Unit 21 Desktop Publishing

1A

1. A, d
2. 3-D objects are clear and nearing reality.
3. Architects, engineers, businessmen, etc.
4. Scientists, web designers, and designers in all fields use 3D graphics.

1C

1. Raster graphics are stored as collection of pixels. While, Vector graphics represent an image using lines, curves and polygons.
2. JPEG, GIF, TIFF, and EPS.
3. Assembling multiple images to form one single image is called composting.
4. Computer Aided Design (CAD).
5. Using CAD, we design and test cars before actually making them. This saves us time and money.
6. Geographic Information System (GIS).
7. Animators use computer animation software to create cartoons, movies and video games.

1D

1. .e
2. .d
3. .a
4. .f
5. .b
6. .c

2A

1. .g (gerund after a preposition)
2. .a (adjective)
3. .g (gerund after a preposition)
4. .pp (Present participle)
5. .g (complement of a verb)
6. .pp (present participle)

2B

1. Computer animation is a process of creating objects which move across the screen.
2. Texturing involves adding paint, colour and filters to drawings and designs.
3. You can open the colour palette by clicking on the corresponding icon.
4. CAD programs are very fast at drawing functions.
5. A lot of time and money is saved by testing a car design before making the product.
6. Rendering refers to the technique used for making realistic images.

3C

1. .b
2. .j
3. .a
4. .i
5. .g

6. .c
7. .h
8. .e
9. .f
10. .d

4

1. .f
2. .e
3. .c
4. .d
5. .a
6. .b