Exam. Code : 112106
Subject Code : 3579

B.Design (Multimedia) 6ᵗʰ Semester

BLENDER

Time Allowed—3 Hours] [Maximum Marks—50

SECTION—A

Note :— Attempt **FIVE** out of **EIGHT** questions. Each question carries **2** marks.

1. What is the difference between Blender Render and Cycles Render ?

2. What is Graph Editor Window ?

3. Explain the different state colours of animation in Blender.

4. What is the use of markers ?

5. What is F-Curve ?

6. Explain the different types of Primitives in Blender.

7. Explain the process of Automatic Key-framing.

8. Name the types of Rendering Engines available in Blender.

$5×2=10$

SECTION—B

Note :— Attempt **FOUR** out of **SEVEN** questions. Each question carries **5** marks.

1. Explain the different types of Particle System in Blender.

2. Explain the timeline in Blender.

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3. How can you create text in Blender ?

4. Explain the process of lighting in Blender.

5. What is Rendering ? Explain the different Render Settings.

6. How can you use Particles in Blender ?

7. What is Ray tracing ? Explain in detail. 4×5=20

SECTION—C

Note :— Attempt **TWO** out of **FOUR** questions. Each question carries **10** marks.

1. Explain the interface of Blender.

2. How Video Editing is done in Blender ? Explain in detail.

3. How can you create and edit objects in Blender ?

4. What are Modifiers ? Explain the different types of Modifiers. 10×2=20