

**Marking Scheme**  
**Strictly Confidential**  
**(For Internal and Restricted use only)**  
**Secondary School Examination, 2026 (X<sup>th</sup>)**  
**SUBJECT NAME : Multimedia (Q.P. CODE /Set No. 415/102)**

**General Instructions: -**

<b>1</b>	You are aware that evaluation is the most important process in the actual and correct assessment of the candidates. A small mistake in evaluation may lead to serious problems which may affect the future of the candidates, education system and teaching profession. To avoid mistakes, it is requested that before starting evaluation, you must read and understand the spot evaluation guidelines carefully.
<b>2</b>	<b>“Evaluation policy is a confidential policy as it is related to the confidentiality of the examinations conducted, evaluation done and several other aspects. Its leakage to public in any manner could lead to derailment of the examination system and affect the life and future of millions of candidates. Sharing this policy/document to anyone, publishing in any magazine and printing in Newspaper/Website, etc. may invite action under various rules of the Board and IPC.”</b>
<b>3</b>	Evaluation is to be done as per instructions provided in the Marking Scheme. It should not be done according to one’s own interpretation or any other consideration. Marking Scheme should be strictly adhered to and religiously followed. <b>However, while evaluating, answers which are based on latest information or knowledge and/or are innovative, they may be assessed for their correctness otherwise and due marks be awarded to them. In Class-X, while evaluating two competency-based questions, please try to understand given answer and even if reply is not from marking scheme but correct competency is enumerated by the candidate, due marks should be awarded.</b>
<b>4</b>	The Marking scheme carries only suggested value points for the answers. These are in the nature of Guidelines only and do not constitute the complete answer. The students can have their own expression and if the expression is correct, the due marks should be awarded accordingly.
<b>5</b>	The Head-Examiner must go through the first five answer books evaluated by each evaluator on the first day, to ensure that evaluation has been carried out as per the instructions given in the Marking Scheme. If there is any variation, the same should be zero after deliberation and discussion. The remaining answer books meant for evaluation shall be given only after ensuring that there is no significant variation in the marking of individual evaluators.
<b>6</b>	Evaluators will mark ( √ ) wherever answer is correct. For wrong answer CROSS ‘X’ be marked. Evaluators will not put right (√) while evaluating which gives an impression that answer is correct and no marks are awarded. <b>This is most common mistake which evaluators are committing.</b>
<b>7</b>	If a question has parts, please award marks on the right-hand side for each part. Marks awarded for different parts of the question should then be totaled up and written in the left-hand margin and encircled. This may be followed strictly.
<b>8</b>	If a question does not have any parts, marks must be awarded in the left-hand margin and encircled. This may also be followed strictly.
<b>9</b>	If a student has attempted an extra question, answer of the question deserving more marks should be retained and the other answer scored out with a note <b>“Extra Question”</b> .

