

QUESTION PAPER DESIGN

Subject	:	Media Entertainment/Animation
Level	:	III
Class	:	11 th
Time	:	2 Hrs. 30 Minutes
Marks	:	60

1. Weightage to Objectives:

Objective	K	U	A + S	Total
Percentage of Marks	35%	30%	35%	100%
Marks	21	18	21	60

2. Weightage to form of Questions:

Forms of Questions	E	SA	VSA/O	O	Total
No. of Questions	2(6 each)	7(3 each)	17	10	36
Marks Allotted	12	21	17	10	60
Estimated Time	40 min	32 min	42 min	36min	150 min

3. Weightage to Content:

	<u>Marks</u>
1. Color Theory	12
2. Digital Still Photography and Pre-Production	10
3. Drawing and Painting and Tools Using Adobe Photoshop	20
4. Lighting for Photography	08
5. Employability Skills	10

Total = 60

4. Scheme of Sections :	<u>X X X</u>
5. Scheme of Sections :	Option of Internal Choice in essay type questions
6. Difficulty level :	Difficult : <u>10 %</u> marks
	Average : <u>50 %</u> marks
	Easy : <u>40 %</u> marks

Abbreviations: K (Knowledge), U (Understanding), A (Application), S (Skill), E (Essay Type), SA (Short Answer Type), VSA (Very Short Answer Type), O (Objective Type)

"It is certified that this question paper Design covers the whole syllabus"

SKILL SUBJECT QUESTION PAPER DESIGN

Skill Subject : MEDIA ENTERTAINMENT / ANIMATION

Level : 4

Class : 12th

Time : 2 Hrs 30 Minutes

Marks : 60

Weightage to Objectives:

Objective	K	U	A	S	Total
Percentage of Marks	35%	30%	35%		100%
Marks	21	18	21		60

Weightage to form of Questions:

Forms of Questions	E	SA	VSA/O	O	Total
No. of Questions	2 (6 Each)	7(3 Each)	17	10	36
Marks Allotted	12	21	17	10	60
Estimated Time	30 Min.	50 Min.	40 Min.	30 Min.	150

Weightage to Content:

	<u>Marks</u>
1) BIPED WALK AND RUN CYCLE	10
2) COMMUNICATION AT WORKPLACE	15
3) POSING AND BODY MECHANICS	5
4) FACIAL EXPRESSION AND LIP SYNC	10
5) ADVANCED ACTING	5
6) BOUNCING BALLS AND STEPS OF ANIMATION	5
7) QUADRUPED WALK CYCLE AND RUN CYCLE	5
8) BASICS OF PROJECT SETTING AND ANIMATION RENDERING	5

Total = 60

Abbreviations: K (Knowledge), U (Understanding), A (Application), S (Skill), E (Essay Type), SA (Short Answer Type), VSA (Very Short Answer Type), O (Objective Type)

K. Mehra. Sunil Kumar

Board of School Education, Haryana

CURRICULUM FOR SESSION 2020-2021

Subject : Media Entertainment/Animation

Level : 3

Class : 11th

Employability Skills

Unit	Unit Name	Deleted Portion (SESSION/ SUB-UNIT)
Unit-1	Communication Skills	Session 11: Asking Questions Session 12: Talking about Family Session 13: Describing Habits and Routines Session 14: Asking for Directions
Unit-2	Self-management Skills	Session 6: Self-motivation Session 7: Goal Setting Session 8: Time Management
Unit-3	Information and Communication Technology Skills	Session 6: Inserting Lists, Tables, Pictures, and Shapes Session 7: Header, Footer and Page Number Session 8: Tracking Changes in LibreOffice Writer
Unit-4	Entrepreneurial Skills	Session 5: Coming Up with a Business Idea Session 6: Understanding the Market Session 7: Business Planning
Unit-5	Green Skills	Session 4: Government and Private Agencies

Subject Specific Skills (Media Entertainment/Animation)

Unit	Unit Name	Deleted Portion (SESSION/ SUB-UNIT)
Unit-1	Color Theory	Session – 4 RGB Display Mechanism Session- 5 Colour Schemes
Unit-2	Digital Still Photography and Pre- Production	Session – 2 Pre-Production
Unit-3	Drawing and Painting and Tools Using Adobe Photoshop	Session – 6 Digital Matte Painting Session – 7 Frame Composition
Unit-4	Lighting for Photography	NA

Note- To be assessed in Practical only. No question shall be asked from this portion in Theory Exams

Board of School Education, Haryana

CURRICULUM FOR SESSION 2020-2021

Subject : Media Entertainment/Animation

Level : 4

Class : 12th

Subject Specific Skills (Media Entertainment/Animation)

Unit	Unit Name	Deleted Portion (SESSION/ SUB-UNIT)
Unit-1	Biped Walk & Run Cycle	Session –2 Walk Cycle Procedure-I Session –3 Walk Cycle Procedure-II
Unit-2	Communication At Workplace	Session – 6 Cross- Cultural Communication
Unit-3	Posing of Body Mechanics	Session – 2 Posing –II Session – 4 Body Mechanics-II
Unit-4	Facial Expression & Lip Sync	Session-4 Importing Audio Into Maya
Unit-5	Advanced Acting	Session - 4 Advance Acting Process
Unit-6	Bouncing Balls and Steps of Animation	Session -3 Key Pose Session -4 In Between
Unit-7	Quadruped Walk Cycle and Run Cycle	Session-3 Animating a Walk Session- 4 Walks and Runs
Unit-8	Basics of Project Setting and Animation Rendering	Session -3 Advance Acting Setup Session -4 Advance Acting Process

Note- To be assessed in Practical only. No question shall be asked from this portion in Theory Exams