# BOARD OF SCHOOL EDUCATION HARYANA

## Syllabus and Unit Wise Division of Marks (2023-24)

**Class-12<sup>th</sup>**　　　　**Subject: Media & Entertainment**　　**Code: MED 975**

**General Instructions:**

1. There will be an Annual Examination Based on the Entire Syllabus.

2. The Annual Examination will be (60/2)30 Marks and, External Assessment (Practical) Examination will be 50Marks and 20 Marks weightage shall be for Internal Assessment.

3. For External Assessment (Practical) Examination:

　　(i) External Assessment- Hand on Skill of 25 (Written 10, Practical 15).

　　(ii) External Assessment- Portfolio of 10.

　　(iii) External Assessment- Viva of 15.

4. For Internal Assessment:

　　There will be Periodic Assessment that would include:

　　(i) For 4Marks- Two SAT Exams will be conducted and will have a weightage of 04Marks towards the Final Internal Assessment.

　　(ii) For 2 Marks- Half Yearly Exam will be conducted and will have a weightage of 02 Marks towards the Final Internal Assessment.

　　(iii) For 4Marks- Subject Teacher will Assess and give Maximum 04Marks for CRP (Class Room Activity).

　　(iv) For 5 Marks- A Project Work to be Done by Students and will have a weightage of 05 Marks towards the Final Internal Assessment.

　　(v) For 5 Marks- Attendance of Student will be Awarded 05 Marks as:

| | |
|---|---|
| 75% to 80% | - 01 Marks |
| Above 80% to 85% | - 02 Marks |
| Above 85% to 90% | - 03Marks |
| Above 90% to 95% | - 04 Marks |
| Above 95% to ---- | - 05 Marks |

# NSQF Course Structure (2023-24)

**Class-12th**　　　　**Subject: Media & Entertainment**　　　**Code: MED 975**

| Sr. No. | Vocation Skill Units | Marks |
|---|---|---|
| 1. | Unit 1 Introduction to 3D | 10 |
| 2. | Unit 2 Autodesk Maya | 10 |
| 3. | Unit 3 Various Type of surface materials | 08 |
| 4. | Unit 4 Describe Shading Network in Autodesk Maya | 10 |
| | Unit 5 UV Texture Mapping | 05 |
| | Unit 6 Creating Seamless Textures in Photoshop | 08 |
| | Unit 7 Perform rendering and Compositing | 04 |
| | **Employability Skill Units** | |
| 1. | Unit 1: Communication Skills (Session 1 to 14). | 2 |
| 2. | Unit 2: Self-Management Skills (Session 1 to 8). | 2 |
| 3. | Unit3: Information and Communication Technology Skill. (Session 1 to 8). | 2 |
| 4. | Unit 4: Entrepreneurship Skill (Session 1 to 7). | 2 |
| 5. | Unit 5: Green Skill (Session 1 to 4). | 2 |
| | Total | (60/2) =30 |
| | Practical Examination | 50 |
| | Internal assessment | 20 |
| | **Grand Total** | **100** |

## Vocational Skill Media/Animation Subject Book:

**Unit 1: Unit 1 Introduction to 3D**
      **Session 1: Types of Computer Animation (2D or 3D)**
      **Session 2: Principle of Animation**

**Unit 2: Autodesk Maya**
      **Session 1: Introduction of Autodesk Maya**
      **Session 2: Project set up in Autodesk Maya**
      **Session 3: Basic Tools in Autodesk Maya**
      **Session 4: Texturing Artist Work Skills**

**Unit 3: Various Types of surface materials**
      **Session 1: Materials and Shades**
      **Session 2: Hyper shade Materials Editor**
      **Session 3: Lighting**

**Unit 4: Describing Shading Network in Autodesk Maya**
      **Session 1: 2D or 3D Texture Maps**
      **Session 2: Shading Network in Hypershade**

**Unit 5: UV Texturing Mapping**
      **Session 1: What is UV editor**
      **Session 2: UV wrapping and unwrapping**
      **Session 3: Working with UV editor tools kit**

**Unit 6: Creating Seamless Textures in Photoshop**
      **Session 1: Creating Specular Map**
      **Session 2: Creating Seamless texture**

**Unit 7: Perform rendering and Compositing**
      **Session 1: What is Render**
      **Session 2: Types of render in Autodesk Maya**
      **Session 3: What is IPR**
      **Session 4: Render Set-Up**

**Employability Skill Book:**

## Unit 1: Communication Skills.

Session 1: Active Listening
Session 2: Parts of Speech
Session 3: Writing Sentences

## Unit 2:Self-Management Skills.

Session 1: Motivation and Positive Attitude
Session 2: Result Orientation
Session 3: Self Awareness

## Unit 3: Information and Communication Technology Skills.

Session 1: Getting Started with Spreadsheet
Session 2: Performing Basic Operations in Spreadsheet
Session 3: Working with Data and Formatting Text
Session 4: Advanced Features in Spreadsheet
Session 5: Presentation software
Session 6: Opening, Closing, Saving and Printing a Presentation
Session 7: Advanced Feature used in Presentation

## Unit 4: Entrepreneurship Skills.

Session 1: Entrepreneurship and Entrepreneur
Session 2: Barriers to Entrepreneurship
Session 3: Entrepreneurial Attitudes
Session 4: Entrepreneurial Competencies