10	No marks to be deducted for the cumulative effect of an error. It should be penalized only once.
11	A full scale of marks _____ (example 0 to 80/70/60/50/40/30 marks as given in Question Paper) has to be used. Please do not hesitate to award full marks if the answer deserves it.
12	Every examiner has to necessarily do evaluation work for full working hours i.e., 8 hours every day and evaluate 20 answer books per day in main subjects and 25 answer books per day in other subjects (Details are given in Spot Guidelines). This is in view of the reduced syllabus and number of questions in question paper.
13	<p>Ensure that you do not make the following common types of errors committed by the Examiner in the past :-</p> <ul style="list-style-type: none"> <li>• Leaving answer or part thereof unassessed in an answer book.</li> <li>• Giving more marks for an answer than assigned to it.</li> <li>• Wrong totaling of marks awarded on an answer.</li> <li>• Wrong transfer of marks from the inside pages of the answer book to the title page.</li> <li>• Wrong question wise totaling on the title page.</li> <li>• Wrong totaling of marks of the two columns on the title page.</li> <li>• Wrong grand total.</li> <li>• Marks in words and figures not tallying/not same.</li> <li>• Wrong transfer of marks from the answer book to online award list.</li> <li>• Answers marked as correct, but marks not awarded. (Ensure that the right tick mark is correctly and clearly indicated. It should merely be a line. Same is with the X for incorrect answer.)</li> <li>• Half or a part of answer marked correct and the rest as wrong, but no marks awarded.</li> </ul>
14	While evaluating the answer books if the answer is found to be totally incorrect, it should be marked as cross (X) and awarded zero (0) Marks.
15	Any unassessed portion, non-carrying over of marks to the title page, or totaling error detected by the candidate shall damage the prestige of all the personnel engaged in the evaluation work as also of the Board. Hence, in order to uphold the prestige of all concerned, it is again reiterated that the instructions be followed meticulously and judiciously.
16	The Examiners should acquaint themselves with the guidelines given in the <b>“Guidelines for Spot Evaluation”</b> before starting the actual evaluation.
17	Every Examiner shall also ensure that all the answers are evaluated, marks carried over to the title page, correctly totaled and written in figures and words.
18	The candidates are entitled to obtain photocopy of the Answer Book on request on payment of the prescribed processing fee. All Examiners/Additional Head Examiners/Head Examiners are once again reminded that they must ensure that evaluation is carried out strictly as per value points for each answer as given in the Marking Scheme.

**MARKING SCHEME**  
**MULTIMEDIA (Subject Code-415)**  
**(PAPER CODE : 102) (M1020415)**

<b>Q.No.</b>	<b>EXPECTED OUTCOMES/VALUE POINTS</b>	<b>Marks</b>
	<b>SECTION – A</b>	
<b>1.</b>	Answer any 4 out of given 6 questions of employability skills.	(4 × 1=4)
	(i). (a) Feedback (CBSE study - U-1 Pg-4)	1 Mark
	(ii). (d) To promote personal growth and decision making (CBSE study material - U-2 Pg-43)	1 Mark
	(iii). (c) Worrying about stressors (CBSE - U-2 Pg-42)	1 Mark
	(iv). (c) Temporary files (CBSE study material - U-3 Pg-77)	1 Mark
	(v). (a) Innovation (CBSE study material- U-4 Pg-93)	1 Mark
	(vi). (b) Environmental degradation (CBSE study material - U-5 Pg-105)	1 Mark
<b>2.</b>	Answer any 5 out of given 6 questions.	(5 × 1=5)
	(i). (a) 0, 0, 0 (CBSE study material - U-1 Pg-17)	1 Mark
	(ii). (a) Select tool (CBSE - U-1 Pg-22)	1 Mark
	(iii). (b) Shelf (CBSE study material - U-1 Pg-21)	1 Mark
	(iv). (a) Time slides (CBSE - U-1 Pg-22)	1 Mark
	(v). (a) Statements I and II are true (CBSE study material - U-7 Pg-27)	1 Mark
	(vi). (d) Playback controls (CBSE- U-1 Pg-22)	1 Mark
<b>3.</b>	Answer any 5 out of given 6 questions.	(5 × 1=5)
	(i). (c) 2D Textures (CBSE- U-2 Pg-51)	1 Mark
	(ii). Everything outside the 3D placement cube displays the texture default colour. (CBSE- U-2 Pg-53)	1 Mark
	(iii). UV texture space uses the letters U and V to indicate the axes in 2D textures. (CBSE study material- U-2 Pg-54)	1 Mark
	(iv). To alter the actual geometry of a surface. (CBSE study material- U-2 Pg-56)	1 Mark
	(v). (b) Ctrl + E (CBSE study material- U-2 Pg-63)	1 Mark
	(vi). It is used to patch the joins while applying or tiling the texture in photoshop. (CBSE study material- U-2 Pg-64)	1 Mark

