Exam. Code : 106506

Subject Code : 7127

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

(Old Sylb. 2018)

BLENDER

Time Allowed—3 Hours] [Maximum Marks—50

Note :— **Section A** : It consists of **8** very short answer type 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 shortcut to move, scale and rotate objects in Blender ?

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

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3. What is Open GL Render ?

4. Write the names of different primitives included in Blender.

5. How can you create text on curve in Blender ?

6. What is soft body and rigid body dynamics ?

7. What is resolution ?

8. How can you assign material to objects in Blender ?

SECTION—B

1. Explain the use of camera in Blender. Explain the various settings of camera.

2. Explain the term modifiers. Write any four modifiers in detail.

3. Explain the types of lights available in Blender.

4. Explain timeline in Blender.

5. Explain graph editor window.

6. Explain nodes in Blender.

7. Define the term Particle System.

SECTION—C

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

2. What is Rendering ? Explain render settings in Blender.

3. Write the process of fluid simulation in Blender.

4. Write the steps to create particles on text in Blender.