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Std: XI VOC – CT  
Date: 21 /10/23

First Term Exam, October, 2023  
Subject : Software Application

Duraton: 2 hr.  
Marks:40

Instructions :

- i. All questions are compulsory
- ii. There are four sections in this question paper(A,B,C&D)
- iii. In section A there are 10 questions of 1 mark each.
- iv. Section B contains 5 questions of 2 marks each.
- v. Section C contains 4 questions of 3 marks each.
- vi. Section D contains 2 questions of 4 marks each.
- vii. Write the number of each question clearly on the answer book.

**Section A**

**Question numbers from 1 to 8 carry 1 mark each.**

1. Key used to open/close the mesh tools panel is \_\_\_\_\_  
[ O, N, E, T ]
2. A single point or position of a mesh object in 3D space is \_\_\_\_\_  
[ dot, edge, vertex, face ]
3. \_\_\_\_\_ menu offers tools to nevigatc in 3D space.  
[ view, add, select, object ]
4. \_\_\_\_\_ option in viewport shading display the object as a mesh of lines representing the edges.  
[ Texture, Solid, Bounding box, Wireframe ]
5. Shortcut to apply Bevel effect is \_\_\_\_\_  
[ Alt-B, Ctrl-B, Shift-B, Ctrl-A ]
6. Name the tool that splits a loop of faces by inserting new edge loops intersecting the chosen loop.
7. Write the menu command to insert text in edit mode.
8. Which key is used to extrude region of a mesh object?
9. How will you convert text object into a curve?
10. Which menu in 3D view header give a list of different object types that can be added to the scene.

**Section B**

**Question numbers from 11 to 16 carry 2 marks each.**

11. Briefly explain timeline editor in blender.
12. How does the inset tool works? Explain in 2-3 lines

13. Write the working of extrude tool.
14. What is bevel effect? Write the menu command to add bevel effect.
15. Explain in 2-3 lines Text objects in blender.

#### Section C

Question numbers from 16 to 19 carry 3 marks each.

16. State three basic modes used for modelling. Explain any two.
17. Explain the use of three options from grease pencil panel.
18. Briefly explain 3D view header menus.
19. How is loop cut tool used ?

#### Section D

Question number 20 and 21 carry 4 marks each.

20. State and explain three basic structures from which a mesh object is built.
21. What is shading? Explain any three viewport shadings in which object is displayed.

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