

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE - 821)

Blue-print for Sample Question Paper for Class XII (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 – 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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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	In Acronym SMART, the letter 'R' stands for: a) Rational b) Recognize c) Realistic d) Reassure	1
ii	Power Point is a presentation software belongs to a) Apple b) Google c) Microsoft Office d) OpenOffice	1
iii	The ability to continue to do something, even when it is difficult is called: a) Decisiveness b) Organizational skill c) Interpersonal skills d) Perseverance	1
iv	Five Factor Model (FFM) is applicable in: a) Stress Management b) Personality c) Motivation d) Positive Attitude	1
v	Which of the following is an example of minimising waste and pollution in manufacturing plants? a. Using more fossil fuels to increase production b. Reducing the use of Compressed Natural Gas (CNG) c. Reusing scrap material in the production process d. Increasing the amount of e-waste generated	1
vi	Which of the following is not a stage of active listening? a) Receiving b) Understanding c) Non-responding d) Evaluating	1

Q 2.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	What is one of the primary purposes of a storyboard in the animation process? a) to create character animations b) to finalize the development of the storyline and communicate ideas clearly c) to record voiceovers for the animation d) to design the final visual effects for the animation	1
ii	What is the shortcut key to switch to the Move tool in Maya? a) W b) E c) R d) T	1

iii	Which department works closely with the director to stage the scenes and show the various characters' positions throughout the course of each shot. a) Editing b) Layout c) Texturing d) Rendering	1
iv	A _____ is a visual map that instructs the various artists on a scene where the characters are to be positioned and how they are to move. a) Character Map b) Layout Map c) Model Map d) Texture Map	1
v	What is a potential drawback of using Auto Key in animation? a) It prevents you from creating keyframes manually. b) It does not work on objects with existing keys. c) It can easily create stray keys or unintended changes on the timeline. d) It automatically deletes unused keyframes.	1
vi	What should you do before opening Adobe Sound Booth? a) Modify the workspace settings b) Create a folder to organize and save your sound files and project file c) Select the appropriate audio effects d) Ensure the default workspace is active	1

Q 3.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	Which method of storing information actually maps an image pixel bit by bit? a) Bit depth b) Bit Map c) Aspect Ratio d) Frame Rate	1
ii	What role does animatics play in 3D pre-production? a) Creating character animations b) Testing lighting and rendering settings c) Planning camera movements and timings of shorts d) Designing the texture maps for 3D models	1
iii	What is the primary function of the Markers panel in Adobe Premiere Pro? a) To adjust the color balance of your video clips. b) To organize and manage project files. c) To mark specific points in your timeline for easy reference. d) To add text overlays to your video.	1
iv	Which of the following is NOT a typical responsibility of a Modeller? a) Sculpting facial expressions and specific muscle shapes b) Creating textures and painting them onto models c) Turning 2D concept art into high detail 3D models d) Assisting with the placement of the model's skeleton	1

v	What determines the smoothness of the animation curve between two keys in a spline animation? a) The position of the keys only b) The position of the keys and the tangent types c) The type of animation curve (linear, ease in/out, etc.) d) The frame rate of the animation	1
vi	_____ are theoretical lines perpendicular to the surface of a polygon. a) Tangents b) Normals c) Curves d) joints	1

Q 4.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	Which of the following is NOT a responsibility of a Lighting Artist in a production company? a) placing lights and defining light properties b) ensuring each shot fits within the continuity of a sequence c) creating character animations d) establishing direct and reflected lighting and shadows	1
ii	To adjust the in and out tangents of a keyframe in Maya, you can use: a) The Move tool b) The Scale tool c) The Tangents manipulator d) The Animation Curves window option	1
iii	What is the primary purpose of resampling a curve in Maya? a) To change the color of the curve b) To adjust the thickness of the curve c) To modify the number of points defining the curve while maintaining its shape d) To convert a curve to a polygon mesh	1
iv	Which of the following statements about texturing in the 3D pipeline is NOT true? a) Texturing applies color and details to the surface of a 3D model. b) High-resolution textures can improve the realism of a rendered image. c) Texturing directly affects the overall shape of the 3D model. d) Proper UV unwrapping is crucial for applying textures without distortion.	1
v	_____ Indicates the current frame displayed in the Program Monitor. a) CTI b) CTD c) Markers d) Cue	1
vi	Which editor in Autodesk Maya shows keyframes as colored rectangles? a) Trax Editor b) Graph Editor c) Dope sheet Editor d) Animation Layer Editor	1

Q 5.	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i	While editing audio in Sound Booth, you can see the waveform of the file in the _____ panel. a) Editor b) Tasks c) Markers d) Effects	1
ii	What is the primary benefit of digital non-linear video editing software over traditional methods? a) It requires less computer processing power. b) It allows for more time-intensive editing processes. c) It offers greater flexibility and efficiency. d) It limits the formats in which the final output can be delivered.	1
iii	What is the primary purpose of orthographic views in technical drawing? a) To create realistic 3D models of objects b) To animate objects along specified paths c) To show two-dimensional views of three-dimensional objects d) To project textures onto objects using perspective cameras	1
iv	Rendering is used in _____. a) 2d animation b) 3d animation c) 2d and 3d animation d) None of these	1
v	Which Keys are used to drive the attributes of one object to another object? a) Auto Keys b) Keyframes c) Driven Keys d) Hot Keys	1
vi	_____ is the process of recording the movement of real actors and translating it into digital animation. a) Motion Capture b) Cloth Simulation c) Rigging d) Lighting	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.	You work at the front desk of an insurance company. A customer approaches you while you are working. The customer has a query regarding a premium paid by him. What would you do in this regard of customer complaint & why?	2
Q 7.	What are the steps to overcome personality disorders?	2
Q 8.	What are the key features of an effective presentation?	2
Q 9.	Describe the primary functions of an entrepreneur.	2
Q 10.	Green jobs that contribute to protecting the environment and reducing carbon footprint are becoming a key economic driver of the twenty-first century. State any two benefits of Green Jobs.	2

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

Q 11.	What are Model Sheets and Expression Sheets?	2
Q 12.	Write about Tasks panel and Markers Panel used for Sound editing.	2
Q 13.	How does Autodesk Maya bring objects to life with Path animation?	2
Q 14.	What role do character design and character line up sheets play in visual storytelling?	2
Q 15.	What are keys in Maya?	2
Q 16.	Write the steps required for making a bouncing ball in Autodesk Maya.	2

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

Q 17.	Explain Graph Editor and all its components.	4
Q 18.	Explain the following: - a) Organic and Hard surface Modellers b) Rendering and Compositing	4
Q 19.	Define: - a) Source Clip b) Clip Instance c) Sub Clip d) Duplicate Clip	4
Q 20.	How does Maya capture the world through its diverse camera perspectives?	4
Q 21.	What intricate steps define the pre-production journey in visual storytelling?	4