CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE- 415)

MARKING SCHEME FOR CLASS X (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.	93%	CBSE Study Material	Unit I Page 11	**1**
ii.	Self-regulation	CBSE Study Material	Unit II Page 54	**1**
iii.	c. They are the perceived demands or threats that trigger stress reactions.	CBSE Study Material	Unit II Page 40	**1**
iv.	To ensure device longevity and proper functioning: 1. Clean regularly: Use a soft brush for keyboards and a soft cloth for screens. 2. Avoid spills: Keep food and drinks away.	CBSE Study Material	Unit III Page 75	**1**

	3. Handle with care: Use protective covers and avoid dropping. 4. Prevent overheating: Ensure good ventilation and avoid overcharging. 5. Plug in gently: Connect peripherals carefully. 6. Limit programs: Close unused programs to maintain performance. **(Any one point)**			
v.	d. An entrepreneur focuses on innovation and business ownership, while a wage-employed person typically works under someone else's direction.	CBSE Study Material	Unit IV Page 100	**1**
vi.	Both (A) and (R) are true and (R) is the correct explanation for (A).	CBSE Study Material	Unit V Page 107	**1**
Q. 2	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	View panel	CBSE Study Material	Unit I	**1**
ii.	Target weld	CBSE Study Material	Unit I	**1**
iii.	c. It turns the current object into a surface to which other objects can automatically snap.	CBSE Study Material	Unit I Page 28	**1**
iv.	d. Incandescence is set to black by default and does not affect the material's appearance.	CBSE Study Material	Unit III Page 111	**1**
v.	b. It brightens the material's Color and blends with it.	CBSE Study Material	Unit III Page 111	**1**
vi.	d. Tool Settings	CBSE Study Material	Unit I Page 21	**1**
Q. 3	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	Blinn	CBSE Study Material	Unit II Page 96	**1**
ii.	Command-shift-U	CBSE Study Material	Unit II Page 91	**1**
iii.	a. Filter controls texture blur in eye space, while Filter Offset adjusts blur in texture space.	CBSE Study Material	Unit II Page 51	**1**
iv.	c. Texture nodes can be either procedural textures generated by Maya or bitmap images imported into Maya.	CBSE Study Material	Unit II Page 49	**1**
v.	Ctrl+E	CBSE Study Material	Unit II Page 63	**1**

Q. No.	QUESTION	Source Material (NCERT/PSSCIVE/ CBSE Study Material)	Unit/ Chap. No.	Marks
vi.	d. UVs act as marker points that control which points on the texture map correspond to which points on the mesh.	CBSE Study Material	Unit II Page 54	1
Q. 4	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	Index of refraction	CBSE Study Material	Unit III Page 100	1
ii.	Two	CBSE Study Material	Unit III Page 115	1
iii.	c. Displacement mapping can alter the size of an object's bounding box.	CBSE Study Material	Unit III Page 117	1
iv.	Diffuse	CBSE Study Material	Unit III Page 67	1
v.	PSD	CBSE Study Material	Unit III Page 70 & 80	1
vi.	Position the mouse cursor in a viewport and hold down the right mouse button	CBSE Study Material	Unit I Page 27	1
Q. 5	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**			
i.	Both A and R are true and R is the correct explanation of A.	CBSE Study Material	Unit I Page 13 & 14	1
ii.	A is true but R is false.	CBSE Study Material	Unit II Page 53	1
iii.	A is true but R is false.	CBSE Study Material	Unit III Page 112-113	1
iv.	Both statements are true	CBSE Study Material	Unit II Page 53	1
v.	Microscopic	CBSE Study Material	Unit III Page 98	1
vi.	Displacement map	CBSE Study Material	Unit III Page 116	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	Tina – noun is wearing – verb	CBSE Study Material	Unit I Page 26	2
Q. 7	Irritable, angry, impatient or wound up, Over-burdened or overwhelmed, Anxious, nervous or afraid.	CBSE Study Material	Unit II Page 41	2
Q. 8	No, this is a myth/misconception about entrepreneurship. Being an entrepreneur starts with a way of thinking. One must believe that anything is possible and it shall be achieved. It starts with thinking of an idea that you want to work on, making it different.	CBSE Study Material	Unit IV Page 98	2
Q. 9	There are eight qualities of an entrepreneur. These are: 1. Discovery of Idea. 2. Determining the business perspectives. 3. Detailed Investigation. 4. Choice of form of enterprise. 5. Fulfilment of the formalities. 6. Preparation of business plan. 7. Mobilisation of funds. 8. Procurement of machinery and raw materials. (write any two)	CBSE Study Material	Unit IV Page 89	2
Q. 10	The United Nations has established 17 Sustainable Development Goals (SDGs) to address global challenges. These goals aim to eradicate poverty and hunger, ensure good health, provide quality education, and protect the environment by	CBSE Study Material	Unit V Page 109	2

