CBSE | DEPARTMENT OF SKILL EDUCATION

MULTIMEDIA (SUBJECT CODE - 415)

Blue-print for Sample Question Paper for Class X (Session 2022-2023)

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	Self-Management Skills – II	2	2	4
2	ICT Skills – II	2	1	3
3	Entrepreneurial Skills – II	2	2	4
	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	
1	Surfaces and Materials	8	2	2	12
2	Shading and Texturing	8	2	2	12
3	Texturing in Photoshop and Autodesk Maya	8	2	1	11
	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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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.	Which skills are required for self-management? a) Self- Management b) Responsibility c) Time Management d) All of these	**1**
ii.	What should a strong password consist of? a) Only letters b) Numbers and special characters c) Name of a person d) Letters, numbers and special characters	**1**
iii.	What makes you complete work or studies without others cheering you? a) Self-Confidence b) Communication c) Self- Motivation d) Self-Esteem	**1**
iv.	To cut the file or folder, which shortcut key will you use on the computer? a) Ctrl + V b) Ctrl + X c) Ctrl + P d) Ctrl + C	**1**
v.	Ravi's customer comes to his store and starts shouting at him. He does not get angry. He listens to what his customer is saying. He is _____. a) hardworking b) confident c) patient d) trying new ideas	**1**
vi.	Business is a (an) _____ activity. a) social b) economic c) hazardous d) None of these	**1**

Q. 2	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**	
i.	What color scheme is used for Y axis in Maya? a) Yellow b) Red c) Green d) Blue	**1**
ii.	_____wrap around an object, like gift wrapping, or stick to a flat surface, like wallpaper. a) 2-D Textures b) 3-D Textures c) Diffusement Maps d) Bump Maps	**1**

iii.	Which function key is used for Rigging?
	    a) F2
	    b) F3
	    c) F4
	    d) F5
		1

iv.	Which influences the brightness of specular highlights?
	    a) Crease tool
	    b) Specular weight
	    c) UV Mapping
	    d) Blend option
		1

v.	_____in Maya is useful for storing tools and items that are frequently used.
	    a) Shelf
	    b) Channel Box
	    c) Status Line
	    d) Layer Editor
		1

vi.	By default, the value of alpha gain is _____.
	    a) -1
	    b) 0
	    c) 2
	    d) 1
		1

Q. 3	Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)	

i.	What is the short cut of Selection Tool?
	    a) T
	    b) R
	    c) U
	    d) Q
		1

ii.	Alpha is luminance, it is _____by default.
	    a) On
	    b) Off
	    c) Hidden
	    d) Merged
		1

iii.	The layers can be merged together in to a new layer, this is called _____
	    a) Display layers
	    b) Stamp new layer
	    c) Animation layers
	    d) Creating new layer
		1

iv.	'Texturing artist' in Media and Industry is also known as _____.
	    a) Graphic designer
	    b) Programmer
	    c) Media Artist
	    d) Shading artist	

v.	Which option will control that how much of texture's default color is mixed into texture color?
	    a) Blend
	    b) Color Remap
	    c) Color Contrast
	    d) Alpha gain
		1

vi.	The center location of Maya workspace is called the _____.
	    a) Label
	    b) Specific point
	    c) Central point
	    d) Origin
		1

Q. 4	**Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)**	

i.	What corrects the color or intensity of a texture?
	    a) color balance
	    b) color gain
	    c) color offset
	    d) alpha offset
		1

ii.	In which format, Photoshop document is being saved?
	    a) .psb
	    b) .psd
	    c) .adb
	    d) .php
		1

iii.	Which option will reverses all texture colors?
	    a) Wrap
	    b) Filter
	    c) Invert
	    d) Filter offset
		1

iv.	_____map is a tillable image which gives the color information, but does not contain lighting or height information for the texture.
	    a) Diffuse map
	    b) Displacement map
	    c) Index of Refraction
	    d) UV Mapping
		1

v.	In Maya, materials are also called_____.
	    a) Textures
	    b) Matters
	    c) Surfaces
	    d) Shaders
		1

vi.	Which option is used to control the noise problems while sharpening images?
	    a) Stamp new layer
	    b) High pass layer
	    c) Sharpening the layer
	    d) Flattening the layer
		1

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

i.	Which panel lets you to edit the attributes and key values for selected objects?
	   a) Layer Editor
	   b) Channel Box
	   c) Status Line
	   d) Workspace Selector
		1

ii.	_____ map lets you to describe how an object reflects its surroundings.
	   a) Diffuse maps
	   b) Specular maps
	   c) Reflection maps
	   d) Transparency maps
		1

iii.	Status line in Maya is located at _____.
	   a) Below the main menu bar
	   b) Bottom of the workspace
	   c) Left side of the workspace
	   d) On the top
		1

iv.	The color and brightness of light that a material appears to be emitting is called_____.
	   a) Ambient Color
	   b) Incandescence
	   c) Bump mapping
	   d) Diffuse
		1

v.	_____ adjusts the brightness of the image.
	   a) Color Balance
	   b) Exposure
	   c) Color Gain
	   d) Color Offset
		1

vi.	The default value for Anisotropy is_____, which means 'isotropic'.
	   a) -1
	   b) 1
	   c) 0
	   d) 2
		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.

Q. 6	Rohan wants to start his own business. Suggest him at least four functions of an entrepreneur.	2
Q. 7	What are the factors that affect self-confidence?	2
Q. 8	Write two characteristics of Entrepreneurship.	2
Q. 9	List the steps to search for information using a web browser. Write at least 2 points.	2
Q. 10	Describe two stress management techniques.	2

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

Q. 11	What is Range Slider?	2
Q. 12	What are Environment textures?	2
Q. 13	What are Tear-off menus? What is their use?	2
Q. 14	What is the use of IOR parameter? Write at least 2 points.	2
Q. 15	What is Surface shading?	2
Q. 16	What is the importance of Roughness?	2

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

Q. 17	What are the benefits of using Maya? Write at least 4 benefits in steps.	4
Q. 18	Explain transparency maps and bump maps in brief.	4
Q. 19	What are the essential skills required for being a texturing artist? Write at least 4 skills.	4
Q. 20	What are the uses of Specular Maps? Write at least 3 points.	4
Q. 21	Name the various UV mapping techniques of Maya. Give at least 5 or 6 names.	4