



### PRACTICAL-1

**Aim:** Introduction to Blender Interface, Tools, and Workspace Environment.

**Description:**

Understand the Blender interface, its main tools, and different workspace layouts. Learn how the workspace environment helps in efficiently creating, editing, and managing 3D projects.

**Steps:**

1. Launch Blender: Open the application and Select "General" under New File
2. Navigation: Practice zooming (Scroll wheel), Panning (Shift + middle mouse) and Orbiting (middle mouse) around the default cube.
3. Object Selection: Left-click the cube to Select it. Notice it appears highlighted in the Outliner.
4. Transformation: Use the Toolbar on the left to Select the move tool (shortcut C), Rotate tool (shortcut R) and Scale tool (shortcut S).
5. Switching Modes: Use the Tab key to toggle between Object mode (moving the whole object) and Edit mode.



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

**Post Practical Questions:**

1. Which part of Blender is used to view and edit 3D objects?  
a) Properties Editor  
b) Timeline  
 c) 3D Viewport  
d) Outliner
2. Which tool is used to move an object in Blender?  
a) Rotate  
b) Scale  
 c) Move (Translate)  
d) Edit
3. Which panel displays all objects present in the scene?  
a) Timeline  
 b) Outliner  
c) Shader Editor  
d) UV Editor
4. Which mode is used to modify the shape of an object in Blender?  
 a) Object Mode  
 b) Edit Mode  
c) Pose Mode  
d) Sculpt Mode
5. The Timeline in Blender is mainly used for:  
a) Texturing objects  
b) Editing materials  
 c) Creating animations  
d) Managing files

**Conclusion:**

Successfully navigated the Blender interface and identified key Workspace Panels. Gained practical experience using transformation tools to manipulate 3D objects in the view port.

Signature with Date of Completion	
Marks out of 10	



## PRACTICAL-2

**Aim:** Understanding and Exploring the Core Components of Multimedia.

**Description:**

Understand the core components of multimedia such as text, images, audio, video, and animation. Learn how these components work together to improve communication and user experience in digital applications.

**Steps:**

1. Identify Components: Define the five core elements (text, graphics, audio, video, and animation).
2. Resource Gathering: Collect Samples for each (.jpg, .mp3, .mp4)
3. Software Selection: Choose tools for integration (e.g. ms powerpoint)
4. Integration: Place the collected Components into a Single project to see how they interact.
5. Observation: Analyze how adding audio or animation enhances the static text or image.



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

**Post Practical Questions:**

1. Which of the following is a core component of multimedia?  
a) Database  
 b) Text  
c) Algorithm  
d) Compiler
2. Which multimedia component is used to convey sound?  
a) Image  
b) Video  
 c) Audio  
d) Text
3. Which component adds motion to multimedia content?  
a) Text  
b) Image  
 c) Animation  
d) Audio
4. Video in multimedia mainly combines:  
a) Text and image  
b) Image and animation  
 c) Motion and sound  
d) Text and audio
5. Which multimedia component is mainly used to provide visual representation?  
a) Audio  
b) Text  
 c) Image  
d) Animation

**Conclusion:**

multimedia Components effectively integrate to enhance digital Communication and engagement

Signature with Date of Completion	
Marks out of 10	



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

### PRACTICAL-3

**Aim:** Designing a Multimedia Presentation using Text, Images, Audio, and Video.

**Description:**

Learn to design an effective multimedia presentation by integrating text, images, audio, and video. Understand how combining different media elements enhances clarity, engagement, and overall presentation quality.

**Steps:**

1. Plan Content: outline the presentation structure and Select a theme.
2. Insert Text & Images: Add clear heading and relevant high-quality visuals.
3. Embed Audio: Integrate background music or a voiceover narration.
4. Add video: Embed a short video clip to demonstrate real-life Examples.
5. Review: Test transitions and media playback for Smooth delivery.



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

**Post Practical Questions:**

1. Which element is mainly used to present written information in a multimedia presentation?  
a) Audio  
b) Video  
 c) Text  
d) Animation
2. Which multimedia component improves visual appeal and understanding of content?  
a) Text  
 b) Image  
c) Audio  
d) Code
3. Audio in a multimedia presentation is mainly used to:  
a) Display graphics  
 b) Provide background sound or narration  
c) Create text effects  
d) Edit images
4. Which component is best suited for showing real-life events in a presentation?  
a) Text  
b) Image  
c) Audio  
 d) Video
5. Using multiple media elements together in a presentation mainly helps to:  
a) Increase file size  
b) Reduce clarity  
 c) Improve audience engagement  
d) Slow down performance

**Conclusion:**

Combining text, images, Audio, And video  
Creates a dynamic presentation that  
improves clarity And maintains audience interest.

Signature with Date of Completion	
Marks out of 10	



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

## PRACTICAL-4

**Aim:** Importing Images and Applying Basic Transformations in Blender.

**Description:**

Learn how to import images into Blender and apply basic transformations such as move, scale, and rotate. This practical helps students understand object positioning and image manipulation within the Blender workspace.

