

CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE - 415)

Blue-print for Sample Question Paper for Class X (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 – II	1	1	2
2	Self-Management Skills – II	2	1	3
3	ICT Skills – II	1	1	2
4	Entrepreneurial Skills – II	1	1	2
5	Green Skills – II	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	
Unit 1	Surfaces and Materials	8	2	1	11
Unit 2	Shading and Texturing	8	2	2	12
Unit 3	Texturing in Photoshop and Autodesk MAYA	8	2	2	12
TOTAL QUESTIONS		24	6	5	35
NO. OF QUESTIONS TO BE ANSWERED		Any 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 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. 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.	How much percentage (%) of the communication that we do in our day-to-day communication is non-verbal? a. 55% b. 93% c. 7% d. 38%	1
ii.	Which of the following characteristics helps an individual to inculcate discipline that further helps him/her in consistent efforts to move towards goal? a. Self-awareness b. Self-regulation c. Self-motivation d. Independence	1
iii.	What are stressors in the context of stress? a. They are the reactions to emotional, mental, physical, and social demands. b. They are the ways in which stress affects our well-being. c. They are the perceived demands or threats that trigger stress reactions. d. They are the strategies for managing stress effectively.	1
iv.	What precautions should be taken to ensure the longevity and proper functioning of electronic devices such as computers and mobile phones?	1
v.	What distinguishes an entrepreneur from a wage-employed individual? a. An entrepreneur works independently, while a wage-employed person works for an employer. b. An entrepreneur works exclusively in the medical field, while a wage-employed person can work in any industry. c. An entrepreneur only engages in self-employment, while a wage-employed person can also be self-employed. d. An entrepreneur focuses on innovation and business ownership, while a wage-employed person typically works under someone else's direction.	1
vi.	Answer the question selecting the appropriate option given below: Assertion (A): Organic farming technique is an example of a green skill that is essential for sustainable agriculture. Reason (R): Organic farming technique prioritise environment friendly such as using natural fertilisers, avoiding synthetic pesticides and promoting soil health. a. Both (A) and (R) are true and (R) is the correct explanation for (A). b. Both (A) and (R) are true and (R) is not the correct explanation of (A). c. (A) is true, but (R) is false. d. (A) is false, but (R) is true	1

Q. 2	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	The _____ offers different ways of viewing the objects in a scene with a camera view. a. View panel	1

	<ul style="list-style-type: none"> b. Tool box c. Channel box d. Layers 	
ii.	<p>Which tool allows merging vertices or edges interactively?</p> <ul style="list-style-type: none"> a. Sculpt b. Crease c. Connect d. Target Weld 	1
iii.	<p>What does the "Make Live" function do in Maya?</p> <ul style="list-style-type: none"> a. It converts the current object into a rigid surface. b. It enables the current object to emit live motion graphics. c. It turns the current object into a surface to which other objects can automatically snap. d. It allows the current object to simulate dynamic interactions with other objects. 	1
iv.	<p>Which statement about Incandescence in Maya is correct?</p> <ul style="list-style-type: none"> a. Incandescence makes objects emit light that illuminates other objects. b. Incandescence defaults to a bright red color. c. Incandescence affects the ambient lighting in the scene. d. Incandescence is set to black by default and does not affect the material's appearance. 	1
v.	<p>What effect does increasing the Ambient Color have on a material in Maya?</p> <ul style="list-style-type: none"> a. It darkens the material's Color. b. It brightens the material's Color and blends with it. c. It changes the material's transparency. d. It increases the material's roughness. 	1
vi.	<p>Which tool in Maya Classic workspace opens as a floating window rather than a tab in the pane below?</p> <ul style="list-style-type: none"> a. Modeling Toolkit b. HumanIK window c. Attribute Editor d. Tool Settings 	1

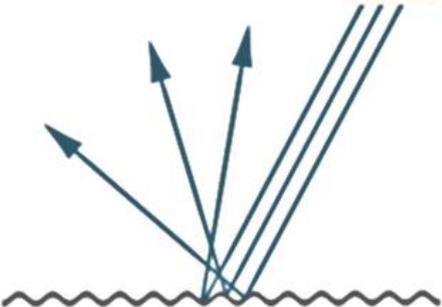
Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	<p>Which specular attribute is recommended for shiny surfaces in animations?</p> <ul style="list-style-type: none"> a. Blinn - correct b. Anisotropic c. Phong d. PhongE 	1
ii.	<p>What is shortcut key for desaturate the high pass layer?</p> <ul style="list-style-type: none"> a. Command-Shift-U b. Command-J c. Command-Alt-Shift-E d. Control-Alt-Shift-D 	1

