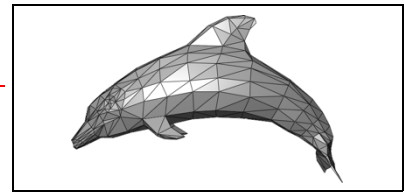
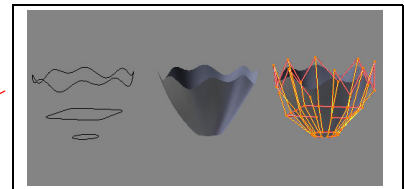


1. Match the terms from the left column to the corresponding image on the right.

Polygonal
modelling



Digital sculpture



Curve modelling



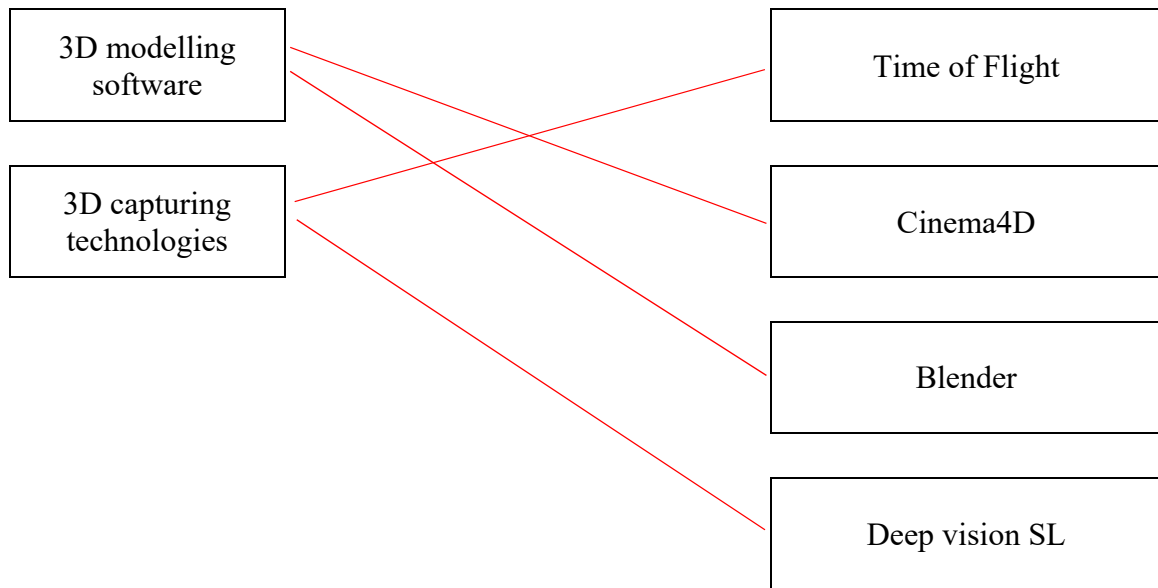
2. List the five steps of creating a 3D model.

1. Blocking
2. Detailing
3. Texturing
4. Rendering
5. Post-processing

3. Correct the text so that the following statements are true.

Polygonal modelling – Points in 3D space, called $\begin{pmatrix} \text{planes} \\ \text{curves} \\ \text{vertices} \end{pmatrix}$, are connected by lines to form $\begin{pmatrix} \text{a surface} \\ \text{a polygonal network} \\ \text{planes} \end{pmatrix}$. Most 3D models today are made as textured polygonal models because they are $\begin{pmatrix} \text{easily created} \\ \text{flexible} \\ \text{analytically described} \end{pmatrix}$, and computers can render them so quickly. However, polygons are planar and can only approximate curved surfaces with many polygons.



4. Match the keywords from the left column to all corresponding titles on the right.**5. List the three main categories of the VR principles.**

1. Non-immersive virtual reality
2. Semi-immersive virtual reality
3. Fully immersive virtual reality

