



sBOARD OFSCHOOLEDUCATION HARYANA

SyllabusandUnitWiseDivisionofMarks(2026-27)

Class-12th Subject: Media &Entertainment (NSQF) Code: MED 975

GeneralInstructions:

1. TherewillbeanAnnualExaminationBasedontheEntireSyllabus.
2. TheAnnualExaminationwillbe(60/2)30Marksand,ExternalAssessment (Practical) Examination will be 50Marksand20 Marksweightageshallbe forInternalAssessment.
3. ForExternalAssessment(Practical)Examination:
 - (i) ExternalAssessment-
HandonSkillof25(Written10,Practical15).
 - (ii) ExternalAssessment-Portfolioof10.
 - (iii) ExternalAssessment-Vivaof15.
4. ForInternalAssessment:

TherewillbePeriodicAssessmentthatwouldinclude:

 - (i) For 4Marks- Two SAT Exams will be conducted and willhaveaweightageof04MarkstowardstheFinalInternalAssessm ent.
 - (ii) For 2 Marks- Half Yearly Exam will be conducted and willhaveaweightageof02MarkstowardstheFinalInternalAssessm ent.
 - (iii) For4Marks-
SubjectTeacherwillAssessandgiveMaximum04MarksforCRP(Cl assRoomActivity).
 - (iv) For 5 Marks- A Project Work to be Done by Students andwill have a weightage of 05 Marks towards the Final InternalAssessment.
 - (v) For5Marks-AttendanceofStudentwillbeAwarded 05Marksas:

75%to80%	-01Marks
Above80%to85%	-02Marks
Above85%to90%	-03Marks
Above90%to95%	-
04MarksAbove95%to -----	05Marks



NSQF Course Structure (2026-27)

Class-12th

Subject: Media & Entertainment

Code: MED975

Sr.No.	Vocation Skill Units	Marks
1.	Unit 1 3D Animation	25
2.	Unit 2 Surface shading and Maps	10
3.	Unit 3 Rendering, Compositing and File Formats	15
	Employability Skill Units	
1.	Unit 1: Communication Skills (Session 1 to 3).	2
2.	Unit 2: Self-Management Skills (Session 1 to 3).	2
3.	Unit 3: Information and Communication Technology Skill. (Session 1 to 8).	2
4.	Unit 4: Entrepreneurship Skill (Session 1 to 4).	2
5.	Unit 5: Green Skill (Session 1 to 2).	2
Total		(60/2)=30
Practical Examination		50
Internal assessment		20
Grand Total		100



Vocational Skill Media/Animation Subject Book:

Unit1:Unit13D Animation

Session1:Mastering the Essential Skills Tutorial Window in Maya

Session2:Introduction to in 3D Modeling

Session 3: Texturing Using Shaders

Session 4: Maya Material

Session 5: Real Life 3D Model

Session 6: Properties of Surface Materials

Session 7: Effects of Lighting Conditions on Surfaces

Unit2:Surface Shading and Maps

Session 1:Surface shading and its

PropertiesSession2:Shading Network

Session 3: Creating & Assigning Material to Surface

Session4:Texture Maps

Session 5: UV Texture Mapping

Session 6: Creating 3D Bump Map

Session 7: Specular Map

Session 8: Creating Seamless Textures in Photoshop

Unit3: Rendering, Compositing and File Formats

Session1:Rendering and compositing

Session2: Working with File Formats

Session 3: Trouble Shooting



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:

Working with Slides and Text in a Presentation

Session 8: 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



Monthwise NSQF Syllabus Teaching Plan (2026-27)

Class-12th

Subject: Media & Entertainment

Code: MED975

Month	Subject-Content	Teaching Periods	Revision Periods	Practical Work
April	<u>Vocational Skill:-</u> Class Admission and Class Readiness Programme Activities. <u>Employability Skill:-</u> Motivation and Introduction to NSQF Subjects.	9 4		
May	<u>Vocational Skill.</u> Unit 1: 3D Animation Session 1: Mastering the Essential Skills Tutorial Window in Maya Session 2: Introduction to 3D Modeling <u>Employability Skill.</u> Unit 1: Communication Skill. Session 1: Active Listening Session 2: Parts of Speech Session 3: Writing Sentences	5 4	5 4	3 2
June	Summer Vacation			
July	<u>Vocational Skill.</u> Unit 1: 3D Animation Session 3: Texturing Using Shaders Session 4: Maya Material Session 5: Real Life 3D Model Session 6: Properties of Surface Materials Session 7: Effects of Lighting Conditions on Surfaces <u>Employability Skill.</u> Unit 2: Self-Management Skill. Session 1: Motivation and Positive Attitude Session 2: Result Orientation	5 4	5 3	5 2
August	<u>Vocational Skill.</u> Unit 2: Surface Shading and Maps Session 1: Surface shading and its properties Session 2: Shading Network Session 3: Creating & Assigning Material to Surface <u>Employability Skill.</u> Unit 2: Self-Management Skill. Session 3: Self Awareness	5 4	5 3	3 2
September	<u>Vocational Skill.</u> Unit 2: Surface Shading and Maps Session 4: Texture Maps Session 5: UV Texture Mapping	5	5	3



	<u>EmployabilitySkill.</u> Unit3:InformationandCommunication TechnologySkills. Session1:GettingStartedwithSpreadsheet Session2:PerformingBasicOperationsinSpreadsheet Session3:WorkingwithDataandFormattingText Session4:AdvancedFeaturesinSpreadsheet	4	4	2
October	<u>VocationalSkill.</u> Unit2:Surface Shading and Maps Session6:Creating 3D Bump Map Session7:Specular Map Session8:Creating Seamless Textures in Photoshop <u>EmployabilitySkill.</u> Unit3:InformationandCommunicationTechnologySk ills Session5:Presentationsoftware Session6:Opening,Closing,SavingandPrintingaPresentation Session7:AdvancedFeatureusedin Presentation	5 3	5 3	2 2
November	<u>VocationalSkill.</u> Unit3: Rendering, Compositing and File Formats Session1: Rendering and compositing <u>EmployabilitySkill.</u> Unit4:EntrepreneurshipSkills. Session1:EntrepreneurshipandEntrepreneurS ession2:BarrierstoEntrepreneurship	5 4	5 4	2 2
December	<u>VocationalSkill.</u> Unit3: Rendering, Compositing and File Formats Session2:CreatingSeamlesstexture <u>EmployabilitySkill.</u> Unit4:EntrepreneurshipSkill. Session 3: Entrepreneurial AttitudesSession4:EntrepreneurialComp etencies	5 4	5 4	3 3
January	<u>VocationalSkill.</u> Unit3: Rendering, Compositing and File Formats Session3:Trouble Shooting <u>EmployabilitySkill.</u> Unit5:GreenS kill.Session1:GreenJobs Session2:Importanceof GreenJobs	4 4	4 3	2 2
February	<u>VocationalSkill.</u> RevisionofCompleteSyllabus. <u>EmployabilitySkill.</u>	5	5	2

	Revision of Complete Syllabus	3	3	3
March	Annual Examination			

Note:

- Subject Teachers are advised to direct the students to prepare a notebook of the Terminology/Definitional Words used in the chapters for enhancement of vocabulary or clarity of the concept.
- The PSSCIVE textbook presents information in boxes in 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 (2026-27)

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