

# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTI MEDIA (SUBJECT CODE: 415 )

### MARKING SCHEME OF SAMPLE QUESTION PAPER

#### Class X (Session 2020-2021)

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

<b>Q. 1</b>	<b>Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)</b>	
i.	(c) Interrogative	<b>1</b>
ii.	(b) External	<b>1</b>
iii.	Language/Linguistic	<b>1</b>
iv.	(a) Infect keyboard	<b>1</b>
v.	E-waste	<b>1</b>
vi.	(a) True	<b>1</b>

<b>Q. 2</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>	
i.	Origin	<b>1</b>
ii.	(c) 3	<b>1</b>
iii.	(a) Right	<b>1</b>
iv.	(c) F2	<b>1</b>
v.	(a) Reflection Maps	<b>1</b>
vi	(a) True	<b>1</b>

<b>Q. 3</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>	
i.	(a) Opacity	<b>1</b>
ii.	(c) Two	<b>1</b>
iii.	(b) False	<b>1</b>
iv.	(a) True	<b>1</b>
v.	(a) Blinn	<b>1</b>
vi	(a) 2D	<b>1</b>

<b>Q. 4</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>	
i.	(b) Flattened	<b>1</b>
ii.	(c) Shaders	<b>1</b>
iii.	(a) 	<b>1</b>
iv.	(b) False	<b>1</b>
v.	(a) True	<b>1</b>
vi	(a) True	<b>1</b>

<b>Q. 5</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>	
i.	(c) Hypershade	<b>1</b>
ii.	(d) Color Gain	<b>1</b>
iii.	(b) Average vertices	<b>1</b>
iv.	(a) Environment Texture	<b>1</b>
v.	(c) Invert Selection	<b>1</b>
vi	(b) False	<b>1</b>

## **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.**

<b>Q. 6</b>	The <b>7Cs</b> in Effective Communication are Clear, Concise, Concrete, Correct, Coherent, Complete and Courteous.	<b>2</b>
<b>Q. 7</b>	ABC of stress management is: A: Adversity or the stressful event B: Beliefs or the way you respond to the event C: Consequences or actions and outcomes of the event	<b>2</b>
<b>Q. 8</b>	Realistic: A realistic goal would be something that we want to achieve and can work towards. <b>Example</b> of unrealistic goal: "I will read my entire year's syllabus in one day and get good marks." Realistic goal: "I spend 3 hours every day of the year after school to revise my subjects to get good marks in the exams."	<b>2</b>
<b>Q. 9</b>	No, because "A person needs a lot of money to start a business" is only a misconception. Every business does not need a lot of capital to start. We can start a business with less money. Once we make more money, we can put that into our business to make it bigger.	<b>2</b>
<b>Q. 10</b>	Three major problems related to sustainable development are: Food, Water and Fuel. Food: The amount of rich and fertile land is becoming less. Water: The rivers and ponds are getting polluted. Fuel: We are using a lot of wood from trees as fuels and for construction of homes and furniture.	<b>2</b>

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

<b>Q. 11</b>	Use the <b>Placement</b> attributes to position an image plane relative to the camera. Use the <b>Placement Extras</b> attributes to control which portion of an image file is visible on the image plane.	<b>2</b>
<b>Q. 12</b>	By mapping a texture to the Reflected Color attribute of an object's material, you create a reflection map which lets you describe how an object reflects its surroundings.	<b>2</b>
<b>Q. 13</b>	Simulates the way light diffusely penetrates through translucent objects. For example, when light shines on one side of the object, the other side is partially illuminated. This can be used for effects such as clouds, fur, hair, marble, jade, wax, paper, leaves, and so on. (To see this effect, turn on raytraced shadows for the light shining on the object.) Translucence depth is based on world space. If it is set to 0 (the default), no light shows through the object. If set to 10, light penetrates through the surface, 10 units past the point where the object is in shadow.	<b>2</b>
<b>Q. 14</b>	<b>Time Slider</b> -The Time Slider shows you the time range that is available as defined by the range slider, below. The time slider also displays the current time, and the keys on selected objects or characters. You can drag the red playback cursor in it to "scrub" through animation, or use the playback controls at the right end.  <b>Range Slider</b> -The Range Slider lets you set the start and end time of the scene's animation. You can also set a playback range if you want to focus on a smaller portion of the whole animation.	<b>2</b>
<b>Q. 15</b>	There are <b>two</b> types of layers are displayed in the Layer Editor : <ul style="list-style-type: none"> <li>• <b>Display Layers</b> are used to organize and manage objects in a scene, such as for setting their visibility and selectability.</li> <li>• <b>Animation Layers</b> are used to blend, lock, or mute multiple levels of animation.</li> </ul> <p>In all cases, there is a default layer where objects are initially placed upon creation.</p>	<b>2</b>

