

CBSE | DEPARTMENT OF SKILL EDUCATION

MEDIA (SUBJECT CODE - 821)

MARKING SCHEME for Class XII (Session 2020-2021)

Max. Time: 3 Hours

Max. Marks: 60

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-IV	1	1	2
2	Self-Management Skills-IV	2	1	3
3	Information and Communication Technology Skills-IV	1	1	2
4	Entrepreneurial Skills-IV	1	1	2
5	Green Skills-IV	1	1	2
TOTAL QUESTIONS		6	5	11
NO. OF QUESTIONS TO BE ANSWERED		Any 4	Any 3	
TOTAL MARKS		1 x 4 = 4	2 x 3 = 6	10 MARKS

PART B - SUBJECT SPECIFIC SKILLS (50 MARKS):

UNIT NO.	NAME OF THE UNIT	OBJECTIVE TYPE QUESTIONS	SHORT ANSWER TYPE QUESTIONS- I	SHORT ANSWER TYPE QUESTIONS- II	DESCRIPTIVE/ LONG ANSWER TYPE QUESTIONS	TOTAL QUESTIONS
		1 MARK EACH	2 MARKS EACH	3 MARKS EACH	4 MARKS EACH	
1	3D Production Pipeline	13	1	0	2	16
2	Basics of Video and Sound Editing	7	1	2	1	11
3	Basic Tools and Techniques of Animation in Autodesk MAYA	12	3	1	2	18
TOTAL QUESTIONS		32	5	3	5	45
NO. OF QUESTIONS TO BE ANSWERED		26	Any 3	Any 2	Any 3	
TOTAL MARKS		1 x 26 = 26	2 x 3 = 6	3 x 2 = 6	4 x 3 = 12	50 MARKS

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General Instructions:

1. Please read the instructions carefully.
2. This Question Paper consists of **24 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 (6 + 18 =) 24 questions, a candidate has to answer (6 + 11 =) 17 questions in the allotted (maximum) time of 3 hours.**
5. All questions of a particular section must be attempted in the correct order.
6. **SECTION A - OBJECTIVE TYPE QUESTIONS (30 MARKS):**
 - i. This section has 06 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 (30 MARKS):**
 - i. This section contains 18 questions.
 - ii. A candidate has to do 11 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 given 6 questions on Employability Skills (1 x 4 = 4 marks)	
i.	Answer : C) Article Writing	1
ii.	Answer: b) Gossip	1
iii.	Answer: d)Chief sustainability officers	1
iv.	Answer: c) Verb	1
v.	Answer: a) CTRL + Z	1
vi.	Answer : a) Both I& II	1

Q. 2	Answer any 5 out of the given 7 questions (1 x 5 = 5 marks)	
I.	Answer : d) storyline	1
II.	Answer : a) Pre-production	1
III.	Answer : a) Texture	1
IV	Answer: b) Scale	1
V	Answer : d) Rendering	1
VI	Answer: a) drawn groups of pictures	1
VII.	Answer: c) Director	1

Q. 3	Answer any 6 out of the given 7 questions (1 x 6 = 6 marks)	
I.	Answer: c) dope sheet	1
II.	Answer : c) Stop motion	1
III.	Answer : c) rigging	1
IV	Answer : b) Compositing	1
V	Answer : a)Animation	1
VI	Answer : b) model sheets	1
VII	Answer: a) Layout Artist	

Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
I.	Answer: b) TD	1
II.	Answer : b) Ctrl+ Z	1
III.	Answer : c) bake channel	1
IV	Answer : c) Green	1
V	Answer : d) Graph Editor	1
VI	Answer : a) Animation Curve	1

Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
I.	Answer : c) Y axis	1
II.	Answer : c) S	1
III.	Answer:c) Effects Team	1
IV	Answer: a) angle of view	1
V	Answer: Transition Effect	1
VI	Answer: b) Compact Disk Read Only Memory	1

Q. 6	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
I.	Answer: a) Digital Versatile Disk	1
II.	Answer: c) wide shot	1
III.	Answer: a) zoom	1
IV	Answer: c) Video editor	1
V	Answer: c) mute key	1
VI	Answer: d) tangents menu	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. 7	<p>Why green job is required in destination management?</p> <p>Tourists are buying experience not product. It promotes tourists to be presumes, i.e.to care about the future. Green tourism makes an optimal use of environment, tal resources. IT is important to maintain Environment & climate, Responsible and respectful etc through green destination.</p>	2
Q. 8	<p>Mention any two barriers to entrepreneurship.</p> <p>Unsupportive business environment, Employee related difficulties, Shortage of funds and resources, Lack of Entrepreneurship Opportunities. (Any Two with brief explanation)</p>	2
Q. 9	<p>Why self confidence is important?</p> <p>Confidence is believing in yourself, feeling comfortable in your true-self, knowing you have worth. If you are confident, people believe you, confidence is attractive, brings success, helps to connect well with others and you generally feel happier.</p>	2
Q. 10	<p>How to change the slide layout?</p> <p>1. Select the slide, Click the Slide Layout icon on the Standard bar. 3. Different slide layouts are displayed. Click on a suitable layout.</p>	2
Q. 11	<p>Why should you become an active listener?</p> <ol style="list-style-type: none"> 1. Avoids interrupting at all costs 2. Summarizes and repeats back what he/she has heard <p>Observes body language to get an extra level of understanding. (Or Any Two Relevant)</p>	2