	promoting clean air, water, and energy for all. Sustainable development requires collective action from all nations and individuals to safeguard the environment and achieve these goals.				
Answer any 4 out of the given 6 questions in 20 – 30 words each (2 x 4 = 8 marks)					
Q. 11	Tear off menu display menus as separate windows. This is helpful when we use a menu repeatedly. We can pull down the menu and click the tear-off line at the top. Tear-off menus always display on top.	CBSE Study Material	Unit I Page 23	**2**	
Q. 12	. Automatic UV mapping · Planar UV mapping · Cylindrical UV mapping · Spherical UV mapping · User-defined UV mapping · Best Plane mapping · Camera UV mapping	CBSE Study Material	Unit II Page 56	**2**	
Q. 13	a. 0 b. Focus	CBSE Study Material	Unit III Page 112 & 113	**2**	
Q. 14	Texturing artist in the Media & Entertainment Industry is also known as texturing artist, shading artist, 3D Artist, character Texture Artist. Texturing artists make 3D models believable by mapping textures onto the object's surfaces. He has some essential skills like, Good decision-making skills, Ability to handle work pressure, Ability to meet set deadlines, Knowledge of the principles of colour theory, Eye for detail etc.	CBSE Study Material	Unit I Page 18	**2**	
Q. 15	The default perspective view panel in Maya includes: 1. **Panel Label**: It's labeled 'persp' at the bottom, indicating the perspective camera view. 2. **Menu Bar**: Located at the	CBSE Study Material	Unit I Page 11	**2**	

	top left, it provides tools and functions specific to the panel. 3. **Grid**: Displayed with an origin at the center, serving as the reference point for 3D space measurements.				
Q. 16	There are main four ways of creating model in Maya. These are: Polygons, Non-Uniform Rational B-Splines (NURBS), and subdivision surfaces are different object types with different ways of modeling	CBSE Study Material	Unit I Page 9	**2**	

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

Q. 17	**UV Mapping**	**UV Unwrapping**	CBSE Study Material	Unit II Page 56	**4**
	it is a process to apply textures, colours and other details on a 2D flat surface to convert into 3D object.	It converts 3D image into 2D layout to add more details.			
	UV mapping is the process of projecting a 2D image onto a 3D surface.	Unwrapping is the process of unfolding and flattening the 3D model into a 2D layout.			
	A UV map is the flat surface representation of a 3D model used to wrap textures.	UV unwrapping is used to add more details for complex models.			
	The process of creating explicit UVs for a surface mesh is called UV mapping.	The process of creating a UV map is called UV unwrapping			
Q. 18	**Specular maps** are the maps you use to define a surface's shininess		CBSE Study	Unit II &	**4**

		Material	III Page 56 and 114	
	and highlight colour. The higher the value of a pixel (from black to white), the shinier the surface. **Uses of Specular map:** The uses of Specular Maps are: 1. Some surfaces can be made shinier than others by mapping a texture to the specular attribute of an object's material. 2. Shiny objects reflect light directly but matte objects diffuse light. 3. Specular highlights show the places on the object where the light sources are reflected. 4. Specular highlights depend directly on the view (camera), not on the position of the light, like diffuse shading does. 5. The size of a specular highlight on a surface makes the surface look either flat or shiny.			
Q. 19	Actions perform tasks directly on selected objects, with some requiring a specific selection order (e.g., constraints). The order is guided by the help line. Tools, once activated, allow you to interact with objects until a new tool is selected, with usage instructions shown in the help line. Many Curves and Surfaces menu items can switch between being actions or tools.	CBSE Study Material	Unit I Page 24 & 25	**4**
Q. 20		CBSE Study Material	Unit III Page 56	**4**

Q. 20 inner table:

Bump map	**Displacement map**
bump maps are not true surface relief. It creates illusion on the surface.	It adds true dimensions to a surface relief.
It does not change the	It changes the geometry

	geometry. It just changes the direction of the surface's				
	It is grayscale	It is also grayscale			
	It is used to create simple models	It is used to create complex models			
	It is faster	It is slower			
	Theses maps are used to make objects look like they are embossed, like shallow rolling hills	These maps are used to create embossing elements like mountain peaks and valleys.			
Q. 21	i. 2D, 3D, Environment, Layered ii. Environment iii. There are two ways to layer textures in Maya: using the Layered Shader with the texture compositing flag, or with the Layered Texture Node. iv. Select View > Image Plane > Image Plane Attributes from the current view.		CBSE Study Material	Unit II Page 45, 46 & 50	**4**