<b>Q. 16</b>	Bounding boxes, which represent the bounding volume of an object, can be used to speed up Maya operations and can make a significant difference for complex models. Because displacement mapping changes the volume of an object, it's bounding box may become too small or too large.	<b>2</b>
--------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	----------

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

<b>Q. 17</b>	<p>To apply a texture to an object, you map the texture to an attribute on the object's material. The attribute to which the texture is connected determines how the texture is used and how it affects the final output.</p> <p>To map a texture to a material using the Attribute Editor</p> <ol style="list-style-type: none"> <li>1. Select your material in the Hypershade. In the material Attribute Editor, click the map button beside the attribute that you want to connect a texture to. The Create Render Node window appears.</li> <li>2. Select a texture from the Create Render Node window.</li> </ol> <p>If you are selecting a 2D texture, right-click the texture and select a mapping method (Create texture (create normally), Create as projection, Create as stencil). If you do not select a mapping method, the default method (Create texture) is used.</p> <p>If you are selecting the File texture, map to the image file by clicking the browse icon beside the Image Name attribute.</p>	<b>4</b>
<b>Q. 18</b>	<p><b>Step 1: The starting texture :</b> Choose your texture, and crop it so that it fits the Photoshop window</p> <p><b>Offset the texture :</b> Drag the texture layer to the bottom left, so the corner of the texture is now more or less in the middle. You don't have to do this precisely.</p> <p><b>Repeat the texture :</b> Hold Option/Alt as you drag the texture up with the Move Tool to make a copy,</p> <p><b>Repeat again :</b> drag the layer to the right, again holding Option/Alt and Shift to make a copy. Merge down once again</p> <p><b>Patch the joins :</b> The easiest way to begin is to use the Spot Healing Tool</p>	<b>4</b>
<b>Q. 19</b>	<p>The easy and best technique for sharpening uses Photoshop to create a high pass layer and then layer masks to control where and how much sharpening is applied.</p> <p>A high pass layer works in the same way an unsharp mask works on film: the high pass layer creates slightly blurry halos around edges in the original image, thus increasing the contrast at edges. The difference between high pass sharpening and most other methods of sharpening is that high pass sharpening does not actually adjust or change any pixels in your original image. Also, because high pass exists as a separate layer, you can adjust the layer's Opacity and Blending Modes to control the strength of sharpening over the entire image. You can then use masks to control where sharpening is applied within the image and to make localized changes in the strength of sharpening.</p> <p>Another advantage to sharpening with a high pass layer is you can save the layer with the Photoshop file and go back later and change the settings and areas where sharpening has been applied. This is a huge advantage when working with an image that you might finish for web viewing and printing, or printing on different papers.</p>	<b>4</b>

<p><b>Q. 20</b></p>	<p>Mapping a texture to the Specular attribute of an object’s material, you create a specular map which lets you describe how shine appears on objects (by controlling highlight).</p> <p>Common surface material Specular Shading attributes Some surfaces are shinier than others (for example a wet fish has a shinier surface than a dry leaf). Depending on how shiny a surface is, it reflects light in different ways.</p> <p>Shiny objects reflect light directly; matte objects diffuse light. Specular highlights show the places on the object where the light sources are reflected at consistent angles; reflections on an object show, among other things, light bounced from surrounding objects.</p> <p>Specular highlights depend directly on the view (camera), not the position of the light, like diffuse shading does.</p> <p>The size of a specular highlight on a surface makes the surface look either flat or shiny.</p>	<p><b>4</b></p>
<p><b>Q. 21</b></p>	<p><b>Brief Job Description</b></p> <p>Individuals at this job are responsible to add textures to models to create photo-realistic models that can be used for animation</p> <p><b>Responsibilities:</b></p> <ul style="list-style-type: none"> <li>• Collaborate with the CG Supervisor and Lead Texture Artist to execute the required look of CG characters and objects</li> <li>• Continual and efficient communication with the Look Dev and Modelling departments</li> <li>• Quality control of texture maps prior to publishing to ensure consistency</li> <li>• Meeting schedules and set deadlines while maintaining the highest standards</li> <li>• Communicating with Production and Leads regarding schedules and deadlines</li> <li>• Sharing techniques, reference material and ideas with the team</li> <li>• Continuing to become familiar with new tools, software, data and other related technology</li> </ul> <p><b>Essential Skills:</b></p> <ul style="list-style-type: none"> <li>• The ability to work within a team of other Texture Artists or independently</li> <li>• A commitment to creative collaboration within the team and with other departments</li> <li>• Proactive and excellent communication, organisation and interpersonal skills</li> <li>• Creative problem solving skills</li> <li>• The proven ability to work well under pressure</li> <li>• Open to direction and able to embrace change</li> <li>• Attention to detail</li> <li>• Reliable with good time keeping and the ability to meet set deadlines</li> </ul>	<p><b>4</b></p>