**Blender Chapter 7** WYNK

**I. Camera**: **Read p. 7-1**. Answer the questions below

1. How do you add a camera? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. How do you select an active camera? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. What are your 3 options for lenses? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. What button pushes the view left, right, up, down? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. What setting controls how close/far an object can get to the camera and still be seen? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. What setting controls how blurry the background/foreground is?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. What setting draws a line in the scene to help you visualize the camera’s range? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
8. What is the name of the dashed box that helps with placement of object and text? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**II. Lighting Types and Settings**: **Read p. 7-7**. Answer the questions below

1. Identify the types of lighting settings:

1. \_\_\_\_\_\_\_\_\_\_\_- Provides large area lighting (like a classroom). Can be scaled.
2. \_\_\_\_\_\_\_\_\_\_\_- Shines a direct angle of light.
3. \_\_\_\_\_\_\_\_\_\_\_- Provides even angle of light, regardless of placement from objects.
4. \_\_\_\_\_\_\_\_\_\_\_- Basic Blender Lamp- shines all directions.
5. \_\_\_\_\_\_\_\_\_\_\_- A wider light, much like area lights.

2. How do you create a new lamp? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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