**Name Date**

**Blender Chapter 4** WYNK

1. Blender is built with an internal “classic” renderer and a newer renderer. What is the name of the newer renderer?

2. While the classic renderer will give faster results with less realism, the cycles renderer provides more realistic results. True / False

3. When using Basic Material Settings, what panel must you open in the properties window? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4. Diffuse is actually the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ that is given off by the object.

5. Specular settings control the \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ of the object.

6. Cycles produces more accurate results with reflected light and other effects, but it is more \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ and \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ intensive

*7. While the CPU stands for the computer processor, the GPU stands for* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

8. Node-based rendering uses nodes (blocks) that are designed to be \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to produce the results.

9. Bidirectional Scattering Distribution Function (BSDF) basically means what happens to the light when it hits an object. Light could be reflected off the material, absorbed by the material, or \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ through the material for transparency or refraction.

10. When a mix shader is used and you have added two shaders to combine the effects, you will use this “slider” to control the balance of the two effects: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.