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

|  |  |  |
| --- | --- | --- |
| Polygonal modelling |  | dolphin mesh |
|  |  |  |
| Digital sculpture |  |  |
|  |  |  |
| Curve modelling |  | Lion head 3d models. Digital sculpture. | Behance |

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

1. Blocking

2. Detailing

3. Texturing

4. Rendering

5. Post-processing

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

Polygonal modelling – Points in 3D space, called are connected by lines to form . Most 3D models today are made as textured polygonal models because they are , and computers can render them so quickly. However, polygons are planar and can only approximate curved surfaces with many polygons.

1. Match the keywords from the left column to all corresponding titles on the right.

|  |  |  |
| --- | --- | --- |
| 3D modelling software |  | Time of Flight |
|  |  |  |
| 3D capturing technologies |  | Cinema4D |
|  |  |  |
| Blender |
|  |
| Deep vision SL |

1. List the three main categories of the VR principles.

1. Non-immersive virtual reality

2. Semi-immersive virtual reality

3. Fully immersive virtual reality