

# CBSE | DEPARTMENT OF SKILL EDUCATION

## MULTI MEDIA (SUBJECT CODE-821)

### MARKING SCHEME FOR CLASS XII (SESSION 2023-2024)

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.	b) Build strength to complete any task or work	NCERT	2	34	1
ii.	c) 3	NCERT	3	53	1
iii.	d) All of these	NCERT	1	14	1
iv.	a) Reduce, Reuse, Recycle	NCERT	5	126	1
v.	c) Trading business	NCERT	4	93	1
vi.	d) Schizoid	NCERT	2	46	1
<b>Q. 2</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	c) Rigging	PSSCIVE	1	21	1
ii.	d) Master clip	PSSCIVE	2	50	1
iii.	b) Bit Map	PSSCIVE	2	74	1
iv.	c) Character Line up sheets	PSSCIVE	1	10	1
v.	b) Dope sheet	PSSCIVE	3	88	1
vi.	d) Effects animation	PSSCIVE	1	29	1
<b>Q. 3</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	b) Spline Tangent	PSSCIVE	3	92	1
ii.	c) Onion Skinning	PSSCIVE	1	16	1
iii.	d) Source Monitor	PSSCIVE	2	49	1
iv.	c) Editing	PSSCIVE	1	26	1
v.	a) Markers Panel	PSSCIVE	2	58	1
vi.	b) S	PSSCIVE	3	120	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.	d) Stop Motion Animation	PSSCIVE	3	155	1
ii.	b) Frame Rate	PSSCIVE	3	155	1
iii.	a) Modellers	PSSCIVE	1	17	1
iv.	c) Normal	PSSCIVE	3	147	1
v.	d) Graph Editor	PSSCIVE	3	101	1
vi.	b) Layout department	PSSCIVE	1	11	1
<b>Q. 5</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>				
i.	d) Medium Close-up Shots	PSSCIVE	2	76	1
ii.	a) Muted Keys	PSSCIVE	3	92	1
iii.	c) Layout Artist	PSSCIVE	1	15	1
iv.	b) Simplify Curves	PSSCIVE	3	91	1
v.	a) Line Test	PSSCIVE	1	16	1
vi.	b) Post-production	PSSCIVE	1	25	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>	a) for estimating the money required to be spent. b) for estimating the quantity of material required c) for standing out d) for setting goal (1/2 mark for each point)	NCERT	4	103	2
<b>Q. 7</b>	a) declarative b) interrogative c) imperative d) exclamatory (1/2 mark for each point)	NCERT	1	30	2
<b>Q. 8</b>	Any 4 Green jobs are: • Construction worker, crew member • Designer • Carpenters • Building Planner and coordinators (1/2 mark for each point)	NCERT	5	125	2
<b>Q. 9</b>	Two traits of extraversion personality 1. Gregarious 2. Assertive (Any other, any two points) Two traits of agreeableness personality 1. Cooperative 2. Agreeable (Any other, any two points)	NCERT	2	44	2
<b>Q. 10</b>	Four steps to insert a text box in a slide are: 1. Click the text button on the drawing bar. 2. The mouse pointer changes to + the sign. 3. Place the mouse pointer on the slide where you want to add the text box.	NCERT	3	75	2

	4. Click and drag on the side to draw a text box. (Any four points)				
<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>	<p>Rendering: - 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.</p> <p>The aim of rendering is to generate a series of individual pixel-based frames or a video clip.</p> <p>(1 mark for each)</p>	<b>PSSCIVE</b>	<b>1</b>	<b>25</b>	<b>2</b>
<b>Q. 12</b>	<p>Driver: - Operating systems and applications use a general system call to operate hardware devices. The driver is a software routine that translates it into the specific instructions needed to control the hardware device.</p>	<b>PSSCIVE</b>	<b>2</b>	<b>75</b>	<b>2</b>
<b>Q. 13</b>	<p>Persistence of Vision: - It is a phenomenon where the eye's retina retains an image for a split-second after the image was actually seen, creating the illusion of motion when viewing images in closely-timed sequence to one another.</p>	<b>PSSCIVE</b>	<b>3</b>	<b>155</b>	<b>2</b>
<b>Q. 14</b>	<p>1. 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.</p> <p>2. Model sheets are also used for references in 3D modelling.</p> <p>3. These are usually used as reference material so as to allow proper proportions in 3D modelling.</p>	<b>PSSCIVE</b>	<b>1</b>	<b>11,29</b>	<b>2</b>
<b>Q. 15</b>	<p>To set keyframes to make the ball bounce.</p> <p>Steps are:</p> <p>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.</p> <p>2. Move the ball so it sits on the ground.</p> <p>3. Set a key by pressing S.</p> <p>4. Go to frame 60 or any other.</p> <p>5. Move the ball up again, position it to another point and set a key again.</p>	<b>PSSCIVE</b>	<b>3</b>	<b>119</b>	<b>2</b>
<b>Q. 16</b>	<p>Bake Channel: -This operation calculates a new animation curve for an attribute using the input nodes that contribute to its properties. Bake Channel is useful for:</p> <p>1.Editing a single animation curve instead of all the contributing attributes that affect the behavior of a single attribute, for example, an object affected by a driven key or an Expression.</p> <p>2. Adding keys to an existing curve.</p>	<b>PSSCIVE</b>	<b>3</b>	<b>90</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>	The camera in Autodesk Maya is a powerful tool that can help you create stunning 3D animations and	<b>PSSCIVE</b>	<b>3</b>	<b>137</b>	<b>4</b>

