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Ramacrisna Madeva Salgaocar Higher Secondary School
Margao Goa

Std: XI VOC – CT Second Term Exam, March, 2025
Date: 10/03/25 Subject : Software Application

Duraton: 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 7 questions of 2 marks each.
 - v. Section C contains 6 questions of 3 marks each.
 - vi. Section D contains 2 question 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 10 carry 1 mark each.

1. What is the shortcut key to switch from object mode to weight paint ?
2. Write the menu command to insert keyframe in object mode.
3. Which shortcut keys will you use to convert text into curves?
4. Which are the two modes in which bones of armature are selected?
5. What is roll axis of the bone?
6. Write the menu command to clear all key frames from selected object.
7. What is armature in rigging?
8. What is animation?
9. What is the shortcut key to add a tracking constraints?
10. What is the shortcut key to render a still image.

Section B

Question numbers from 11 to 17 carry 2 marks each.

11. What is rendering? Write the menu command to render a still image.
12. What is the purpose of UV Unwrapping? Explain in three -four lines.
13. How does vertex paint differs from texture paint?
14. Explain in brief the working of weight paint on a mesh object.
15. Write any two ways in which UV texture is mapped to an object.
16. What is constraints Stack? What is the shortcut key to clear all constraints.
17. How would you copy active objects constraints to the rest of the objects.

Section C

Question numbers from 18 to 23 carry 3 marks each.

18. Write the three ways in which an object can be animated.
19. State and explain the two classifications of bones in an armature.
20. Write the steps to animate an object .
21. State and explain the two built in render engines in blender
22. Explain the method to create and edit text in blender.
23. What is Auto keyframe in timeline header? State different methods of removing keyframes.

Section D

Question number 24 and 25 carry 4 markseach .

24. Write short note on rendering and saving an animation in blender.
25. Explain the interface elements of header of a constraints.
