**Blender Chapter 5** WYNK

**Directions**: **Read pp. 1-9**. Fill in the blank:

1. Always add a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ before you add a texture.
2. To add a material, select the object > \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ window > materials panel > new
3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – gives verticies a glow.
4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ controls the glossiness settings
5. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – render a wireframe
6. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – controls self emitting light and ambient lighting effects
7. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – the actual color of the object
8. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – makes something transparent while maintaining a fast render speed
9. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – gives you a star-like image on every vertex
10. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – allows you to create a material on the object such as brick or wood grain
11. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – controls the size and offset of the texture on an object
12. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ – settings that control the appearance such as brightness, transparency, glossiness and roughness
13. In coordinate mapping, change UV to \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
14. If you want to render an image onto a cube and stretch it out, the setting should be set to “\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_” mapping.
15. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ uses a texture effect to deform a mesh (cube, sphere).