

# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTIMEDIA (SUBJECT CODE - 821)

### MARKING SCHEME FOR CLASS XII (SESSION 2022-2023)

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/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
<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) Slide	NCERT	2	73	1
ii.	d) It inhibits cognitive process and learning strategies used for completing similar tasks.	NCERT	2	32	1
iii.	c) Obsessive Compulsive Personality Disorder	NCERT	2	37	1
iv.	a) CTRL + S	NCERT	3	67	1
v.	Technical entrepreneurs	NCERT	4	83	1
vi.	c) Market entry regulations	NCERT	4	92	1
<b>Q. 2</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	d) Rendering	PSSCIVE	1	17	1
ii.	c) Stop motion	PSSCIVE	1	22	1
iii.	b) Compositing	PSSCIVE	1	25	1
iv.	b) Timeline	PSSCIVE	1	18	1
v.	c) Razor Tool	PSSCIVE	2	44	1
vi.	a) Onion Skinning	PSSCIVE	1	16	1
<b>Q. 3</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	a) Animation	PSSCIVE	1	9	1
ii.	Analog	PSSCIVE	2	74	1
iii.	c) Frames Per Second	PSSCIVE	3	98	1
iv.	Autokey automatically saves the changes you make to an object's keyframes.	PSSCIVE	3	114	1

v.	Keyboard shortcut: S	PSSCIVE	3	117	1
vi.	Master Clip	PSSCIVE	2	50	1
Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
<b>Q. 4</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	Director	PSSCIVE	1	15	1
ii.	A quick way to key an object is to select it and press S.	PSSCIVE	3	120	1
iii.	Graph Editor	PSSCIVE	3	123	1
iv.	To center 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.	PSSCIVE	3	123	1
v.	Storyline	PSSCIVE	1	10	1
vi.	3D Animation	PSSCIVE	1	9	1
<b>Q. 5</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	Effects Team	PSSCIVE	1	22	1
ii.	Union Skinning	PSSCIVE	1	16	1
iii.	If you increase the Bank Scale, then the banking effects will be more pronounced.	PSSCIVE	3	149	1
iv.	MOV	PSSCIVE	3	148	1
v.	Parametric Length specifies the method Maya uses to position an object as it moves along a curve.	PSSCIVE	3	141	1
vi.	Dopesheet	PSSCIVE	1	15	1

## **SECTION B: SUBJECTIVE TYPE QUESTIONS**

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Page no. of source material	Marks
<b>Answer any 3 out of the given 5 questions on Employability Skills in 20 – 30 words each (2 x 3 = 6 marks)</b>					
<b>Q. 6</b>	Self-motivation is important because · It increases individual's energy and activity. · It directs an individual towards specific goals. · It results in initiation and persistence of specific activities · It affects cognitive processes and learning strategies used for completing similar tasks.	NCERT	2	24	2
<b>Q. 7</b>	<ul style="list-style-type: none"> <li>● Taking actions to implement your ideas</li> <li>● Understanding the need or the problem your offering is fulfilling or solving.</li> <li>● Strategizing and planning the steps that need to be taken.</li> <li>● Preparing an action plan and timeline.</li> <li>● Networking with stakeholders.</li> <li>● Interacting with customers</li> </ul>	NCERT	4	98-99	2
<b>Q. 8</b>	A positive attitude makes a person happier, and helps build and maintain relationships. It even increases one's chances of success. In addition, it can help the person make better decisions. People, who	NCERT	2	24	2

	maintain a positive or optimistic attitude in life situations and challenges, are able to move forward than those with a negative attitude. Positive attitude helps improve mental and physical health.				
<b>Q. 9</b>	An entrepreneur takes each problem as a challenge and put in best for finding out the most appropriate solution for the same. He/she will first of all understand the problem and then evolve appropriate strategy dealing with the same.	<b>NCERT</b>	<b>4</b>	<b>99</b>	<b>2</b>
<b>Q. 10</b>	A spreadsheet is a file that exists of cells in rows and columns and can help arrange, calculate and sort data. Data in a spreadsheet can be numeric values, as well as text, formulas, references and functions. <u>Insert or delete a column</u> 1. Select any cell within the column, then go to Home > Insert > Insert Sheet Columns or Delete Sheet Columns. 2. Alternatively, right-click the top of the column, and then select Insert or Delete. <u>Insert or delete a row</u> 1. Select any cell within the row, then go to Home > Insert > Insert Sheet Rows or Delete Sheet Rows. 2. Alternatively, right-click the row number, and then select Insert or Delete.	<b>NCERT</b>	<b>3</b>	<b>39</b>	<b>2</b>
<b>Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)</b>					
<b>Q. 11</b>	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. 2. Move the ball so it sits on the ground	<b>PSSCIVE</b>	<b>3</b>	<b>119</b>	<b>2</b>
<b>Q. 12</b>	Zoom: Scroll the middle-mouse button Pan: Command + Middle-mouse button F: Focus in on the currently selected keyframes	<b>PSSCIVE</b>	<b>3</b>	<b>122</b>	<b>2</b>
<b>Q. 13</b>	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 visualise 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. It details key events and scene changes in the animation, often accompanied by text notes describing what is occurring in the scene such as camera movements.	<b>PSSCIVE</b>	<b>1</b>	<b>10</b>	<b>2</b>
<b>Q. 14</b>	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	<b>PSSCIVE</b>	<b>1</b>	<b>11</b>	<b>2</b>

	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. During this stage the character designs are finalized so that when production starts, their blueprints can be sent to the modelling department who are responsible for creating the final character models.				
<b>Q. 15</b>	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.	<b>PSSCIVE</b>	<b>3</b>	<b>117</b>	<b>2</b>
<b>Q. 16</b>	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.	<b>PSSCIVE</b>	<b>2</b>	<b>75</b>	<b>2</b>
<b>Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)</b>					
<b>Q. 17</b>	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. b) Keys store is 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.	<b>PSSCIVE</b>	<b>3</b>	<b>114</b>	<b>4</b>
<b>Q. 18</b>	- Click the rewind button to go to the start of the playback range. This change the current frame to 1. - 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	<b>PSSCIVE</b>	<b>3</b>	<b>117</b>	<b>4</b>

	<p>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.</p> <ul style="list-style-type: none"> <li>- 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.</li> <li>- 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.</li> </ul>				
<b>Q. 19</b>	<p>The major components of a pre-production process are as follows:</p> <ol style="list-style-type: none"> <li>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.</li> <li>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.</li> <li>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.</li> <li>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 depicts a certain key point of the scene or movie. The running time should match the intended running time of the final animation</li> </ol>	<b>PSSCIVE</b>	<b>1</b>	<b>10</b>	<b>4</b>
<b>Q. 20</b>	<p><u>Source Clip</u>: The clip is originally imported into the Project panel. It is listed in the Project panel only</p>	<b>PSSCIVE</b>	<b>2</b>	<b>49</b>	<b>4</b>

	<p>once by default. If you delete a source clip from the Project panel, all of its instances are also deleted.</p> <p><u>Clip instance</u>: 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>				
<b>Q. 21</b>	<p>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>	<b>PSSCIVE</b>	<b>1</b>	<b>15</b>	<b>4</b>