	<p>visual effects. There are three types of perspectives of Camera in Maya, these are: -</p> <p>1. Camera: -With this camera type, we see only the camera icon. In general, because this camera freely rotates and loses track of its "up" vector, we should use it only when you're linking the camera to another object for movement and animation, or when we are placing a camera in one fixed spot.</p> <p>2. Camera and Aim: - This camera includes a camera target and an aim handle for adjusting the camera target. In addition, this camera automatically stays level in relation to the horizon, so it is the one we will use most often.</p> <p>3. Camera, Aim and Up: -This camera type includes two handles: the aim handle, described for Camera and Aim, and an up handle for banking (levelling) the camera. This camera type is useful when we want to bank the camera during your animation.</p> <p>(1 mark for definition and 1 mark for each point)</p>				
<b>Q. 18</b>	<p>Scanner Operator: -</p> <p>The Scanner Operator is responsible for scanning drawings prepared by the Clean-up Artist. Ink and Paint, which is the process of coloring the drawn frames is used to transfer drawings over to cells which are then hand painted.</p> <p>Digital Ink and Paint Artist: -</p> <p>The process of coloring of animation frames is carried out by Digital Ink and Paint Artist using specialist ink and paint software. In the digital age, the term is often referred to as Digital Ink and Paint as the process now involves scanning the finished drawings into a computer where they can be colored using a software package.</p> <p>(2 Marks for each)</p>	<b>PSSCIVE</b>	<b>1</b>	<b>16</b>	<b>4</b>
<b>Q. 19</b>	<p>The Trax Editor: -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> <p>The Trax Editor window has four work areas:</p> <p>(i) Trax menu bar: Contains character and clip or object and geometry cache clip related options that let you perform all required actions for creating and editing your animation or deformations nonlinearly.</p>	<b>PSSCIVE</b>	<b>3</b>	<b>102</b>	<b>4</b>

	<p>(ii) Trax toolbar: Contains a selection of buttons that let you quickly access some of the functionality contained in the Trax menu bar.</p> <p>(iii) Track control area: Contains buttons that let you control the playback of each track's animation or deformations.</p> <p>(iv) Track view area: Contains all the tracks, animation clips, geometry cache clips and audio clips for your loaded characters or objects. (1 Mark for each work area)</p>				
<b>Q. 20</b>	<p>The Timeline panel contains several controls for moving through the frames of a sequence. These are: -</p> <ol style="list-style-type: none"> <li>1. Time ruler measures sequence time horizontally, using the counting method specified in the project settings. Time ruler also displays icons for markers and the sequence In and Out points.</li> <li>2. Current-time indicator (CTI) Indicates the current frame displayed in the Program Monitor. The current frame displays in the Program Monitor. The current-time indicator is a light blue triangle in the ruler.</li> <li>3. Current time display Shows the time code for the current frame in the Timeline panel.</li> <li>4. Viewing area bar Corresponds to the visible part of the sequence in the Timeline panel. You can change the size and position of the viewing area bar to quickly view different parts of the sequence.</li> <li>5. Work area bar Specifies the area of the sequence that you want to preview or export. The work area bar is located in the lower portion of the time ruler.</li> <li>6. Zoom controls Change the scale of the time ruler to increase or decrease the number of frames visible within the current viewing area. The zoom controls are located at the bottom left of the Timeline panel.</li> </ol>	<b>PSSCIVE</b>	<b>2</b>	<b>51</b>	<b>4</b>
<b>Q. 21</b>	<p>There are four types of Tweening animation are:</p> <ol style="list-style-type: none"> <li>1. Scale animation: It is used to make a view smaller or larger either on x axis or on the y axis. It basically changes the size of an object.</li> <li>2. Rotate animation: It is used to rotate a view around a pivot point by a certain number of degrees.</li> <li>3. Translate animation: It is used to move a view along the x or y axis. It basically changes the position of the object.</li> <li>4. Alpha animation: It is used to change the transparency of a view.</li> </ol> <p>(1 mark for each type)</p>	<b>PSSCIVE</b>	<b>1</b>	<b>18</b>	<b>4</b>