## Unit 5: Green Skills

Session 1: Green Jobs
Session 2: Importance of Green Jobs

# Month wise NSQF Syllabus Teaching Plan (2023-24)

**Class-12th**     **Subject: Media & Entertainment**     **Code: MED 975**

| Month | Subject- Content | Teaching Periods | Revision Periods | Practical Work |
|---|---|---|---|---|
| April | **Vocational Skill**: - Class Admission and Class Readiness Programme Activities.<br>**Employability Skill**: - Motivation and Introduction to NSQF Subjects. | 9<br><br>4 | | |
| May | **Vocational Skill**.<br>Unit 1: Introduction 3D<br>Session 1: Types of Computer Animation (2D or 3D)<br>Session 2: Principle of Animation<br>**EmployabilitySkill**.<br>Unit 1: Communication Skill.<br>    Session 1: Active Listening<br>    Session 2: Parts of Speech<br>    Session 3: Writing Sentences | 5<br><br><br><br><br>4 | 5<br><br><br><br><br>4 | 3<br><br><br><br><br>2 |
| June | Summer Vacation | | | |
| July | **Vocational Skill**.<br>Unit 2: Autodesk Maya<br>Session 1: Introduction of Autodesk Maya<br>Session 2: Project set up in Autodesk Maya<br>Session 3: Basic Tools in Autodesk Maya<br>Session 4: Texturing Artist Work Skills<br>**Employability Skill**.<br>Unit 2: Self-Management Skill.<br>    Session 1: Motivation and Positive Attitude<br>    Session 2: Result Orientation | 5<br><br><br><br><br><br>4 | 5<br><br><br><br><br><br>3 | 5<br><br><br><br><br><br>2 |
| August | **Vocational Skill**.<br>Unit 3: Various Types of surface materials<br>Session 1: Materials and Shades<br>Session 2: Hyper shade Materials Editor<br>Session 3: Lighting<br>**Employability Skill**.<br>Unit 2: Self-Management Skill.<br>    Session 3: Self Awareness | 5<br><br><br><br>4 | 5<br><br><br><br>3 | 3<br><br><br><br>2 |
| September | **Vocational  Skill**.<br>Unit 4: Describing Shading Network in AutodeskMaya<br>Session 1: 2D or 3D Texture Maps<br>Session 2: Shading Network in Hypershade<br>**Employability Skill**.<br>Unit 3: Information and Communication Technology Skills.<br>Session 1: Getting Started with Spreadsheet<br>Session 2: Performing Basic Operations in Spreadsheet<br>Session 3: Working with Data and Formatting Text<br>Session 4: Advanced Features in Spreadsheet | 5<br><br><br><br>4 | 5<br><br><br><br>4 | 3<br><br><br><br>2 |

| | | | | |
|---|---|---|---|---|
| October | **Vocational Skill**.<br>Unit 5: UV Texturing Mapping<br><br>Session 1: What is UV editor<br>Session 2: UV wrapping and unwrapping<br>Session 3: Working with UV editor tools kit | 5 | 5 | 2 |
| | **EmployabilitySkill**.<br>Unit 3: Information and Communication Technology Skills<br>Session 5: Presentation software<br>Session 6: Opening, Closing, Saving and Printing a Presentation<br>Session 7: Advanced Feature used in Presentation | 3 | 3 | 2 |
| November | **Vocational Skill**.<br>Unit 6: Creating Seamless Textures in Photoshop<br>Session 1: Creating Specular Map<br>Session 2: Creating Seamless texture | 5 | 5 | 2 |
| | **EmployabilitySkill**.<br>Unit 4: Entrepreneurship Skills.<br>    Session 1: Entrepreneurship and Entrepreneur<br>    Session 2: Barriers to Entrepreneurship | 4 | 4 | 2 |
| December | **Vocational Skill**.<br>Unit 7: Perform rendering and Compositing<br>Session 1: What is Render<br>Session 2: Types of render in Autodesk Maya | 5 | 5 | 3 |
| | **EmployabilitySkill**.<br>Unit 4: Entrepreneurship Skill.<br>    Session 3: Entrepreneurial Attitudes<br>    Session 4: Entrepreneurial Competencies | 4 | 4 | 3 |
| January | **Vocational Skill**.<br>Unit 7: Perform rendering and Compositing<br>Session 3: What is IPR<br>Session 4: Render Set-Up | 4 | 4 | 2 |
| | **EmployabilitySkill**.Unit 5: Green Skill. Session 1: Green Jobs<br>Session 2: Importance of Green Jobs | 4 | 3 | 2 |
| February | **Vocational Skill**. Revision of Complete Syllabus.<br>**EmployabilitySkill**. | 5 | 5 | 2 |
| | Revision of Complete Syllabus | 3 | 3 | 3 |
| March | Annual Examination | | | |

**Note:**

- **Subject Teachers are advised to direct the students to prepare notebook of the Terminology/Definitional Words used in the chapters for enhancement of vocabulary or clarity of the concept.**
- **The PSSCIVE textbook present information in boxes the book. These help students to get conceptual clarity. However, the information in these boxes would not be assessed in the year-end examination.**

# NSQF Question Paper Design (2023-24)

**Class-12th**        **Subject: Media & Entertainment**        **Code: MED 975**
**Time 2 Hours 30 Minutes**

| Competencies | Total |
|---|---|
| Knowledge | 40% |
| Understanding | 30% |
| Application | 20% |
| Skill | 10% |
| Total | 100% |

| Type of Question | Marks | Number | Description | Total Marks |
|---|---|---|---|---|
| Objective Type Question | 1 | 15 | 10 Multiple Choice Questions, 10 Fill in the Blanks Questions. | 15 |
| Very Short Answer Type Question | 2 | 6 | 5 One Word Answer Type Questions, 5 Assertion Reason Question. | 12 |
| Short Answer Type Question | 3 | 6 | | 18 |
| Essay Type Question | 5 | 3 | Internal option will be given in Essay Type question. | 15 |
| Total | | 30 | | 60 |