<b>4.</b>	Answer any 5 out of given 6 questions.	(5 × 1=5)
	(i). (d) 1 (CBSE study material- U-3 Pg-97)	1 Mark
	(ii). (c) Statement I is true and Statement II is false. (CBSE study material- U-3 Pg-98)	1 Mark
	(iii). (d) Specular (CBSE study material- U-3 Pg-100)	1 Mark
	(iv). The rotation value changes the orientation of the anisotropic reflectance in uv space. At 0.0 there is no rotation. (CBSE study material- U-3 Pg-104)	1 Mark
	(v). Change the transparency level of an object by adjusting the transparency attribute of a material applied. <b>OR</b> Apply a texture as a transparency map to the material's transparency attribute. (CBSE study material- U-3 Pg-111)	1 Mark
	(vi). Ctrl + J (CBSE study material- U-3 Pg-90)	1 Mark
<b>5.</b>	Answer any 5 out of given 6 questions.	(5 × 1=5)
	(i). Display layers are used to organize and manage objects in a scene, such as setting their visibility and select ability. (CBSE study material- U-1 Pg-21)	1 Mark
	(ii). Seven menu sets (File, Edit, Create, Select, Modify, Display and Windows) to support particular workflow. It provides necessary commands to perform actions. (CBSE study material- U-1 Pg-23)	1 Mark
	(iii). <ul style="list-style-type: none"> <li>• Automatic uv mapping</li> <li>• Planar uv mapping</li> <li>• Cylindrical uv mapping</li> <li>• Spherical uv mapping</li> <li>• User defined</li> <li>• Best plane uv mapping</li> <li>• Camera uv mapping</li> </ul> (CBSE study material- U-2 Pg-59)	1 Mark (Write any two)
	(iv). (b) Specular (CBSE study material- U-2 Pg-38)	1 Mark
	(v). (a) Merging the layers together into new layer. (CBSE study material- U-3 Pg-90)	1 Mark
	(vi). Used for creating normal map and other texture maps from 2D images. (CBSE study material- U-3 Pg-60)	1 Mark
	<b>SECTION – B</b> <b>Subjective type questions</b> Answer any 3 out of given 5 questions of employability skills in 20 – 30 words each.	
<b>6.</b>	Linguistic Barriers : The inability to communicate using a language is known as language barrier to communication. They are the most common barriers, which cause misunderstandings and misinterpretations between people. U-1, Pg-22	2 Mark

7.	<p>Steps 1 :</p> <ol style="list-style-type: none"> <li>1. Understand your emotions-observe your behaviour.</li> <li>2. Rationalise - Not to take decision abruptly.</li> <li>3. Practise – Do meditation and yoga to keep yourself calm.</li> </ol> <p>U-2, Pg-44</p>	2 Mark
8.	<p>(a) Sometimes we get mails from companies who are advertising a product or trying to attract customers to their website. Such mails are called SPAM.</p> <p>(b) We should never respond to SPAM and delete it on regular basis.</p> <p>U-3, Pg-7</p>	1 Mark 1 Mark
9.	<ol style="list-style-type: none"> <li>i. Every business needs to be unique and special.</li> <li>ii. A person needs lot of money to start a business.</li> <li>iii. Person having a big business is an entrepreneur.</li> <li>iv. Entrepreneurs are born not made.</li> </ol> <p>U-4, Pg-*</p>	2 Mark (any 2)
10.	<ol style="list-style-type: none"> <li>1. Save energy by switching off lights and fans when not in use.</li> <li>2. Use natural light as much as possible.</li> <li>3. Use energy efficient lights (LED bulbs) and appliances.</li> </ol> <p>U-5, Pg-*</p>	2 Mark
	Answer any 4 out of given 6 questions in 20 – 30 words each.	(4 × 2=8)
11.	<p>The channel box lets you edit attributes and key values for selected objects. The transform attributes are shown by default, but can change, which attributes are displayed here ?</p> <p>(CBSE study material- U-1 Pg-21)</p>	2 Mark
12.	<p>Two types :</p> <ol style="list-style-type: none"> <li>1. *</li> <li>2. Animation layer – Used to blend, lock or mute multiple levels of animation.</li> </ol> <p>(CBSE study material- U-1 Pg-21)</p>	(1+1) Mark
13.	<p>More complex colors, transparency, shine, surface, relief, reflection, or atmosphere are defined by textures.</p> <p>(CBSE study material- U-2 Pg-44)</p>	2 Mark
14.	<p>It lets you apply the illusion on objects material. It does not change any geometry or changes in real time. It's not a time taking. It is faster than displacement map.</p> <p>(CBSE study material- U-2 Pg-56)</p>	2 Mark (1+1)
15.	<p>Anisotropy reflects and transmit light with a directional bias and causes materials to appear rougher or glossier in certain directions.</p> <p>(CBSE study material- U-3 Pg-102)</p>	2 Mark
16.	<p>The colour correction is the process of adjusting and fine tuning the colour of an image. It improves the colour balancing and enhance the over all appearance of an image.</p> <p>(CBSE study material- U-3 Pg-105)</p>	2 Mark
	Answer any 3 out of given 5 question in 50 – 80 words each	(3 × 4=12)
17.	<p>Texturing artist is responsible to add textures to model, to create photo-realistic objects that can be used for animation.</p> <p><u>Responsibilities :</u></p> <ol style="list-style-type: none"> <li>1. To execute the required look of characters and objects.</li> <li>2. To apply techniques and reference material ideas to develop interactive resource.</li> <li>3. To control quality of texture map.</li> </ol> <p>(CBSE study material- U-1 Pg-41)</p>	4 Mark (1 + 3)

