VASISHTHA GENESIS SCHOOL, BARDOLI (Academic Session: 2025-26)										
Dat	te:	Class: III	Class: III Div:							
Naı	me:				_ Wo	orksheet:	: PT 1 - 01			
Ch – 2 Paint 3D (<mark>Answer Key)</mark>										
Q1.	Q1. Choose the correct option and answer the following questions:									
i.										
		(b) Rotat					one			
ii.		_ area shows all th			=					
:::	(a) Panel (b) Canvas (c) Effect (d) Stickers iiioption is used for selecting a Filter colour.						cickers			
iii.	(a) Sticker						racor			
iv.	• •	option allows to								
		b) Brush)								
٧.	• •	are used to add					•			
		(b) 2D Sh								
Ω2.	Q2. Fill in the blanks with the words given in brackets:									
	[Thickness, Brushes, dimensions, blank, Paint-3D]									
i.										
ii.	<u>Thickness</u> slider is used to change the thickness of any object.									
iii.	In 2D and 3D the D specifies <u>dimensions</u> .									
iv.	Paint 3D programs opens with a blank canvas in the center to draw objects.									
٧.	<u>Brushes</u> option displays many types of brushes in the Marker panel on the right side of									
	the window	/ .								
Q3.	Answer the following in one or two words:									
i.	2D shapes are also known as					Flat sha	pes			
	This area s	shows all the tools	of select	ted ontior	1.	Panel				
ii.	i i i i i i i i i i i i i i i i i i i									
iii.	This area i	s used to draw ob	jects in P	aint 3D.		Canvas				
iv.	This option is used to open a new project.					New op	tion			
V.	It contains many options like New, Open, Save, etc. Menu									
Q4.	4. State whether the following statements are 'True' or 'False':									
i.	You cannot draw various 2D shapes in Paint 3D.						False			
ii.	You can save your file in different formats like PNG or JPG.					PG.	True			
iii.	The text opt	ion is used to add	text to t	he drawir	ng.		True			
iv.	•	change the thickno			-		False			
٧.		s introduced in W					True			
	-			,						

Q5. Match the following columns:

	Column 'A'		Ans	Column 'B'
i.	Saving your project	i)	<u>c</u>	a) Shapes stickers
ii.	x-axis, y-axis and z-axis	ii)	<u>d</u>	b) Traditional stickers
iii.	Lines, curves, squares	iii)	<u>a</u>	c) Save option
iv.	Cloud, swirl, rainbow	iv)	<u>b</u>	d) Rotation tools
v.	Θ	v)	<u>f</u>	e) Brushes
vi.	\mathbf{T}	vi)	g	f) 3D shapes
vii.	₽	vii)	<u>h</u>	g) Text
viii.	.8	viii)	<u>e</u>	h) 2D shapes

Q6. Answer the following questions:

i. What is the use of Paint 3D software?

Ans. Paint 3D is used to create, edit and print 3D shapes.

ii. Why do we use Eraser tool?

Ans. Eraser tool is used to erase any shape or part of it.

iii. What are the forms in which stickers come in Paint 3D?

Ans. Paint 3D stickers come in the form of shapes, traditional stickers and surface textures.

iv. From where do we add 3D objects in a project?

Ans. We can add 3D objects in our project from 3D library.

v. Define 2D shapes.

Ans. A 2D shape is flat and comprises of two dimensions that are length and width.

vi. **Define 3D shapes.**

Ans. A 3D shape comprises of three dimensions that are length, width and height.