

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE - 821)

Blue-print for Sample Question Paper for Class XII (Session 2022-2023)

Max. Time: 2 Hours

Max. Marks: 50

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 | Self-Management Skills – IV | 2 | 2 | 4 |
| 2 | ICT Skills – IV | 2 | 1 | 3 |
| 3 | Entrepreneurial Skills – IV | 2 | 2 | 4 |
| TOTAL QUESTIONS | | 6 | 5 | 11 |
| NO. OF QUESTIONS TO BE ANSWERED | | Any 4 | Any 3 | 07 |
| TOTAL MARKS | | 1 x 4 = 4 | 2 x 3 = 6 | 10 MARKS |

PART B - SUBJECT SPECIFIC SKILLS (40 MARKS):

| UNIT NO. | NAME OF THE UNIT | OBJECTIVE TYPE QUESTIONS | SHORT ANSWER TYPE QUESTIONS | DESCRIPTIVE/ LONG ANS. TYPE QUESTIONS | TOTAL QUESTIONS |
|---------------------------------|--|--------------------------|-----------------------------|---------------------------------------|-----------------|
| | | 1 MARK EACH | 2 MARKS EACH | 4 MARKS EACH | |
| 1 | 3D Production Pipeline | 10 | 2 | 2 | 14 |
| 2 | Basics of Video and Sound Editing | 5 | 1 | 1 | 7 |
| 3 | Basic Tools and Techniques of Animation in Autodesk MAYA | 9 | 3 | 2 | 14 |
| TOTAL QUESTIONS | | 24 | 6 | 5 | 35 |
| NO. OF QUESTIONS TO BE ANSWERED | | 20 | Any 4 | Any 3 | 27 |
| TOTAL MARKS | | 1 x 20 = 20 | 2 x 4 = 8 | 4 x 3 = 12 | 40 MARKS |

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE - 821)

Sample Question Paper 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. 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

| Q. 1 | Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks) | |
|-------------|---|----------|
| i. | Which menu option do you use to insert a slide? a) Edit b) Insert c) Slide d) Tools | 1 |
| ii. | Which of the following is not true about Self-Motivation? a) It increases individual's energy and activity. b) It directs an individual towards specific goals. c) It results in initiation and persistence of specific activities. d) It inhibits cognitive process and learning strategies used for completing similar tasks. | 1 |
| iii. | What is the full form OCPD? a) Obsessive Compulsory Personality Disorder b) Obsessive Compulsive Personal Disorder c) Obsessive Compulsive Personality Disorder d) Obsessive Compulsory Personal Disorder | 1 |
| iv. | What keys do you use to save the last thing you did? a) Ctrl + Z b) Ctrl + S c) Ctrl + V d) Ctrl + B | 1 |
| v. | The Industrial Revolution gave birth to _____ who use their technical expertise to create and offer machines, tools and methods. | 1 |
| vi. | Governmental rules, taxation, environmental regulations, lending requirements and licensing are all examples of which barrier to entrepreneurship: a) Employee related difficulties b) Lack of Entrepreneurial Capacity c) Market entry regulations d) Shortage of funds and resources | 1 |

| Q. 2 | Answer any 5 out of the given 6 questions (1 x 5 = 5 marks) | |
|-------------|---|----------|
| i. | _____ the option in 3D that regenerates your final image or animation. a) Playing b) Save c) Generation d) Rendering | 1 |
| ii. | _____ animation is used to animate things that are smaller than life size. a) Immersive b) Clay motion c) Stop motion d) Augmented | 1 |
| iii. | Which department is responsible for bringing together all of the 3D elements to create the final rendered film? a) Editing b) Compositing c) Rendering d) Distribution | 1 |
| iv. | What is the area of Pivot called where the frames are stored? a) Frame b) Timeline c) Control Bar d) Frame Area | 1 |
| v. | When you select the _____ and position the pointer over a clip in the Timeline panel, the icon changes to a razor. a) Selection Tool b) Hand Tool c) Razor Tool d) Pen Tool | 1 |
| vi. | _____ is a way of seeing what was in the frame before the one you are on a) Onion Skinning b) Keyframing c) Drawing d) Making a circle | 1 |

| Q. 3 | Answer any 5 out of the given 6 questions (1 x 5 = 5 marks) | |
|-------------|--|----------|
| i. | Which of the following is the act of making something come alive? a) Animation b) Zooming c) Tweening d) Modelling | 1 |

| | | |
|------|---|---|
| ii. | Which video and audio emit a steady wave of magnetic patterns that are interpreted as video and audio to be transferred to a magnetic tape for viewing? | 1 |
| iii. | What does FPS stand for? a) Frames Per Scene b) Frames Professional Standard c) Frames Per Second d) Frame Professional Scenes | 1 |
| iv. | How can an Autokey help? | 1 |
| v. | What is a short cut key of set key? | 1 |
| vi. | Sub-clip is a section of a _____ clip that references the master clip's media file. | 1 |

| | | |
|-------------|--|---|
| Q. 4 | Answer any 5 out of the given 6 questions (1 x 5 = 5 marks) | |
| i. | During Production stage _____ is the person who approves camera moves, depth of field and composition. | 1 |
| ii. | How can anyone quickly key an object? | 1 |
| iii. | The _____ displays several animation curves, one for each keyed attribute of the ball. | 1 |
| iv. | Rahul wants to center the display of the animation curves. Mention the steps required to help Rahul. | 1 |
| v. | Storyboard helps to finalize the development of the _____. | 1 |
| vi. | A _____ is essentially a digital version of 2D animation. | 1 |

| | | |
|-------------|--|---|
| Q. 5 | Answer any 5 out of the given 6 questions (1 x 5 = 5 marks) | |
| i. | He is responsible for producing the elements such as smoke, dust, water & explosions. Identify the person. | 1 |
| ii. | Which method is used to view several frames of an animation simultaneously, it allows the animator to check the changes occurring within each frame and how they flow together? | 1 |
| iii. | What happens if you increase the Bank Scale? | 1 |
| iv. | Rohan wants to export his animated movie in a native QuickTime format. What file extension should he choose? | 1 |
| v. | Define Parametric Length. | 1 |
| vi. | A _____ looks a little like a spreadsheet with rows and columns but its purpose is to provide instructions concerning the time duration of individual character movements, scenes, camera moves and audio details. | 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. 6 | Why is self-motivation a desirable quality in an individual? | 2 |
| Q. 7 | What are the benefits of entrepreneurial competencies? | 2 |
| Q. 8 | List the importance of positive attitude. Describe how it can help someone achieve one's goals. | 2 |
| Q. 9 | Why is problem solving skill important for an entrepreneur? | 2 |
| Q. 10 | What is a spreadsheet? How can we insert or delete any row or column in it? | 2 |

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

| | | |
|--------------|---|----------|
| Q. 11 | How to set keyframes to make the ball bounce? | 2 |
| Q. 12 | What does Zoom, Pan & F command do in the graph editor? | 2 |
| Q. 13 | Explain Storyboard. | 2 |
| Q. 14 | What is the purpose of Model Sheet? | 2 |
| Q. 15 | How to use a key frame? | 2 |
| Q. 16 | What is Compression? | 2 |

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

| | | |
|--------------|---|----------|
| Q. 17 | Write short note on: a) Timeline b) Keys | 4 |
| Q. 18 | What are the steps to set beginning and ending key frames? | 4 |
| Q. 19 | Briefly explain the major components of a pre-production process. | 4 |
| Q. 20 | Differentiate between Source Clips and Clip Instances. | 4 |
| Q. 21 | What is Dope Sheet? | 4 |