) Low Frame   | 1 |
| 10. | Rahul is defining the target audience for an animation project. This is a component of which phase in the process of producing animation?<br>a) Pre-production<br>b) Animated GIF<br>c) Post-Production<br>d) Production | 1 |
| 11. | A device produces an illusion of movement from a rapid succession of static pictures.<br>a) Zoetrope<br>b)Thaumatrope<br>c) Phenakistoscope<br>d) HMD  | 1 |

|     |   |   |
|-----|---|---|
| 12. | He made the first animated film in 1906.<br>a) Walt Disney<br>b) J. Stuart Blackton<br>c) William Horner<br>d) J.A. Ferdinand Plateau   | 1 |
| 13. | _____ animation is used to animate things that are smaller than life size.<br>a) Immersive<br>b) Claymotion<br>c) Stop motion<br>d) Augmented   | 1 |
| 14. | Name of the first animation film.<br>a) Humorous Phases of Funny Faces<br>b) Tom and Jerry<br>c) Mickey Mouse<br>d) How I learnt animations   | 1 |
| 15. | What type of animation is best for creating a flat appearance?<br>a) SWF<br>b) Path Animation<br>c) 3D Animation<br>d) 2D Animation   | 1 |
| 16. | _____ moves an object along a predetermined path on the screen.<br>a) Digital Animation<br>b) Stop Motion Animation<br>c) Path Animation<br>d) Sand Animation   | 1 |
| 17. | . _____ gives a sense of weight and flexibility to drawn objects.<br>a) Squash and Stretch<br>b) Anticipation<br>c) Staging<br>d) Straight Ahead and Pose-to-Pose   | 1 |
| 18. | The types of computer animation are:<br>a) 2D Computer Animation<br>b) 3D Computer Animation<br>c) Both A & B<br>d) None of these   | 1 |
| 19. | . _____ a series of pictures with captions that describe the outline of the story, helps in the placement of cameras and the timing of animation later on in the production process.<br>a) Scripting<br>b) Storyboarding<br>c) Modelling<br>d) Planning | 1 |

|     |   |   |
|-----|---|---|
| 20. | _____ is a very primitive way of creating animation purely with pencil, eraser and a stack of drawing pads.<br>a) Traditional animation<br>b) Cut-out animation<br>c) Primitive Animation<br>d) Clay Animation          | 1 |
| 21. | Which principle of animation refers to the way in which character motion and camera movements are set up to convey the mood and intent of a scene?<br>a) Arcs<br>b) Staging<br>c) Solid Drawing<br>d) Appeal            | 1 |
| 22. | _____ is a 3D computer graphics software that runs on Windows, Mac OS and Linux.<br>a) Kaya<br>b) Maya<br>c) Max<br>d) Frame  | 1 |
| 23. | Which effect is used for perfect imitation of reality can look static and dull in cartoons?<br>a) Acceleration<br>b) Exaggeration<br>c) Appeal<br>d) Timing & Spacing   | 1 |
| 24. | This principle of animation aims to create actions that emphasize or support the main action of the animation.<br>a) Slow Out and Slow In<br>b) Secondary action<br>c) Follow-through and Overlapping Action<br>d) Arcs | 1 |
| 25. | _____ are the points of articulation between the bones in a charactering.<br>a) Rigging<br>b) Joints<br>c) Compositing<br>d) Animation  | 1 |
| 26. | A sequence of _____ makes an animation.<br>a) Joints<br>b) Frames<br>c) Appeal<br>d) Timing & Spacing   | 1 |

**SECTION C**  
**(COMPETENCY BASED QUESTIONS)**

Answer any 5 questions out of the given 7 questions

(1 x 5 = 5 marks)

|     |   |   |
|-----|---|---|
| 27. | Radhika wants to export her animated movie in a native Quick Time Format. What file extension should she choose?<br>a) .FLA<br>b) MOV<br>c) SWF<br>d) GIF   | 1 |
| 28. | Arjun is in the process of adding tweens to his animation. Tweens are a characteristic of what type of animation?<br>a) Vector Animation<br>b) AVI<br>c) Animation<br>d) Alpha                                | 1 |
| 29. | Veer is animating a ball moving with slight changes on each frame. What type of animation is being used?<br>a) Vector<br>b) Scenes<br>c) Frames per second<br>d) Frame based animation                        | 1 |
| 30. | While editing a photograph which of the following Software will you use?<br>a) Dreamweaver<br>b) Photoshop<br>c) Illustrator<br>d) Final Cut Pro  | 1 |
| 31. | You are playing a video game that has a lot of depth and a very realistic appearance. What type of animation are you enjoying?<br>a) Vector Animation<br>b) 3D Animation<br>c) AVI<br>d) 2D Animation         | 1 |
| 32. | Simran is creating an animation that consists of movement defined by computer-generated formulas. What type of animation is being used?<br>a) Alpha<br>b) Vector Animation<br>c) Animation<br>d) Animated GIF | 1 |
| 33. | You are making a short film using stop motion techniques. Mention the type of animation you are using.<br>a) Frame based animation<br>b) HTML<br>c) Animation<br>d) Production                                | 1 |