

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE-821)

MARKING SCHEME 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. 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.	Marks
Q. 1	Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)			
i.	d. Weather conditions	NCERT	Unit 1/ Page 3	1
ii.	c. networks	NCERT	Unit 2/ page 70	1
iii.	because it helps us to look neat and clean, feel confident about ourselves and make a good impression of ourselves on others including customers.	NCERT	Unit 2/ page 77	1
iv.	Word processor	NCERT	Unit 3/ page 106	1
v.	Services	NCERT	Unit 4/ Page 139	1
vi.	National Action Plan for Climate Change	NCERT	Unit 5/ Page 177	1
Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	a. Phi Phenomenon	PSSCIVE	Unit 1/ Page 11	1
ii.	b. Pixilation	PSSCIVE	Unit 1/ Page 29	1
iii.	because an animator literally works	PSSCIVE	Unit 2/	1

	straight ahead from the first drawing in the scene.		Page 69	
iv.	action will occur on-screen	PSSCIVE	Unit 2/ Page 76	1
v.	Fooled	PSSCIVE	Unit 3/ Page 89	1
vi.	b. Bitmap	PSSCIVE	Unit 3/ Page 109	1
Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	d. To generate intermediate frames between keyframes for smooth animation transitions	PSSCIVE	Unit 1/ Page 11	1
ii.	paleolithic cave paintings	PSSCIVE	Unit 1/ Page 14	1
iii.	Squash and Stretch	PSSCIVE	Unit 2/ Page 67	1
iv.	d. staff	PSSCIVE	Unit 3/ Page 90	1
v.	b. Film Storyboard	PSSCIVE	Unit 1/ Page 52	1
vi.	Junior animators	PSSCIVE	Unit 3/ Page 92	1
Q. No.	QUESTION		Unit/ Chap. No.	Marks
Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	Charles-Émile Reynaud	PSSCIVE	Unit 1/ Page 15	1
ii.	Because modern animators' drawings and the backgrounds are either scanned into or drawn directly into a computer system.	PSSCIVE	Unit 1/ Page 19	1
iii.	c.Staging	PSSCIVE	Unit 2/ Page 76	1
iv.	Anime Studio	PSSCIVE	Unit 3/ Page 90	1
v.	10-20 drawings	PSSCIVE	Unit 3/ Page 90	1
vi.	c.Macromedia Flash and Director	PSSCIVE	Unit 3/ Page 103	1
Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)			
i.	a. derived from Animatic or Photo- Animation	PSSCIVE	Unit 1/ Page 53	1
ii.	a variant of cut-out animation in which the characters are backlit and only visible as silhouettes	PSSCIVE	Unit 1/ Page 20	1
iii.	Driven Keys are used to drive the attributes of one object to another object.	PSSCIVE	Unit 2/ Page 78	1

iv.	a. emphasize the main action of the animation	PSSCIVE	Unit 2/ Page 72	1
v.	d.Computer Animation	PSSCIVE	Unit 3/ Page 103	1
vi.	It is paperless Done on computer Any one point	PSSCIVE	Unit 3/ Page 94	1

SECTION B: SUBJECTIVE TYPE QUESTIONS

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Marks
Answer any 3 out of the given 5 questions on Employability Skills in 20 – 30 words each (2 x 3 = 6 marks)				
Q. 6	<p>Two principles of effective communication according to the 7 Cs model are:</p> <p>Clear: Messages should be clear and easy to understand, avoiding ambiguity or confusion. This principle ensures that the intended meaning is conveyed without room for misinterpretation. Clear communication involves using simple language, organizing thoughts logically, and providing necessary context for understanding.</p> <p>Concise: Communication should be concise, focusing on conveying information efficiently without unnecessary elaboration. This principle emphasizes the importance of brevity and clarity. By keeping messages concise, communicators can maintain the audience's attention and deliver key points effectively. (Any one can be explained)</p>	NCERT	Unit 1/ Page 4	2
Q. 7	No Destructive Zone is one of the steps of time management. It is a place where one can sit and complete important tasks.	NCERT	Unit 2/ Page 102	2
Q. 8	<p>To start tracking changes in LibreOffice Writer, click Edit and then click Track Changes.</p> <p>To start tracking changes, click Record as shown or press</p>	NCERT	Unit 3/ Page 133	2

