

**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 ?

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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.

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