



BOARD OF SCHOOL EDUCATION HARYANA

Syllabus and Unit Wise Division of Marks (2024-25)

Class-12th

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 (2024-25)

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.	Unit 3: 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 (2024-25)

Class-12th

Subject: Media & Entertainment

Code: MED 975

Month	Subject- Content	Teaching Periods	Revision Periods	Practical Work
April	<u>Vocational Skill:</u> - Class Admission and Class Readiness Programme Activities.	9		
	<u>Employability Skill:</u> - Motivation and Introduction to NSQF Subjects.	4		
May	<u>Vocational Skill.</u> Unit 1: Introduction 3D Session 1: Types of Computer Animation (2D or 3D) Session 2: Principle of Animation	5	5	3
	<u>Employability Skill.</u> Unit 1: Communication Skill. Session 1: Active Listening Session 2: Parts of Speech Session 3: Writing Sentences	4	4	2
June	Summer Vacation			
July	<u>Vocational Skill.</u> 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	5	5	5
	<u>Employability Skill.</u> Unit 2: Self-Management Skill. Session 1: Motivation and Positive Attitude Session 2: Result Orientation	4	3	2
August	<u>Vocational Skill.</u> Unit 3: Various Types of surface materials Session 1: Materials and Shades Session 2: Hyper shade Materials Editor Session 3: Lighting	5	5	3
	<u>Employability Skill.</u> Unit 2: Self-Management Skill. Session 3: Self Awareness	4	3	2
September	<u>Vocational Skill.</u> Unit 4: Describing Shading Network in Auto desk Maya Session 1: 2D or 3D Texture Maps Session 2: Shading Network in Hyper shade	5	5	3
	<u>Employability Skill.</u> 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	4	4	2



October	<p><u>Vocational Skill.</u> 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</p> <p><u>EmployabilitySkill.</u> Unit 3: Information and Communication Technology Skills Session 5: Presentation software Session 6: Opening, Closing, Saving and Printing a Presentation Session 7: Advanced Feature used in Presentation</p>	5	5	2
		3	3	2
November	<p><u>Vocational Skill.</u> Unit 6: Creating Seamless Textures in Photoshop Session 1: Creating Specular Map Session 2: Creating Seamless texture</p> <p><u>Employability Skill.</u> Unit 4: Entrepreneurship Skills. Session 1: Entrepreneurship and Entrepreneur Session 2: Barriers to Entrepreneurship</p>	5	5	2
		4	4	2
December	<p><u>Vocational Skill.</u> Unit 7: Perform rendering and Compositing Session 1: What is Render Session 2: Types of render in Autodesk Maya</p> <p><u>Employability Skill.</u> Unit 4: Entrepreneurship Skill. Session 3: Entrepreneurial Attitudes Session 4: Entrepreneurial Competencies</p>	5	5	3
		4	4	3
January	<p><u>Vocational Skill.</u> Unit 7: Perform rendering and Compositing Session 3: What is IPR Session 4: Render Set-Up</p> <p><u>Employability Skill.</u> Unit 5: GreenSkill. Session 1: Green Jobs Session 2: Importance of Green Jobs</p>	4	4	2
		4	3	2
February	<p><u>Vocational Skill.</u> Revision of Complete Syllabus.</p> <p><u>Employability Skill.</u> Revision of Complete Syllabus</p>	5	5	2
		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 (2024-25)

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