	<i>Ctrl+Shift+E</i> . This will Record, all changes made to the document will be recorded and displayed in a different colour. If you want to stop tracking the changes, click Record again.			
Q. 9	With creativity, innovation or critical thinking.	NCERT	Unit 4/ Page 153	2
Q. 10	1. Government: The government creates and enforces policies and regulations that promote sustainable practices and support green initiatives. 2. Non-Governmental Organizations (NGOs): NGOs advocate for environmental protection, raise awareness about sustainability issues, and often implement grassroots projects that support the green economy.	NCERT	Unit 5/ Page 181	2
Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)				
Q. 11	To create the illusion of movement, an image is displayed on the computer monitor and repeatedly replaced by a new image that is similar to it, but advanced slightly in time (usually at a rate of 24 or 30 frames/second). This technique is identical to how the illusion of movement is achieved with television and motion pictures	PSSCIVE	Unit 1/ Page 33	2
Q. 12	Anticipation informs the audience that an object or character is about to take action and directs their attention appropriately. Anticipation is the technique by which the audience's eyes are drawn to where action will occur on-screen.	PSSCIVE	Unit 2/ Page 68	2
Q. 13	Pose-to-pose is used for animation that requires good acting, where poses and timing are important. In <i>pose-to-pose</i> animation, the animator plans his action, figuring out just what drawings will be needed to animate the scene.	PSSCIVE	Unit 2/ Page 70	2
Q. 14	Dramatic pause is used in films	PSSCIVE	Unit 2/ Page 70	2

	and real life. Exaggerating a dramatic pause can make an event in your animation funnier, more poignant or more intense.		Page 75	
Q. 15	Some company's hand-ink each drawing, writing over the cleaned pencil lines with a pen. Others, especially studios whose artists can draw very clean pencil lines will scan the pencils directly into the computer, then ink the drawing digitally. The drawing is now considered a "cel."	PSSCIVE	Unit 3/ Page 91	2
Q. 16	1. Adobe Flash: Widely used for animations and motion graphics on the web, offering a comprehensive set of tools. 2. Synfig: A free, open-source program known for its powerful tools that cater to both quick motion graphics and cinema-quality animation.	PSSCIVE	Unit 3/ Page 116	2
Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)				
Q. 17	When a film is in its beginning stages of production, the storyboard is one of the first aspects to be completed. The story board, a series of pictures with captions that describe the outline of the story, helps in the placement of cameras and the timing of animation later on in the production process. The story boarding process begins with an initial rough draft. Then, one of the creators acts out and describes the pictures in the story to his or her colleagues in order to receive feedback. After taking into consideration the suggestions presented, the story board is redrawn with the new ideas. This process is repeated until a final story is agreed upon.	PSSCIVE	Unit 1/ Page 38	4
Q. 18	In filmmaking and video	PSSCIVE	Unit 1/	4

	<p>production, pre-production formally begins once a project has been conceptualized and approved. At this stage, preparations for production go into effect. Financing will generally be confirmed and many of the key elements such as principal cast members, director and cinematographer are set. By the end of pre-production, the screenplay is usually finalized and satisfactory to all the financiers and other stakeholders.</p> <p>The script is broken down into individual scenes storyboards and all the locations, props, cast members, costumes, special effects and visual effects are identified. Sets are constructed, the crew is hired, financial arrangements are put in place and a start date for the beginning of principal photography is set.</p>		Page 46	
Q. 19	(i)-d (ii)-c (iii)-a (iv)-b	PSSCIVE	Unit 2/	4
Q. 20	A Flip Book or Flick Book is a book with a series of pictures that vary gradually from one page to the next, so that when the pages are turned rapidly, the pictures appear to animate by simulating motion or some other change. Flip books are often illustrated books for children, but may also be geared towards adults and employ a series of photographs rather than drawings.	PSSCIVE	Unit 3/ Page 96	4
Q. 21	This is a walk cycle. Walk cycles can be broken up into 4 key frames, namely Forward Contact Point, Passing Pose 1, Back Contact Point and Passing Pose 2. Frames that are drawn between these key poses (traditionally known as in-		Unit 3/ Page 99	4

	betweens/In betweening) are either hand-drawn or using computer software to interpolate them.			
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