

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE - 821)

Blue-print for Sample Question Paper for Class XI (Session 2024-2025)

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 – III	1	1	2
2	Self-Management Skills - III	2	1	3
3	ICT Skills – III	1	1	2
4	Entrepreneurial Skills – III	1	1	2
5	Green Skills – III	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.	Introduction to Animation	7	2	1	10
2.	Principles of Animation	8	2	2	12
3.	Introduction to 2D Animation	9	2	2	13
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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Sample Question Paper for Class XI (Session 2024-2025)

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 of the following is NOT a factor affecting perspectives in communication? a. Culture b. Personal experiences c. Physical environment d. Weather conditions	1
ii	Which of these is not a factor of knowing oneself? a. Beliefs b. Values c. Networks d. Likes	1
iii	Why is grooming important?	1
iv	A _____ is a software application that helps us to create documents by typing in text, making corrections (editing text), arranging it in a neat manner (formatting) and printing it.	1
v	Manufacturing, trading and are the three types of business activities.	1
vi	Which of the following correctly expands the acronym NAPCC? a. National Agency for Public Community Care b. National Action Plan for Climate Change c. National Alliance for Policy and Community Change d. National Association for Pollution Control and Conservation	1

Q 2.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	The _____ is the optical illusion of perceiving continuous motion between separate objects viewed rapidly in succession. a. Phi Phenomenon b. Animation c. Media d. Frame	1
ii	_____ involves the use of live humans as stop motion characters . a. Object animation b. Pixilation c. Brickfilm d. Graphic animation	1
iii	Why is one of the actual drawing processes called Straight Ahead action?	1
iv	Anticipation is the technique by which the audience's eyes are drawn to where _____ a. _____ action had occurred on-screen	1

	<ul style="list-style-type: none"> b. action will occur on-screen c. action is occurring on-screen d. still objects are present on-screen 	
v	The eye can be _____ into perceiving motion when consecutive images are shown at a rate of 24 frames per second or faster.	1
vi	<p>2D animation uses _____ and vector graphics to create and edit the animated images and is created using computers and software programs</p> <ul style="list-style-type: none"> a. Space Frame b. Retro Frame c. Bitmap d. Scpio Frame 	1

Q 3.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	<p>What is the main function of a tween frame in animation?</p> <ul style="list-style-type: none"> a. To define the starting point of an animation sequence b. To create complex motion paths for animated characters c. To specify keyframes for detailed animation adjustments d. To generate intermediate frames between keyframes for smooth animation transitions 	1
ii	Early examples of attempts to capture the phenomenon of motion into a still drawing can be found in _____.	1
iii	The purpose of which principle of animation is to give the sense of weight and flexibility to drawn objects?	1
iv	<p>During pre-production, the _____ reviews the storyboard for consistency .</p> <ul style="list-style-type: none"> a. Animator b. Director c. Producer d. Staff 	1
v	<p>A _____ is essentially a large comic of the film or some section of the film produced beforehand to help film directors, cinematographers and television commercial advertising clients visualize the scenes and find potential problems before they occur.</p> <ul style="list-style-type: none"> a. Film Concept b. Film Storyboard c. Film Setup d. Film Visuals 	1
vi	Who is assigned the job of small adjustments to improve the flow of scenes in the production stage?	1

Q 4.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	Who created the first animated projection?	1
ii	Why did the traditional animation method become obsolete?	1
iii	_____ is how you go about setting up your scene, from the placement of the characters to the background and foreground elements and how	1

	the camera angle is set up. a. Placing b. Capturing c. Staging d. Handling	
iv	Which computer program can create characters like puppets?	1
v	How many drawings can a shot usually contain?	1
vi	Two examples of vector animation are _____ and _____ a. Online and offline b. Media and Combat c. Macromedia Flash and Director d. Paint and Tux Paint	1

Q 5.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	A photomatic is a series of still photographs edited together and presented on screen in a sequence, which is _____ a. derived from Animatic or Photo- Animation b. derived from Anime or Picture c. derived from Ambition or Picture d. derived from Amazing or Picture	1
ii	What is Silhouette Animation?	1
iii	Driven Keys are used to _____ .	1
iv	Secondary action refers to creating actions that a. emphasize the main action of the animation b. speed up the main action of the animation c. stop the main action of the animation d. slow the main action of the animation	1
v	_____ broadly covers a wide variety of genres and applications, though the simplest way to break it down is into the categories. a. AVG Animation b. Shadow Animation c. Puppet Animation d. Computer Animation	1
vi	State one advantage of digital animation.	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.