<b>18.</b>	i. <u>Shape Node</u> – to display the object’s appropriate shape without changing the current selection. ii. <u>Invert selection</u> - Select anything currently unselected and vice versa. iii. <u>Mirror</u> – Used to mirror the selected mesh across an axis. iv. <u>Boolean</u> – Used to model based on the interaction points of two meshes. (CBSE study material- U-7 Pg-30)	4 Mark (1 + 1 + 1 + 1)
<b>19.</b>	1. <u>Modelling</u> – Starts by creating a basic shape using the polygon modelling toolkit. Use tools like Extrude, Scale, move to refine the shape into the desired model. 2. <u>Apply textures OR (Rigging) OR (Animation) OR (Light and Sound effects)</u> – Open the Hype shade and create a new material. Assign textures to attribute like Colour, Bump, or Specular use the uv editor uncorap the model and apply the texture map correctly. 3. <u>Rendering</u> – Set up a camera and light in the scene, open the Arnold Pendis settings, adjust quality settings as needed and choose the appropriate render options, render the scene to produce the final image. 4. <u>Outline the keyframe</u> – Apply the key principles of animation as per need. (CBSE study material- U-2 Pg-43)	4 Mark (1 + 1 + 1 + 1)
<b>20.</b>	1. <u>The starting texture</u> – Choose the texture and crop to fit in the photoshop window. 2. <u>Offset the texture</u> – Drag the texture layer to the bottom left, so the corner of the texture is now more or less in the middle. 3. <u>Repeat the texture</u> – Hold Alt key as you drag the texture up with the move tool to make a copy until the bottom of repeated texture meets the top of the existing one. Then merge these two layers. 4. <u>Patch the joins</u> – Using spot healing tool, draggd down the centre and horizontally across. (CBSE study material- U-2 Pg-62)	4 Mark (1 + 1 + 1 + 1)
<b>21.</b>	1. <u>Incandescence</u> – The colour and brightness of light that a material appears to be emitting. 2. <u>Diffuse</u> – Gives a material the ability to reflect light in all directions. It acts like a scaling factor applied to the colour settings. 3. <u>Translucence</u> – Ability to transmit and diffuse light. Light falling on a translucent surface is diffused in all directions. 4. <u>Blend</u> – Controls that how much texture colour is mixing into base colour it creates smooth transmission. (CBSE study material- Pg-56)	4 Mark (1 + 1 + 1 + 1)
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