

**Ramacrisna Madeva Salgaocar Higher Secondary School
Margao Goa**

Std: XI Voc – CT
Date: 26/03/24

Second Term Exam, March-2024
Subject: Software Applications

Duration: 2 hr
Marks: 50

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 6 questions of 2 marks each.
 - v) Section C contains 4 questions of 3 marks each.
 - vi) Section D contains 4 questions of 4 marks each.
 - vii) Write the number of each question clearly in the answer book.
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Section A

Question numbers from 1 to 10 carry 1 mark each

1. An "armature" is a type of object used for _____.
(rigging, rendering, sculpting, painting)
2. The combination of all the constraints affecting an object is called the Constraints _____. (Control, target, stack, space)
3. Shortcut key to clear constraint is _____.
(Ctrl-Alt-D, Ctrl-Alt-X, Ctrl-Alt-K, Ctrl-Alt-C)
4. To _____ in Blender Press F12 for rendering a still image or Ctrl+F12 to render animation. (Blender, render, vertex, paint)
5. _____ is a method to maintain large amounts of weight information in a very intuitive way. (Vertex painting, weight painting, Rendering, painting)
6. Shortcut key to insert keyframes is _____.
(I, T, K, R)

7. _____ Moves vertices inward or outward based on the average normal.
(Draw, Edit, Delete, Save)
8. _____ Pulls vertices along with the movement of the brush to create long, snake-like forms. (snake hook, dragon hook, vertex hook, render hook)
9. Blender features a built-in paint mode called _____.
(smooth paint, texture paint, painting, render paint)
10. _____ is making an object move or change shape over time.
(Rendering, rigging, painting, animation)

Section B

Question numbers from 11 to 16 carry 2 marks each.

11. What are the two ways to select whole bones in edit mode?
12. What is weight painting?
13. Write any two methods of removing key frame?
14. What is constraints stack?
15. What are space of the constraint?
16. What is the function of Snake Hook?

Section C

Question numbers from 17 to 20 carry 3 marks each.

17. What is animation? State the three way in which object can be animated?
18. What are the several methods of removing keyframes?
19. What is the menu command to
- i) add constraints
 - ii) copy constraints
 - iii) clear constraints

20. What is texture paint in blender?

Section D

Question numbers from 21 to 24 carry 4 marks each.

21. What are the two types of bone? State one difference between the two.
22. What is rendering in Blender? Give some examples.
23. What is the purpose of UV unwrapping? How to unwrap the object in blender?
24. State and explain any five tools from sculpt toolbar?