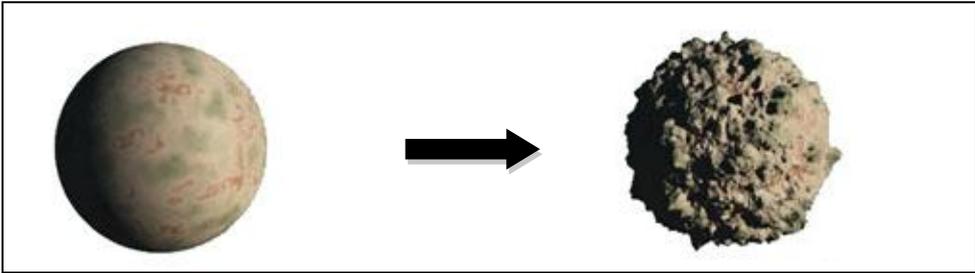
iii.	<p>What is the purpose of Filter and Filter Offset attributes in Maya?</p> <p>a. Filter controls texture blur in eye space, while Filter Offset adjusts blur in texture space.</p> <p>b. Filter Offset reduces flickering in texture maps, while Filter enhances anti-aliasing effects.</p> <p>c. Filter and Filter Offset are used interchangeably to control texture blur based on the object's distance from the eye.</p> <p>d. Filter attributes specify the texture map's resolution, while Filter Offset adjusts its brightness and contrast.</p>	1
iv.	<p>Which of the following statements about texture nodes in Maya is correct?</p> <p>a. Texture nodes do not affect the appearance of the material.</p> <p>b. Texture nodes are not required for defining how the surface of an object looks when rendered.</p> <p>c. Texture nodes can be either procedural textures generated by Maya or bitmap images imported into Maya.</p> <p>d. Texture nodes directly control the renderer without the need for a Shading Group node.</p>	1
v.	<p>_____ is used to merge two layers together.</p> <p>a. Ctrl+M</p> <p>b. Ctrl+E</p> <p>c. Ctrl+A</p> <p>d. Ctrl+L</p>	1
vi.	<p>Which statement about UVs in Maya is correct?</p> <p>a. UVs are not necessary for mapping image textures onto surface meshes.</p> <p>b. Textures will render correctly on polygon surfaces even without UV texture coordinates.</p> <p>c. Maya automatically updates UV texture coordinates when you edit a surface mesh.</p> <p>d. UVs act as marker points that control which points on the texture map correspond to which points on the mesh.</p>	1

Q. 4	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	<p>What is the full form for IOR?</p> <p>a. Index of Refraction</p> <p>b. Index of reflection</p> <p>c. Identification of rays</p> <p>d. Illusion of reflectivity</p>	1
ii.	<p>How many surfaces are must require to create true reflections?</p> <p>a. One</p> <p>b. Two</p> <p>c. Four</p> <p>d. No one</p>	1
iii.	<p>Which of the following statements about displacement bounding boxes in Maya is correct?</p> <p>a. Displacement mapping does not affect the volume of an object.</p>	1

	<p>b. Bounding boxes do not influence the speed of Maya operations.</p> <p>c. Displacement mapping can alter the size of an object's bounding box.</p> <p>d. Bounding boxes are only used for simple models in Maya.</p>	
iv.	<p>The _____ map is usually a tiling image which gives the color information, but does not contain lighting or height information for the texture.</p> <p>a. Bump</p> <p>b. Reflection</p> <p>c. Diffuse</p> <p>d. Specular</p>	1
v.	<p>Photoshop files are usually saved as _____ files.</p> <p>a. JPG</p> <p>b. PDF</p> <p>c. PNG</p> <p>d. PSD</p>	1
vi.	<p>The marking menu provides shortcuts to context-sensitive commands and tools. How is marking menu accessed for the selected object?</p> <p>a. Position the mouse cursor in a viewport and hold down the Spacebar</p> <p>b. Position the mouse cursor in a viewport and hold down the right mouse button</p> <p>c. Position the mouse cursor in a viewport and tap the Spacebar</p> <p>d. Position the mouse cursor in a viewport and hold down the middle mouse button</p>	1

