CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE-821)

MARKING SCHEME FOR CLASS XII (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.	c) Realistic	**CBSE Study Material**	Unit 2 Page 29	1
ii.	c) Microsoft Office	**CBSE Study Material**	Unit 3 Page 63	1
iii.	d) Perseverance	**CBSE Study Material**	Unit 4 Page 98	1
iv.	b) Personality	**CBSE Study Material**	Unit 2 Page 33	1
v.	c. Reusing scrap material in the production process	**CBSE Study Material**	Unit 5 Page 120	1
vi.	c) Not –Responding	**CBSE Study Material**	Unit 1 Page 6	1
Q. 2	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	b) to finalize the development of the storyline and communicate ideas clearly	**PSSCIVE**	Unit 1 Page 10	1

ii.	a) W	**PSSCIVE**	**Unit 3 Page 147**	**1**
iii.	b) Layout department	**PSSCIVE**	**Unit 1 Page 11**	**1**
iv.	b) Layout Map	**PSSCIVE**	**Unit 1 Page 17**	**1**
v.	c) It can easily create stray keys or unintended changes on the timeline.	**PSSCIVE**	**Unit 3 Page 127**	**1**
vi.	b) Create a folder to organize and save your sound files and project file	**PSSCIVE**	**Unit 2 Page5 7**	**1**
Q. 3	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	b) BitMap	**PSSCIVE**	**Unit 2 Page 78**	**1**
ii.	c) Planning camera movements and timings of shorts	**PSSCIVE**	**Unit 1 Page 12**	**1**
iii.	c) To mark specific points in your timeline for easy reference.	**PSSCIVE**	**Unit 2 Page 61**	**1**
iv.	b) Creating textures and painting them onto models	**PSSCIVE**	**Unit 1 Page 19**	**1**
v.	b) The position of the keys and the tangent types	**PSSCIVE**	**Unit 3 Page 98**	**1**
vi.	b) Normals	**PSSCIVE**	**Unit 3 Page 168**	**1**
Q. 4	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	c) creating character animations	**PSSCIVE**	**Unit 1 Page 23**	**1**
ii.	c) The Tangents manipulator	**PSSCIVE**	**Unit 3 Page 99**	**1**
iii.	c) To modify the number of points defining the curve while maintaining its shape	**PSSCIVE**	**Unit 3 Page 96**	**1**
iv.	d) Proper UV unwrapping is crucial for applying textures without distortion.	**PSSCIVE**	**Unit 1 Page 20**	**1**
v.	a) CTI	**PSSCIVE**	**Unit 2**	**1**

vi.	c) Dope sheet Editor	PSSCIVE	Page 53	
			Unit 3 Page 92	1
Q. 5	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	a) Editor Panel	PSSCIVE	Unit 2 59	1
ii.	c) It offers greater flexibility and efficiency.	PSSCIVE	Unit 1 Page 29	1
iii.	c) To show two-dimensional views of three-dimensional objects	PSSCIVE	Unit 3 Page 158	1
iv.	c) 2d and 3d animation	PSSCIVE	Unit 1 28	1
v.	c) Driven Keys	PSSCIVE	Unit 3 Page 178	1
vi.	a) Motion Capture	PSSCIVE	Unit 1 Page 24	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	Keep the work aside and help the customer first of all in listening to what his complain is and guide him for best solution. Customer satisfaction is a prime concern.	CBSE Study Material	Unit 1 Page 1	2
Q. 7	1. Talk to someone, it helps to share feelings. 2. Look after your physical health. 3. Build confidence in your ability to handle difficulties. 4. Engage in hobbies 5. Stay positive (any four)	CBSE Study Material	Unit 2 Page 37	2
Q. 8	1. They are interesting as they have features like images, videos, animation and music. 2. Making changes in digital presentations is easy. 3. A digital presentation can be shown to a much larger audience by projecting on a screen. 4. The presentation can be printed and distributed to the audience.	CBSE Study Material	Unit 3 Page 63	2
Q. 9	1.Identifying entrepreneurial opportunity. 2.Turning ideas into action.	CBSE Study Material	Unit 4 Page 85	2

		3. Feasibility study			
		4.Resourcing			
		5. Setting up an enterprise			
		6.Managing the enterprise			
		7.Growth and development (any four)			
Q. 10		Green jobs help: • increase the efficiency of energy and raw material. • reduce greenhouse gas emissions. • control waste and pollution. (any two)	**CBSE Study Material**	**Unit 5 Page 114**	**2**

