

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE-821)

Blue-print for Sample Question Paper for Class XII (Session 2023-2024)

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	Communication Skills - IV	1	1	2
2	Self-Management Skills - IV	2	1	3
3	ICT 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	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

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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.	Self-motivation helps us to – a) Motivate and inspired students b) Build strength to complete any task or work c) It decreases individual’s energy d) Build a network of people around you	1
ii.	A workbook, by default, opens how many worksheets. a) 2 b) 4 c) 3 d) 5	1
iii.	_____ signals are the part of body language, Non - Verbal Communication. a) Eye Contact b) Aura / Vibes c) Facial Expressions d) All of the these	1
iv.	Full form of 3R’s a) Reduce, Reuse, Recycle b) Reduce, Reuse, Recycle c) Replace, Refuse, Recycle d) Reduce, Reuse, Restore	1
v.	Which of the following is a type of business activity? a) Entrepreneurship b) Home delivery services c) Trading business d) None of these	1
vi.	_____ is characterized by a lack of interest in social relationship and people tend to be distant, detached and indifferent. a) Dependent b) Narcissistic c) Obsessive d) Schizoid	1
Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	Process of adding bones to a character or defining the movement of a mechanical object is _____. a) Animation b) Texturing c) Rigging d) Modelling	1
ii.	Sub clip is a section of _____ clip that references the master clip’s media file. a) Duplicate clip b) Assembled clips c) Clip instance d) Master clip	1
iii.	The method of storing information that actually maps an image pixel bit by bit is called _____. a) Aspect Ratio b) Bit Map c) Bit Depth d) Master clip	1
iv.	Which Sheets are used to compare the scale of the characters against one another? a) Model Sheets b) Expression Sheets c) Character Line up sheet d) None of these	1
v.	_____ look likes 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. a) Layout b) Dope Sheet c) Layer d) Trax	1
vi.	The animation of non-character elements such as explosions, smoke and rain are called _____. a) Alpha animation b) Translate animation c) Rotate animation d) Effects animation	1

Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	_____creates an animation curve that is smooth between the key before and the key after the selected key. a) Clamped Tangent b) Spline Tangent c) Stepped Tangent d) Linear Tangent	1
ii.	Which method is used to view the several frames of an animation simultaneously? a) Walk Cycles b) Motion Graphics c) Onion Skinning d) Twining	1
iii.	_____ is used to view the clips that have been captured and added to the project. a) Assemble clips b) Import c) Rearrange clips d) Source Monitor	1
iv.	Which stage of post-production involves putting the rendered pieces of our animation together in the correct order of events? a) Compositing b) Rendering c) Editing d) Sound and Video editing	1
v.	The _____panel allows you to add markers (known in Adobe Flash as cue points) at any point in your sound file. a) Markers Panel b) Editor Panel c) Timeline Panel d) History Panel	1
vi.	What is the short cut to key an object in Autodesk Maya? a) M b) S c) K d) H	1

Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	Which animation is produced by arranging real objects, taking a picture of them, repositioning the objects minutely, then taking another picture of them to create a sequence of consecutive images that create the illusion of motion? a) Anticipation b) Stretch and Squash c) Cel animation d) Stop Motion Animation	1
ii.	The measurement of the number of consecutive images (frames) in an animated movie is called _____. a) Frame b) Frame Rate c) Keys d) Speed	1
iii.	_____turn the 2D concept art and traditionally sculpted maquettes into high detail, topologically sound 3D models. a) Modelers b) Key Frame animators c) Clean up Artists d) Digital ink and paint artist	1
iv.	A line perpendicular to the surface of a polygon is called: a) Vertex Normal b) Tangent c) Normal d) Vector	1
v.	_____ editor gives a visual representation in the form of a curved line of the attributes that are animated in Maya. a) Dope sheet b) Trax c) Animation Layer d) Graph	1
vi.	Which department works closely with the director to design the locations and costumes? a) Modelling department b) Layout department c) Rigging department d) Modelling department	1

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

Q. 17	What is Camera? Explain the three camera Perspectives used in Autodesk Maya.	4
Q. 18	Write the roles and functions of the following: a) Scanner Operator b) Digital Ink and Paint Artist	4
Q. 19	What is the use of Trax Editor in Autodesk Maya?	4
Q. 20	Explain the process of Navigation in the Time line Panel of Adobe Premiere Pro.	4
Q. 21	Explain the four types of Twining animation.	4