Q. 5	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	
i.	<p>Answer the question selecting the appropriate option given below:</p> <p>Assertion (A): The Status Line in Maya is crucial for quick access to frequently used tools.</p> <p>Reason (R): The Status Line contains graphical icons grouped for specific functions, such as creating and saving scenes, selecting objects, controlling Snap Mode, and showing or hiding editors.</p> <p>a. Both A and R are true, and R is the correct explanation of A.</p> <p>b. Both A and R are true, but R is not the correct explanation of A.</p> <p>c. A is true, but R is false.</p> <p>d. A is false, but R is true.</p>	1
ii.	<p>Answer the question selecting the appropriate option given below:</p> <p>Assertion : (A) Blend controls how much of the texture's Default Color is mixed into the texture Color.</p> <p>Reason : (R) . A value of 1 means the Default Color does not affect the texture Color.</p> <p>a. Both A and R are true and R is the correct explanation of A.</p> <p>b. Both A and R are true and R is not the correct explanation of A.</p> <p>c. A is true but R is false.</p> <p>d. A is false but R is true.</p>	1

<p>iii.</p>	<p>Answer the question selecting the appropriate option given below: Assertion : (A) Translucence Gives the material the ability to transmit and diffuse light. Reason : (R) Translucence depth value controls how much translucent light is scattered depending on the direction of the light.</p> <p>a. Both A and R are true and R is the correct explanation of A. b. Both A and R are true and R is not the correct explanation of A. c. A is true but R is false. d. A is false but R is true.</p>	<p>1</p>
<p>iv.</p>	<p>Direction: Following questions consist of two statements – Answer these questions selecting the appropriate option given below: Statement 1 : Invert reverses all texture colors Statement 2 : Invert is off by default.</p> <p>a. Both statements are true b. Both statements are false c. Only statement 1 is true d. Only statement 2 is true</p>	<p>1</p>
<p>v.</p>	<p>Read the following extract and identify the feature. In the diagram below, you can view parallel lines of incoming light commence to diverge when reflected from rougher surfaces when each ray hits a part of the surface with a different orientation. In summary, the rougher the surface becomes, the more the reflected light will diverge or appear 'blurred.'</p>  <p>a. Anisotropy b. IOR c. Microscopic d. Transparency</p>	<p>1</p>

vi.	<p>Supriya has converted base 2D flat earth image into 3D look. Which map has been used by her for the same?</p> <div style="text-align: center; border: 1px solid black; padding: 10px;">  </div> <p>a. Normal map b. Colour map c. Reflection map d. Displacement map</p>	1
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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	“Tina is wearing pink shoes for her birthday”. Identify the noun and verb in this sentence.	2
Q. 7	Write any four symptoms for emotional stress of students.	2
Q. 8	State whether the following statements is a myth or reality. Justify your answer. “Entrepreneurs are born not made.”	2
Q. 9	List any two qualities of a successful entrepreneur.	2
Q. 10	Briefly explain what is our role towards sustainable development?	2

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

Q. 11	Define Tear-off menu.	2
Q. 12	Name various UV mapping techniques.	2
Q. 13	Read the following statement and answer the given questions: Translucence gives the material the ability to transmit and diffuse light. a. What is the default value of translucence? b. Which Translucence feature controls that how much translucent light is scattered depending on light direction? Depth or Focus (choose any one).	2
Q. 14	Define texture artists.	2
Q. 15	Describe the components and functions of the default perspective view panel in Maya's workspace.	2
Q. 16	What are the different ways of creating model in Maya?	2

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

Q. 17	Explain UV mapping and UV unwrapping.	4
Q. 18	Define specular map. Write various uses of specular map.	4

Q. 19	Explain the difference between actions and tools in a menu, including how their selection order affects their functionality and how to switch between actions and tools.	4
Q. 20	Differentiate between bump and displacement map.	4
Q. 21	Answer the following questions: i. Write any 4 types of textures. ii. Which type of texture are commonly used either as backgrounds for objects in your scene or as reflection maps? iii. Write the various ways to layer textures in maya. iv. How can you access and edit the attributes of an existing image plane in a camera view?	4

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