

Exam. Code : 106506

Subject Code : 2006

Bachelor of Multimedia 6th Semester (B.M.M.)

BLENDER

Time Allowed—3 Hours] [Maximum Marks—50

Section A : It consists of 8 very short answer types questions out of which 5 have to be attempted of 2 marks each. (5×2=10)

Section B : It consists of 7 long answer type questions out of which 4 have to be attempted of 5 marks each. (4×5=20)

Section C : It consists of 4 essay type questions out of which 2 have to be attempted of 10 marks each. (2×10=20)

SECTION—A

1. What is the use of Blender in industry ?
2. How can you join mesh in Blender ?
3. Define the term Hilbert-Spiral tile ?
4. What is Splash Screen ?
5. Define the term backing.
6. How can you edit objects in Blender ?

7. What is Simulation ?
8. Explain the use of layer in Blender.

SECTION—B

1. Explain array and Boolean modifier.
2. What is Raytracing ?
3. How can you create text in Blender ?
4. Explain the types of particles in Blender.
5. What is IK ?
6. Explain material settings in Blender.
7. How can you create video clip in Blender ?

SECTION—C

1. Explain the interface of Blender.
2. Explain the various types of lights available in Blender.
3. How can you create animation in Blender ?
4. Explain the process of video sequence Editing.