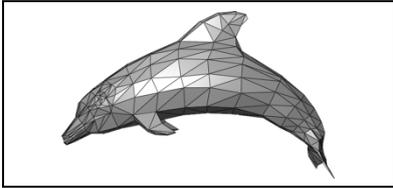
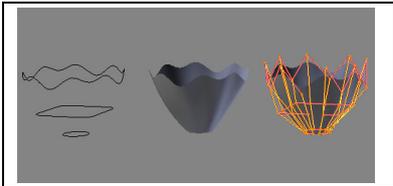


1. Match the terms from the left column to the corresponding image on the right.

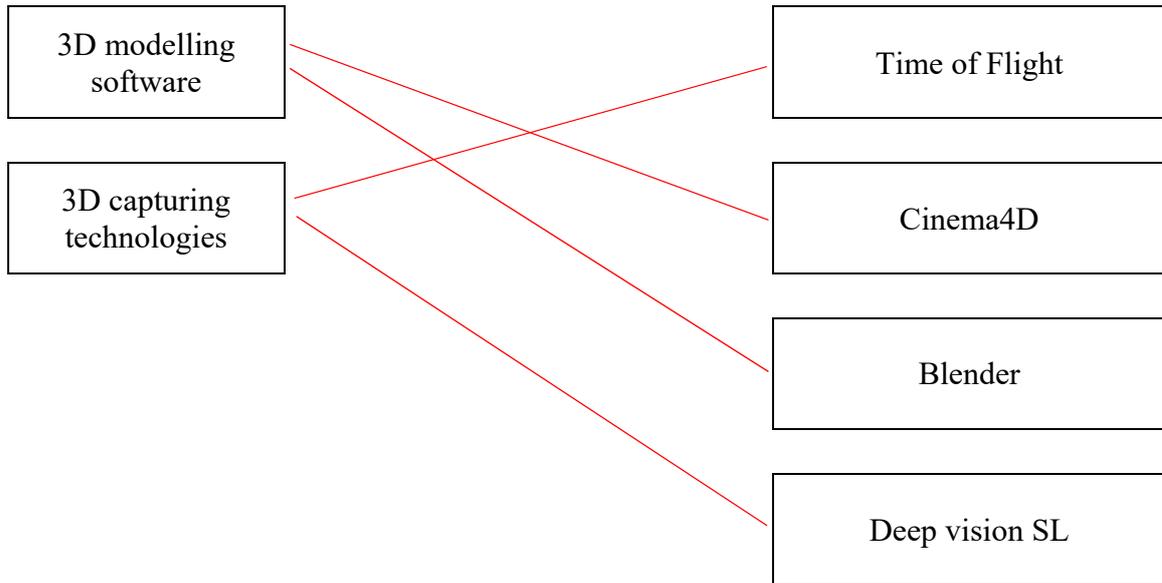
<p>Polygonal modelling</p>	
<p>Digital sculpture</p>	
<p>Curve modelling</p>	

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  $\left( \begin{matrix} \text{planes} \\ \text{curves} \\ \text{vertices} \end{matrix} \right)$ , are connected by lines to form  $\left( \begin{matrix} \text{a surface} \\ \text{a polygonal network} \\ \text{planes} \end{matrix} \right)$ . Most 3D models today are made as textured polygonal models because they are  $\left( \begin{matrix} \text{easily created} \\ \text{flexible} \\ \text{analytically described} \end{matrix} \right)$ , 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

