



**DON BOSCO SENIOR SECONDARY SCHOOL, NERUL
CLOSED BOOK TEST
MULTIMEDIA (821) - CLASS XII**

Date: 2/11/2025

Maximum Marks: 50

Time: 2 Hours

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.

5. 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.

6. 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

Q. 1 Answer any 4 out of the given 6 questions on Employability Skills (1 x 4 = 4 marks)

Q. 2 Answer any 5 out of the given 6 questions (1 x 5 = 5 marks)

i. Process of adding bones to a character or defining the movement of an object is called

a) Animation b) Texturing c) Rigging d) Modelling

ii. Sub clip is a section of clip that references the media file.

a) Duplicate clip b) Assembled clips c) Clip instance d) Master clip

iii. 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

iv. 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

v. look like 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

vi. The animation of the elements such as explosions, smoke and rain are called animation.

a) alpha b) translate c) rotate d) effects

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

i.creates an animation curve that is smooth between the key before and the key after the selected key.

a) Clamped Tangent b) Spline Tangent c) Stepped Tangent d) Linear Tangent

ii. Which method is used to view the several frames of an animation simultaneously?

a) Walk Cycles b) Motion Graphics c) Onion Skinning d) Twining

iii. is used to view the clips that have been captured and added to the project.

a) Assemble clips b) Import c) Rearrange clips d) Source Monitor

iv. Which stage of post-production involves putting the rendered pieces of our animation together in the correct order of events?

a) Compositing b) Sound and Video editing c) Editing d) Rendering

v. The panel that allows you to add markers as cue points in Adobe Flash at any point in your file is

a) Markers Panel b) Editor Panel c) Timeline Panel d) History Panel

vi. What is the short cut to key an object in Autodesk Maya?

a) M b) S c) K d) H

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

i. Which animation is produced by arranging real objects, taking a picture of them, repositioning the objects minutely, then taking another picture of them to create a sequence of consecutive images that create the illusion of motion?

a) Stop Motion Animation b) Stretch and Squash c) Cel animation d) Anticipation

ii. The measurement of the number of consecutive frames in an animated movie is called

a) Frame b) Frame rate c) Keys d) Speed

iii. turn the 2D concept art and traditionally sculpted maquettes into high detail, topologically sound 3D models.

a) Key frame animators b) Digital ink and paint artist c) Clean up Artists d) Modelers

iv. A line perpendicular to the surface of a polygon is called

a) Vertex Normal b) Tangent c) Normal d) Vector

v. editor gives a visual representation in the form of a curved line of the attributes that are animated in Maya.

a) Dope sheet b) Trax c) Animation Layer d) Graph

vi. Which department works closely with the director to design the locations and costumes?

- a) Modelling department
- b) Layout department
- c) Rigging department
- d) Background department

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

i. Which shots show the subject in more detail and are often framed from just below the shoulders to the top of the head?

- a) Wide Shots
- b) Medium Close-up Shots
- c) Extreme Close-up shots
- d) Medium Shots

ii. do not contribute to the animation on their channels.

- a) Muted keys
- b) Unmuted keys
- c) Driven keys
- d) Auto keys

iii. sets the stage for each scene of animation.

- a) Character Animator
- b) Background Artist
- c) Key frame Animator
- d) Layout Artist

iv.is used to remove keys that are not necessary to describe the shape of an animation curve.

- a) Simplify curves
- b) Resampling Curves
- c) Inverse Option
- d) Bake Channel

v.is a process used to check hand drawn frames prior to them being used for final artwork.

- a) Line Test
- b) Editing
- c) Rendering
- d) Compositing

vi. Which is the third and final step in film creation and it refers to the tasks that must be completed or executed after the filming or shooting ends?

- a) Pre-production
- b) Post-production
- c) Production
- d) None of these

SECTION B

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 Why is business planning important for an entrepreneur? (Any 4 points)

Q. 7 List down the kinds of sentences. (Any 4 sentences)

Q. 8 Enlist any 4 green jobs.

Q. 9 Write any two traits of each extraversion and agreeableness personality.

Q. 10 Write four steps to insert a text box in a slide.

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

Q. 11 What is Rendering? What is its aim?

Q. 12 What is the use of device driver software in computer system?

Q. 13 Define Persistence of Vision.

Q. 14 Why Model sheets are required at Pre-production stage? Write any 2 points.

Q. 15 How to set keyframes to make the ball slide-bounce once-slide in Maya? Write steps.

Q. 16 Write the use of Bake channel in Autodesk Maya. (Any 2 points)

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.

Q. 18 Write the roles and functions of the following:

- a) Scanner Operator
- b) Digital Ink and Paint Artist

Q. 19 What is the use of Trax Editor in Autodesk Maya?

Q. 20 Explain the process of navigation in the Time line Panel of Adobe Premiere Pro.

Q. 21 What is Tangent in MAYA? Describe any three tangents.