**Steps:**

1. Open Blender: launch the application and ensure you are in the Layout view Port.
2. Enable Import Images as Planes
  - Go to Edit → Preferences → Add-ons.
  - Search for "Images as Planes" and check the box to enable it. This makes importing much easier.
3. Import the Image: Press Shift + A → Image → Images as Planes.
4. Apply Transformation: Move G and move your mouse to reposition the image. Press X, Y, Z after G to lock.  
→ Rotate: Press R to rotate the image like moving your arm. You can press R then Z to rotate it flat on the floor.
5. View Transformations: Switch the Viewport Shading to Material Preview to see your image clearly on the plane.



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

**Post Practical Questions:**

1. Which menu option is used to import an image in Blender?  
a) File → Export  
b) Edit → Preferences  
 c) File → Import  
d) Object → Transform
2. Which transformation is used to change the size of an image in Blender?  
a) Move  
b) Rotate  
 c) Scale  
d) Edit
3. The shortcut key used to move an object in Blender is:  
a) R  
b) S  
 c) G  
d) E
4. Which transformation rotates an image around an axis?  
 a) Move  
b) Rotate  
c) Scale  
d) Crop
5. Basic transformations in Blender include move, rotate, and:  
a) Paint  
b) Render  
 c) Scale  
d) Animate

**Conclusion:**

Successfully learned to import and transform image objects in Blender.

Signature with Date of Completion	
Marks out of 10	



## PRACTICAL-5

**Aim:** Enhancing Images using Basic Retouching and Color Adjustment Techniques.

**Description:**

Learn basic image retouching techniques and color adjustments to improve image quality. This practical focuses on correcting brightness, contrast, and color balance to enhance the visual appearance of images.

**Steps:**

1. Open Blender → click on file → New
2. Switch to Compositing WorkSpace from the top menu.
3. Check use Nodes option
4. Click Add → Input → Image and load your img
5. Click Add → Colors → Bright / Contrast
6. Connect Image Node → Bright Contrast Node → Composite Node
7. Adjust:
  - Brightness to increase/decrease light
  - Contrast to improve clarity
8. Add Hue / saturation node to enhance colors.
9. Preview changes using viewer Node.
10. Save the final image using > Render Image → Save as



**SILVER OAK  
UNIVERSITY**  
EDUCATION TO INNOVATION

**Post Practical Questions:**

1. Which technique is used to adjust the lightness or darkness of an image?  
a) Cropping  
 b) Brightness adjustment  
c) Masking  
d) Scaling
2. Which adjustment improves the difference between light and dark areas in an image?  
a) Saturation  
 b) Contrast  
c) Hue  
d) Blur
3. Color correction in images is mainly done to:  
a) Reduce file size  
 b) Improve visual appearance  
c) Remove objects  
d) Change image format
4. Which tool is commonly used for basic image retouching?  
a) Selection tool  
 b) Color balance tool  
c) Text tool  
d) Timeline
5. Increasing saturation in an image will:  
a) Remove colors  
 b) Make colors more vibrant  
c) Convert image to grayscale  
d) Reduce brightness

**Conclusion:**

Learnt fundamental image enhancement techniques. Specifically brightness, Contrast, And Saturation.

Signature with Date of Completion	
Marks out of 10	



## PRACTICAL-6

**Aim:** Removing Image Backgrounds using Masking Techniques in Blender.

**Description:**

Learn how to remove image backgrounds in Blender using masking techniques. This practical helps students isolate objects by creating masks and applying them for clean and professional image editing.

**Steps:**

1. Open the mask Editor: Switch your WorkSpace to the Image Editor and Change the mode from 'view to 'mask'

2. Create a New mask: Click "New" and give your mask a name

3. Trace the object: use  $\text{Ctrl} + \text{Left click}$  to place points around the object you want to keep. Press  $\text{Alt} + \text{C}$  to Close the Path when finished.

4. Refine the mask: Use  $\text{G}$  to move points out to scale them. You can pull the "feather" handles to create a soft edge if the background is blurry.

5. Set up Compositing: Switch to the Compositing WorkSpace and check "use Nodes".

6. Output: Plug the result into a Composite node and ensure your Render Settings are set to RGB to Preserve



**SILVER OAK  
UNIVERSITY**

EDUCATION TO INNOVATION

**Post Practical Questions:**

1. Masking in Blender is mainly used to:  
a) Add sound effects  
 b) Remove or hide unwanted areas  
c) Animate objects  
d) Export files
2. Which editor in Blender is commonly used for masking images?  
a) Text Editor  
b) UV Editor  
 c) Image Editor  
d) Timeline
3. What does a mask allow you to do in image editing?  
a) Change file format  
 b) Select and protect specific areas  
c) Increase file size  
d) Add text
4. Masking is most useful when you want to:  
a) Resize an image  
b) Rotate an object  
 c) Remove the background of an image  
d) Save the project
5. Which technique helps in selecting complex object shapes for background removal?  
a) Scaling  
b) Keyframing  
 c) Masking  
d) Rendering

**Conclusion:**

Successfully learned how to use masking techniques in Blender's Image Editor and Compositor to isolate objects and remove backgrounds effectively. Creating a clean image with transparency.

Signature with Date of Completion	
Marks out of 10	