

Name_____Student Number_____

CSCI321, Fall 2017, Pop Quiz #3

In Blender you can create game logic without programming using sensors, controllers, and actuators.

1. Give one example of a Blender **Sensor** and briefly explain what it does.
2. Give one example of a Blender **Controller** and briefly explain what it does.
3. Give one example of a Blender **Actuator** and briefly explain what it does.