

# 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
<b>TOTAL QUESTIONS</b>		<b>6</b>	<b>5</b>	<b>11</b>
<b>NO. OF QUESTIONS TO BE ANSWERED</b>		<b>Any 4</b>	<b>Any 3</b>	<b>07</b>
<b>TOTAL MARKS</b>		<b>1 x 4 = 4</b>	<b>2 x 3 = 6</b>	<b>10 MARKS</b>

### 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
<b>TOTAL QUESTIONS</b>		<b>24</b>	<b>6</b>	<b>5</b>	<b>35</b>
<b>NO. OF QUESTIONS TO BE ANSWERED</b>		<b>20</b>	<b>Any 4</b>	<b>Any 3</b>	<b>27</b>
<b>TOTAL MARKS</b>		<b>1 x 20 = 20</b>	<b>2 x 4 = 8</b>	<b>4 x 3 = 12</b>	<b>40 MARKS</b>

**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

<b>Q. 1</b>	<b>Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)</b>	
<b>i.</b>	Self-motivation helps us to – a) Motivate and inspired students b) Build strength to complete any task or work c) It decreases individual's energy d) Build a network of people around you	<b>1</b>
<b>ii.</b>	A workbook, by default, opens how many worksheets. a) 2 b) 4 c) 3 d) 5	<b>1</b>
<b>iii.</b>	_____signals are the part of body language, Non - Verbal Communication. a) Eye Contact b) Aura / Vibes c) Facial Expressions d) All of the these	<b>1</b>
<b>iv.</b>	Full form of 3R's a) Reduce, Reuse, Recycle b) Reduce, Reuse, Recycle c) Replace, Refuse, Recycle d) Reduce, Reuse, Restore	<b>1</b>
<b>v.</b>	Which of the following is a type of business activity? a) Entrepreneurship b) Home delivery services c) Trading business d) None of these	<b>1</b>
<b>vi.</b>	_____is characterized by a lack of interest in social relationship and people tend to be distant, detached and indifferent. a) Dependent b) Narcissistic c) Obsessive d) Schizoid	<b>1</b>
<b>Q. 2</b>	<b>Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)</b>	
<b>i.</b>	Process of adding bones to a character or defining the movement of a mechanical object is_____. a) Animation b) Texturing c) Rigging d) Modelling	<b>1</b>
<b>ii.</b>	Sub clip is a section of_____clip that references the master clip's media file. a) Duplicate clip b) Assembled clips c) Clip instance d) Master clip	<b>1</b>
<b>iii.</b>	The method of storing information that actually maps an image pixel bit by bit is called_____. a) Aspect Ratio b) Bit Map c) Bit Depth d) Master clip	<b>1</b>
<b>iv.</b>	Which Sheets are used to compare the scale of the characters against one another? a) Model Sheets b) Expression Sheets c) Character Line up sheet d) None of these	<b>1</b>
<b>v.</b>	_____look likes a spreadsheet with rows and columns but its purpose is to provide instructions concerning the time duration of individual character movements, scenes, camera moves and audio details. a) Layout b) Dope Sheet c) Layer d) Trax	<b>1</b>
<b>vi.</b>	The animation of non-character elements such as explosions, smoke and rain are called_____. a) Alpha animation b) Translate animation c) Rotate animation d) Effects animation	<b>1</b>





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

Q. 17	What is Camera? Explain the three camera Perspectives used in Autodesk Maya.	4
Q. 18	Write the roles and functions of the following: a) Scanner Operator b) Digital Ink and Paint Artist	4
Q. 19	What is the use of Trax Editor in Autodesk Maya?	4
Q. 20	Explain the process of Navigation in the Time line Panel of Adobe Premiere Pro.	4
Q. 21	Explain the four types of Twining animation.	4

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