Answer any 3 out of the given 5 questions in 20 – 30 words each (2 x 3 = 6 marks)

Q. 12	<p>Describe the use of Trax Editor.</p> <p>Answer: 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.</p>	2
Q. 13	<p>Write down the use of Role tool.</p> <p>Answer: Roll tool Rotates the camera around its horizontal axis, down the barrel of the lens</p>	2
Q. 14	<p>Brief about Non linear-animation.</p> <p>Answer: Nonlinear Animation is a more advanced method of animation. Unlike key framing, nonlinear animation is completely independent of time. You blend and layer animation sequences—called clips—to set up the motion for objects. You can also use this method to explore variations in parts of the animation without losing your previous work or affecting other parts of the animation. For example-you can make the walking part of the animation a clip and then adjust the leg motion without affecting the way the rest of the character moves.</p>	2

	Note: Students can sum-up any two points from the above mentioned and write their understanding from the topic	
Q. 15	Briefly explain about rendering. Answer: It is the process of getting the final assembled animation scenes or pieces out of the computer in the format of a sequence of individual frames. The aim of rendering is to generate a series of individual pixel based frames or a videoclip.	2
Q. 16	Write down the shortcut keys of following; 1. Move tool 2. Scale Tool 3. Rotate Tool 4. Answer: 1. Move tool - W 2. Scale tool - R 5. Rotate tool - E	2

Answer any 2 out of the given 3 questions in 30– 50 words each(3 x 2 = 6 marks)

Q. 17	Describe compression. Answer: A technique for reducing the quantity of data required to make up a digital image. Compression techniques can be non-destructive (‘lossless’) or destructive (‘lossy’), in which part of the data set is discarded permanently. Converting still images into JPEG format is one example of lossy compression	3
Q. 18	Describe the procedure for creating a project in Adobe Premier Pro. Answer: Open Premiere Pro by double-clicking on its icon, To create a new project file, click New Project in the Start screen. Choose a name, browse to choose a location for the project file, and click OK.	3
Q. 19	Differentiate between squash and stretch. Answer: Squash is used to show force of impact or anticipation, while stretch indicates acceleration or velocity.	3

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

Q. 20	Explain Stop-Motion Animation. Answer: Stop motion Animation produced by arranging real objects, taking a picture of them, repositioning the objects minutely, and then taking another picture of them to create a sequence of consecutive images that create the illusion of motion. One of the most common forms of stop-motion animation is Claymation. "Go- Motion" is stop-motion animation in which motion blur is added to each frame to reduce the staccato effect of traditional stop motion animation.	4
Q. 21	Differentiate between the following 1. Source Clips 2. Clip Instances,	4

	<p>Answer: In Premiere Pro, a clip points to a source file. Trimming a clip, or editing it in any way, does not affect the source file. For example, if you import a 30-minute file into Premiere Pro, you create a 30-minute clip that points to that source file and known as clip instance. If you trim this clip instance to a five-minute duration, the 30-minute source file remains on your hard disk, but the clip refers only to a five-minute section of it.</p> <p>Source (master) clip The clip 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.</p> <p>Clip instance</p> <ol style="list-style-type: none"> 3. 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 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. 	
<p>Q. 22</p>	<p>What is Drop Sheet?</p> <p>Answer: The Dope Sheet editor displays keyframes over time, only using a horizontal graph (rather than vertical). You can see all the keys in a spreadsheet-type interface. You can select any or all of the keys in a scene, scale them, move them, copy and paste them, and otherwise work directly here, rather than in the viewport. You can choose to select the keys for children, or subtree, or both, so you can make simple changes that affect many objects and their keys at once. Dope Sheet allows for soft-selection of keys which is very useful when working with motion capture data that has keys on every frame. Dope Sheet provides tools for working directly with time. You can select, cut, copy, paste, and insert and reverse time using the tools on the Time menu.</p>	<p>4</p>
<p>Q. 23</p>	<p>Briefly explain the major components of a pre-production process.</p> <p>Answer: The major components of a pre-production process are as follows:</p> <ol style="list-style-type: none"> 1. Storyboarding 2. Layouts 3. Model Sheets 4. Animatics <p>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.</p> <p>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.</p>	<p>4</p>

	<p>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.</p> <p>4. Animatics: An 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 depicts a certain key point of the scene or movie. The running time should match the intended running time of the final animation.</p>	
<p>Q. 24</p>	<p>What is Tangents in MAYA? Describe any three tangents.</p> <p>Answer: Tangents describe the entry and exit of curve segments from a key. This menu operates on the shape of curve segments around selected keys. Note that these settings affect only existing animation curves segments' tangents</p> <p>Spline Tangents: 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 enters and exits the key. When animating fluid movement, a spline tangent is an excellent place to start.</p> <p>Linear: Specifying a linear tangent creates an animation curve as a straight line joining two keys. If the in tangent type is linear, the curve segment before the key is a straight line. If the out-tangent type is linear, the curve segment after the key is a straight line.</p> <p>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 out tangent of the first key and the in tangent of the second key will be interpolated as linear.</p>	<p>4</p>