

Q. 3

# (A) ~~Texture~~

# (i) Adding texture to faces

(ii) Texture mapping is a method of adding realism to a computer generated graphic. An image (the texture) is added (mapped) to a simpler shape that is generated in the scene, like a decal pasted to a flat surface.

This reduces the amount of computing needed to create the shape and textures in the scene.

24/11 Adding shadows of objects.

(i) Apply shadows through object effects - select the object and click and add effect > filters > Drop-shadow in the effects panel (windows > effects).

(ii) If you apply a shadow to an object using both property inspector and effects panel, both settings are applied based on the effect timeline.