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| **Student’s name** | …………………………………………………….…… | **Grade** | **7** |
| **Subject** | **Computer** | **Week No.** | **5** |
| **Lesson Title** | **Furniture Design** | **Unit** | **2** |

**Worksheet No. ( 5 )**

**Question A:** Fill in the blanks.

1. The default unit system used in blender is\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2. The keyboard shortcut to Extrude is \_\_\_\_\_\_\_\_\_\_\_.

3. \_\_\_\_\_\_\_\_\_ is the hotkey to add edge loops to an object.

4. \_\_\_\_\_\_\_\_\_\_\_ mode is used to edit/modify the primitive mesh.

**Question B:** Answer the following question.

4. Distinguish between Orthographic and Perspective view

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