# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTIMEDIA (SUBJECT CODE 821)

### CLASS XII (SESSION 2021-2022)

### MARKING SCHEME FOR TERM - II

**Max. Time Allowed: 1 Hour (60 min)** **Max. Marks: 25**

**General Instructions:**

- Please read the instructions carefully
- This Question Paper is divided into 03 sections, viz., Section A, Section B and Section C.
- Section A is of 05 marks and has 06 questions on Employability Skills.
    - Questions numbers 1 to 4 are one mark questions. Attempt any three questions.
    - Questions numbers 05 and 06 are two marks questions. Attempt any one question.
- Section B is of 12 marks and has 12 questions on Subject specific Skills.
    - Questions numbers 7 to 12 are one mark questions. Attempt any four questions.
    - Questions numbers 13 to 18 are two marks questions. Attempt any four questions.
- Section C is of 08 marks and has 03 competency-based questions.
    - Questions numbers 19 to 21 are four marks questions. Attempt any two questions.
- Do as per the instructions given in the respective sections.
- Marks allotted are mentioned against each section/question.

## SECTION A (3 + 2 = 5 marks)

| **Answer any 03 questions out of the given 04 questions** | | **1 x 3 = 3** |
|---|---|---|
| **Q.1** | **Define adaptability.**<br>Adaptability refers to the capacity to adjust one's thoughts and behaviours in order to effectively respond to uncertainty, new information, or changed circumstances. In business, adaptability becomes a survival skill as the nature of businesses is dynamic | **1** |
| **Q.2** | **The ability to continue to do something, even when it is difficult is called _____.**<br>perseverance | **1** |
| **Q.3** | **Name any two green jobs in eco-tourism sector.**<br>Green jobs in eco-tourism include eco-tour guides and eco-tourism operators. | **1** |
| **Q.4** | **What do you mean by Biofuel?**<br>Biofuel is the non-conventional fuel that is sought for to run vehicles etc. without creating pollution. | **1** |
| **Answer any 01 question out of the given 02 questions** | | **2 x 1 = 2** |
| **Q.5** | **Mention the most common environmental barriers.**<br>•Lack of adequate resources or raw material<br>• Non-availability of skilled labour<br>• Lack of requisite machinery and other infrastructure<br>• Unavailability of monetary resources on time | **2** |
| **Q.6** | **Explain the importance of green jobs in reducing the emission of greenhouse gases.**<br>The alternates that the green jobs provide for sustainable development definitely help curb the emission of greenhouse gases. With the promotion of use of renewable sources in our homes and daily life, green jobs promise to limit the emission of harmful gases. | **2** |

## SECTION B (4 + 8 = 12 marks)

| Answer any 04 questions out of the given 06 questions | | 1 x 4 = 4 |
|---|---|---|
| Q.7 | **The _____ is where the bulk of the animation process takes place.**<br>Timeline | 1 |
| Q.8 | **What does Autokey do?**<br>Autokey automatically saves the changes you make to an object's keyframes. | 1 |
| Q.9 | **What is the quick way to key an object?**<br>A quick way to key an object is to select it and press S. | 1 |
| Q.10 | **The _____ displays several animation curves, one for each keyed attribute of the ball.**<br>Graph Editor | 1 |
| Q.11 | **How to centre the display of the animation curves?**<br>To centre the display of the animation curves, select View>Frame Selection (in the Graph Editor window). If you want to see more detail in the graph, use your mouse to dolly and track the graph view. | 1 |
| Q.12 | **What is a short cut key of set key?**<br>S | 1 |
| **Answer any 04 questions out of the given 06 questions** | | **2 x 4 = 8** |
| Q.13 | **Explain Graph Editor**.<br>The Graph Editor is a helpful tool for tweaking values for keys you have set. It gives you a visual representation-a curved line of the attributes that are animated. The animation time goes from left to right, and any keyed variable appears as a line that ramps up or down to indicate its value over time. It can help you visualize how things are changing and how fast. You can pan and zoom this panel like any other. | 2 |
| Q.14 | **How to set keyframes to make the ball bounce?**<br>1.Go to frame 50. At this moment, the ball sits in a position above the middle section of the right half of the ground.<br>2. Move the ball so it sits on the ground. | 2 |
| Q.15 | **What does Zoom, Pan & F command do in the graph editor?**<br>Zoom: Scroll the middle-mouse button<br>Pan: Command + Middle-mouse button<br>F: Focus in on the currently selected keyframes | 2 |
| Q.16 | **Differentiate between squash and stretch.**<br>Squash is used to show force of impact or anticipation, while stretch indicates acceleration or velocity. | 2 |
| Q.17 | **What is the role of auto key?**<br>Auto key automatically saves the changes you make to an object's key frames. If the current frame already has a key, auto key will immediately update the key with your changes. If the current frame does not have a key, auto key will automatically create a key frame based on your adjustments (this only works on objects with existing keys). | 2 |
| Q.18 | **How to use a key frame?**<br>To set a key frame on the ball at the current frame, select the ball and go to Animate → Set Key (or just hits). A red tick mark should appear on the time line near the slider, indicating that you have “keyed” the ball on the current frame. You may also notice that the attributes in the Channel Box have turned pink, an indication that the object has been keyed. | 2 |

## SECTION C (2 x 4 = 8 marks)
## (COMPETENCY BASED QUESTIONS)

| Answer any 02 questions out of the given 03 questions | | |
|---|---|---|
| **Q.19** | **What are Tangents in MAYA? Describe any three tangents.**<br>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<br>-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.<br>-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.<br>-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. | **4** |
| **Q.20** | **Write short note on:**<br>**a) Timeline**<br>**b) Keys**<br>a) The timeline is where the bulk of the animation process takes place. This is where you control the speed at which a movie element moves, when it enters and exits the scene, and its depth, or stacking order, in relation to other elements in the scene. Here you are able to set animation keys, scrub through the animation, and change the range of time in your animation.<br><br>b) Keys store a value at a given time in animation. This time is measured in frames. Most animations have 24 frames in a second, so, if at frame 1 there's a key frame that says the value is 0, then on frame 24 there's a key frame with the value of 5. In the timespan of one second, that value changes from 1 to 5. The way this value changes is defined by tangents. Maya uses "keyframes" for animation (we also refer to the min short as "keys"). A key frame is basically a marker used to specify an object's position and attributes at a given point in time. T | **4** |
| **Q.21** | **What are the steps to set beginning and ending key frames?**<br>- Click the rewind button to go to the start of the playback range. This change the current frame to 1.<br>- Select the ball, then select Animate > Set Key. (Keyboard shortcut: s). This sets a key at frame 1 for all transform attributes of the ball. Transform attributes are the X, Y, Z move attributes. Although you animate only the translate X and Y attributes of the ball in this lesson, keying all transform attributes saves you time having to choose specific attributes to be keyed.<br>- In the Time Slider, notice the red marker at frame 1, known as a tick. This tick appeared when you set the key for frame 1. With the ball selected, ticks in the Time Slider indicate where you've set keys.<br>- Go to frame 72. A convenient way to do this is to click the desired position in the Time Slider. With the Move Tool, drag the ball's X-axis handle to position the ball at the right edge of the ground. | **4** |