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

Q. 11		Model sheets are precisely drawn groups of pictures that show all the possible expressions and poses of a character. Expression sheets may also be developed as a guide to character facial expressions.	**PSSCIVE**	**Unit 1 Page 11 & 12**	**2**
Q. 12		Tasks panel contains frequently used tasks such as Auto Compose Score and Change Pitch. Markers panel allows for adding markers at any point in the sound file, useful for embedding event and navigation markers in Flash. (1 mark for each point)	**PSSCIVE**	**Unit 2 Page 60**	**2**
Q. 13		Path Animation: - • Creates a NURBS-based curve and attach an object to it • Object follows the curved path to simulate motion • Object can reverse, pause, or oscillate along the path • Object automatically rotates and deforms to follow the contours of the curve (1/2 mark for each point)	**PSSCIVE**	**Unit 3 Page 105**	**2**
Q. 14		Character design involves developing the appearance and features of characters in an animation whereas Character Line up Sheets are produced to compare the scale of characters against one another. (1 mark for each definition)	**PSSCIVE**	**Unit 1 Page 11**	**2**
Q. 15		Keys are the Keyframes in Maya that - • Store values at a given time in animation • Measured in frames • Tangents define how value changes	**PSSCIVE**	**Unit 3 Page 126**	**2**

	• And are used as keyframes for animation (1/2 mark for each point)			
Q. 16	Setting Keyframes to make ball Bounce- • Go to frame where ball is at peak of bounce • Move ball to ground and set key • Go to next frame and move ball to new position • Set key • Play animation to see bounce	**PSSCIVE**	**Unit 3 Page 145**	**2**
-6: **Answer any 3 out of the given 5 questions in 50– 80 words each (4 x 3 = 12 marks)**
Q. 17	Graph Editor is a very helpful tool for tweaking values for key frames. It shows the Visual representation of attributes that are animated in the form of curves. Various components of Graph Editor are: - • **Menu Bar:** Contains tools and operations for manipulating animation curves and keys • **Edit Menu:** Similar to main Edit menu in modelling view • **View Menu:** Control which components are visible and editable in graph view • **Select Menu:** Control which component of animation curve is available for selection and editing • **Curves Menu:** Control how curves are set up with keys in scene • **Keys Menu:** Control manipulation of in or out tangent handle • **List Menu:** Load objects (1 mark for definition of Graph editor and 3 marks for components)	**PSSCIVE**	**Unit 3 Page 109**	**4**
Q. 18	a) Organic Modellers tend to have a sculpture background and specialise in building the characters and other freeform surfaces, Hard-surface Modellers often have a more industrial design or architectural back ground, and as such they model the vehicles, weapons, props, and buildings. (2 Marks)	**PSSCIVE**	**Unit 1 Page 19 & 26**	**4**

	b) Rendering is the process of generating a series of individual pixel-based frames or a video clip. It is used in both 2D and 3D computer animation Whereas Compositing is the process of combining different elements of the animation, such as characters, backgrounds, and special effects, into a single image. (2 Marks)				
Q. 19	**Source (master) clip:** It is originally imported video into the Project panel. **Clip Instance:** It is a dependent reference to a source clip used in a sequence. **Sub clip:** It is a section of a master clip referencing the master clip's media file. **Duplicate clip:** It is an independent copy of a source clip. (1 mark for each point)	PSSCIVE	Unit 2 Page 51	4	
Q. 20	There are three types of perspective cameras in Maya: Camera, Camera and Aim, and Camera, Aim and Up **Camera:** This camera type freely rotates and loses track of its "up" vector, best used when linking the camera to another object for movement and animation or when placing a camera in one fixed spot. **Camera and Aim:** This camera type includes a camera target and an aim handle for adjusting the camera target, it automatically stays level in relation to the horizon. **Camera, Aim and Up:** This camera type includes two handles: the aim handle and an up handle for banking (levelling) the camera, useful when you want to bank the camera during your animation. (1 Mark for first point and 3 marks for each a, b, c)	PSSCIVE	Unit 3 Page 156	4	
Q. 21	Pre-production is the phase of developing ideas and planning prior to the process of production. It begins with main concepts or ideas and is finalized with a full story,	PSSCIVE	Unit 1 Page 10	4	

	script, shot sequence and camera angles. Main stages included in Pre-Production are- a) Storyboarding - Storyboarding is an essential stage of the animation process that helps to finalize the development of the storyline. b) Character design- Character design involves developing the appearance and features of characters in an animation c) Layout- Layouts are done once the storyboards have been approved and involve designing locations and costumes. The layout department works closely with the director to stage the scenes and show the various characters' positions throughout the course of each shot. d) Model Sheets – Model sheets are precisely drawn groups of pictures that show all the possible expressions and poses of a character e) Animatic- An animatic is a timed moving version of the storyboard made up of individual frames taken from the storyboard and is often accompanied by audio. (1 mark each for every point- any 4 can be considered)			