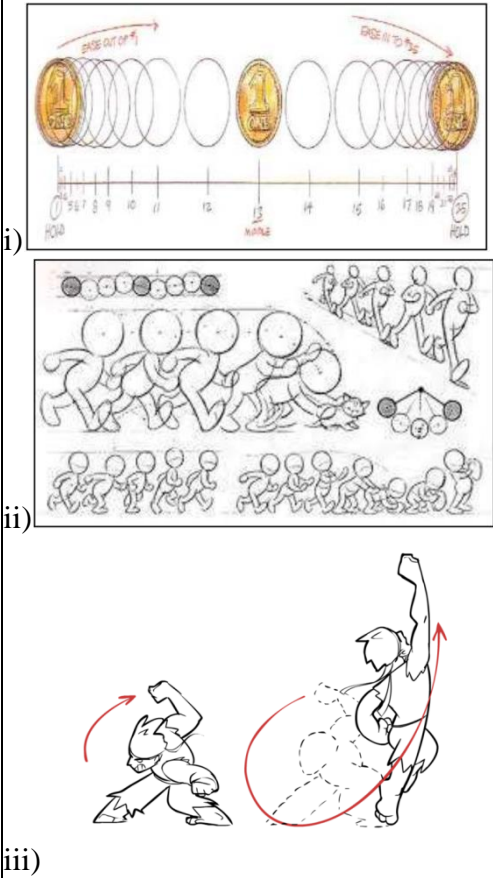
Q 6.	List any two principles of effective communication according to the 7 Cs model. Explain any one.	2
Q 7.	Write the importance of 'No Destructive Zone'.	2
Q 8.	List out the steps for start/ stop track changes in Libre Office Writer.	2

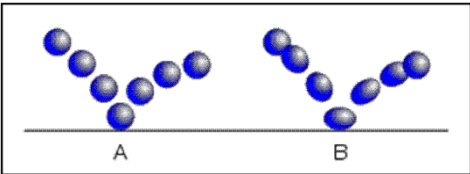
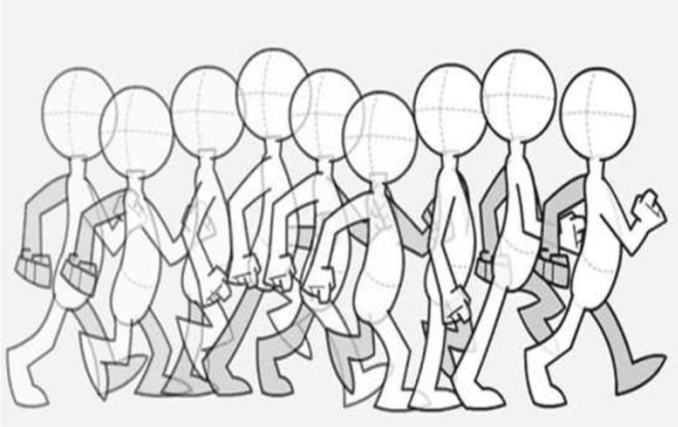
Q 9.	Mention two ways in which an entrepreneur can solve problems.	2
Q 10.	Identify two major stakeholders in a green economy and briefly explain their roles.	2

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

Q 11.	How is illusion of movement created with computer graphics?	2
Q 12.	What is the purpose of anticipation in animation?	2
Q 13.	In which scenarios is pose-to-pose animation typically used?	2
Q 14.	In animation, what aspect is related to a dramatic pause?	2
Q 15.	When is a drawing considered a cel?	2
Q 16.	Mention any two applications with respect to 2D Animation.	2

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

Q 17.	Define Story Boarding.	4	
Q 18.	Explain briefly the pre-production stages of films.	4	
Q 19.	<p>Match the following:</p>  <p>i)</p> <p>ii)</p> <p>iii)</p>	<p>a. Arcs</p> <p>b. Squash and stretch</p> <p>c. Pose to pose</p> <p>d. Time and spacing</p>	4

	iv) 		
Q 20.	Write a short not on Flip Book.	4	
Q 21.	Identify the image and explain its creation process. 	4	