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Std: XI VOC – CT    First Term Exam, October, 2024    Duraton: 2 hr.  
Date: 25/10/24    Subject : Software Application    Marks:40

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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.
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**Section A**

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

1. Key used to change edit mode to object mode and vice versa is \_\_\_\_\_  
[ delete,ctrl, shift, tab]
2. Key to Open/close the Mesh Tools panel is \_\_\_\_\_  
[ E, M, T, Z ]
3. \_\_\_\_\_ menu offers tools to navigate 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 key to apply Bevel effect is \_\_\_\_\_  
[ Alt-B, Ctrl-B, Shift-B, Ctrl-A]
6. Which key splits a loop of faces by inserting new edge loops intersecting the chosen loop.
7. What is the menu command to open a file .
8. Which key is used to extrude region of a mesh object?
9. What is the shortcut key to select an edge loop ?
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. Explain in 2-3 lines components of blend file.
12. How does the inset tool works? Explain in 2-3 lines

13. What is data packing ? Write the menu command to pack data.
14. What is bevel effect? Write the menu command to add bevel effect.
15. How does save and save copy options works in file menu.

#### **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 undo history and repeat history features of blender.
18. Briefly explain 3D view header menus.
19. State and explain three different options for drawing with grease pencil ?

#### **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. Explain Importing and exporting of files in blender.

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