To Dissolve Text over the floor using modifiers and giving effects using various commands

Q1. Explain the rotation operation in all possible ways.
The Methods of rotation in Blender:
1. Select an object then select Rotate from the menu on the left or press 'R', then rotate the object in the required direction.
2. Select an Object, press 'R', and then select a particular axis(X/Y/Z) then select a value to rotate with.
3. Select an Object then Press Shift+Spacebar for a quick menu.

Q2. Explain scaling and translation operations in all possible ways.
Scaling:
1. Select an object then select Scaling from the menu on the left or press 'S', then Scale the object in the required direction.
2. Select an Object, press 'S', and then select a particular axis(X/Y/Z) then select a value to scale with.
3. Select an Object then Press Shift+Spacebar for a quick menu.

Translation:
1. Select an object then select Move from the menu on the left or press 'G', then Move the object in the required direction.
2. Select an Object, press 'G' and then select a particular axis(X/Y/Z) then select a value to Move.
3. Select an Object then Press Shift+Spacebar for a quick menu.

Q3. Name the modifiers used for creating the animation?
1. Collision modifier
2. Solidify

Q4. What is the use of the following

Numpad 7 - Top Orthographic view
Numpad 1 - Front Orthographic view
Numpad 0 - Camera Perspective
Numpad 3 - Right Orthographic view
World - Describe the environment and ambient lighting
Physics - Apply principles of physics to an object
Material - Describe the geometric properties of the object
Texture - Describe the color and feel of an object
Bevel - Bevel is used to creating rounded objects
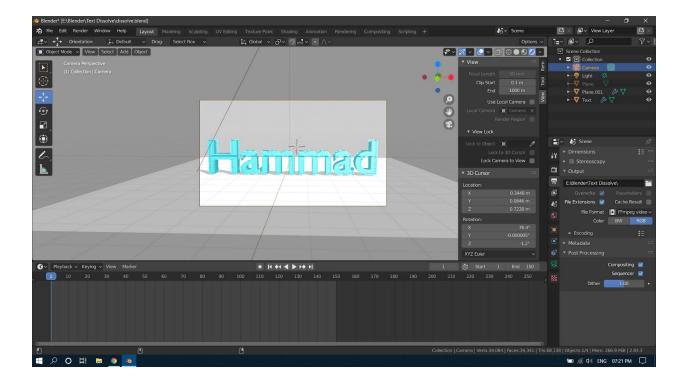
Q5. Steps to create Animation for dissolving text.
1. Create a text object
2. Edit the text object with the required text
3. Select the text and apply extrude and bevel
4. Select the text and then convert to Mesh
5. Go to modifier properties and apply re-mesh

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6. Set mode to blocks, set octree to 8 and uncheck the box
7. Go to the object menu and go to quick effects and select quick explosion
8. Select start and end time and the number of particles
9. Go to textures in particle settings and then select the blend setting.
10. Create a plane and add the plane below the text
11. go to physics and apply collision to the plane
12. set the dampness and friction value to the plane
13. Set the position of the light and camera

Q6. Screenshot of the UI of blender

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