CBSE | DEPARTMENT OF SKILL EDUCATION

MULTI MEDIA (SUBJECT CODE - <u>415</u>)

Blue-print for Sample Question Paper for Class X (Session 2023-2024)

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 2023-2024)

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

1.	**Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)**	
i.	Identify the sentence type - "I drove to the office, and then I walked to the cabin." a) Simple b) Compound c) Complex d) Both compound and complex	1
ii.	Which among the following is **NOT** a correct example for 'Small group discussion"? a) Press conferences b) Election campaigns c) Board meetings d) Team meetings	1
iii.	What are the ABC of Stress Management? a) Avertible, Belief, Consequences b) Adversarial, Being, Control c) Adversity, Belief, Consequences d) Adversity, Belief, Control	1
iv.	The GUI stands for _____. a) Generated User Interface b) Graphical User Interface c) Graphical Unidentified Interface d) Graphic User Information	1
v.	Write any two important functions of an entrepreneur?	1
vi.	'Businesses either skyrocket or fail'. Explain	1

2.	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**	
i.	What is the function of F4 Status Line hotkey? a) Modeling b) Rigging c) Rendering d) Animation	1
ii.	Maya includes an incredible system for using a _____ to paint 2D canvases, paint directly on 3D models, paint to create geometry, scriptable paint, and virtually limitless other possibilities. a) bar code reader b) Graphic tablets c) scanner d) track ball	1
iii.	What does XYZ axes defines in a graphic image? a) height, width, depth b) depth, height, width c) height, depth, width d) width, height, depth	1
iv.	Name two types of layers appear on a Layer Editor tab in Maya.	1

v.	Which option automatically creates a three or more sided face to fill an open area bordered by the selected edge?	**1**
vi.	Name the default layout options available on toolbox that helps to quickly change the layout of the Maya interface.	**1**

3.	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**	
i.	Which among the following option is an example of 3D texture? a) Checker b) Cloth c) Mountain d) wood	**1**
ii.	What is the default value of Filter Offset? a) 0 b) 1 c) 0.5 d) 1.5	**1**
iii.	Surface shading is a combination of two main factors that defines the surface appearance. Identify those factors : a) surface and light b) colour and shine c) object and texture d) colour and shade	**1**
iv.	Define Rendering.	**1**
v.	Which section of the camera's Attribute Editor helps to set the background color attribute?	**1**
vi.	Which option repeats or tiles the texture completely over the object?	**1**

4.	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**	
i.	What is W in UVW?	**1**
ii.	Which shortcut command is used to desaturate the high pass layer?	**1**
iii.	What is TGA file format?	**1**
iv.	Which Specular color is recommended for glossy plastic surfaces?	**1**
v.	Which option gives the material the ability to reflect light in all directions?	**1**
vi.	Explain Translucence Focus.	**1**

5.	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**	

i.	Identify the correct statements from the below related to Status Line:
	1. Status Line is directly located ABOVE the Main Menu bar.
	2. Status Line has Show / Hide Channel Box icon on the LEFT end.
	3. Many of the Status Line items are represented by a graphical icon.
	4. Status Line icons provide fast access to tools.
	   a) 1 & 2 are correct
	   b) 2 & 3 are correct
	   c) 1 & 4 are correct
	   d) 3 & 4 are correct
		1

ii.	Match the following **default hotkeys**:	1

1) W	(A) Last tool used
2) E	(B) Rotate tool
3) R	(C) Move tool
4) Y	(D) Scale tool

iii.	Explain difference between Basic color backgrounds and texture backgrounds with example.	1
iv.	Ritu wants to position an image plane. Which attribute can be used by her to position an image plane?	1
v.	What is the use of little eye icon in Maya?	1
vi.	Anshita is working in Photoshop. While mapping images she has seen some seams running right down the middle of the image. Suggest her a tool to make the seams disappear in photoshop?	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.

6.	Define Specific feedback with example.	2
7.	Write any two ways to reduce plastic waste.	2
8.	What is the role of ICT in e-governance?	2
9.	What are the various stress management techniques?	2
10.	Write any four challenges of Entrepreneurship Development.	2

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

11.	How can you resize the panels in Maya?	2
12.	How do you appear marking menus in Maya?	2
13.	What are Maya components?	2
14.	What is Magic Wand tool?	2
15.	What are the various ways for creating models in Maya?	2
16.	What is Anisotropy? What is the meaning if the default value for *Anisotropy* is 0?	2

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

17.	What is MAYA software? What are the main features of Autodesk Maya?	4
18.	Differentiate between 2D and 3D textures.	4
19.	What is Crazy Bump in Maya? How to use crazy bump?	4

20.	Kindly help Shalini to understand more about texture mapping by giving answers of the following questions.
	    1. Briefly define texture mapping.
	    2. Name the four types of textures.
	    3. Give example to explain texture mapping
		4

		4. Write the various steps to apply texture map in Maya.	

21		Your friend is a new user for Autodesk Maya. He is trying to create Diffuse map. But he does not have any knowledge about the Diffuse Map. Explain to him the following to get a better understanding of the Diffuse Map concepts.
		   1. What is Diffuse Map? Explain in brief.
		   2. Which file format will be advisable to save the final project file after saving as PSD and turn off all the template layers?
		   3. Diffuse Map does not contain lighting or height information for the texture. (True/False)
		   4. How diffuse is different from specular map?
			4