

The World of Designing

3 Activities (Choose any one)

Group 1 : Activity 1



Design a sticker as in the given image using Inkscape software. The required image of mask for the design is given in **Images10** folder in **Home** with the file name, *mask.png*.

Save the prepared sticker in svg file format into the **Exam10** folder of **Home** with the file name as, *your registernumber_sticker*.

Group 1 : Activity 2



Design an image of globe as shown above using Inkscape software.

Hints:

- Draw a circle and colour it using the tool *Radial Gradient*.
- Insert the image *land.png* from the **Images10** folder in **Home**.

Save the prepared image in svg file format into the **Exam10** folder of **Home** with the file name as, *your registernumber_globe*.

Group 1 : Activity 3



An image of flowers is given in

Images10 folder in **Home** with the file name *flowers.svg*. Open this file in Inkscape software and draw a flower pot in it as shown above.

Export the modified image in *png* file format into the **Exam10** folder of **Home** with the file name as, *your register number_sticker*. (The *svg* file need not be saved)

Publishing

3 Activities (Choose any one)

Group 2 : Activity 1

An article, describing the major freedom struggles of Indian Independence Movement is given in **Exam_documents** folder in **Home** with the file name, *Freedom_Struggle.ott*. Open this file in LibreOffice Writer and add table of contents in page 2. The table of contents has to be inserted using the **Table of Contents and Index** option of LibreOffice Writer.

Hints:

- Apply the style **Heading 1** to subheadings. (Subheadings are marked in blue colour)

Save the modified file into the **Exam10** folder of **Home** with the file name as, *your registernumber_India*.

Group 2 : Activity 2

An article, regarding the impacts of climate change is given in **Exam_documents** folder in **Home** with the file name, *Climate_Change.ott*. Open this file in LibreOffice Writer and create a new heading style with the name **style21** defining the following features. (The new style has to be created under **Heading 2** in the **Heading** styles)

Font family	-	Bitstream Charter
Font Size	-	105 % or 16pt
Font color	-	Purple
Add Shadow effect.		

Apply the style, **style21** to all the subheadings in the article. (Subheadings are marked in green colour)

Save the modified file into the **Exam10** folder of **Home** with the file name as, *your registernumber_climate*.

Group 2 : Activity 3

An article, describing the districts of Kerala is given in **Exam_documents** folder in **Home** with the file name, *Kerala_districts.ott*. Open this file in LibreOffice Writer, make the subheadings attractive and insert table of contents. (The district names are given as subheadings from page number 3 to 8)

Follow the instructions to do the activities.

- The existing style of the subheadings (Heading 1) have to modified with the following changes:

Font family	-	Gentium Book Basic
Font color	-	Green
Underline	-	Single

- Insert table of contents in page 2 using the **Table of Contents and Index** option.

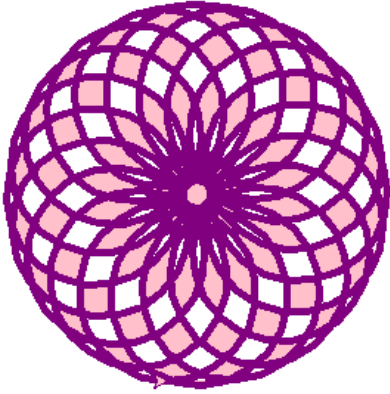
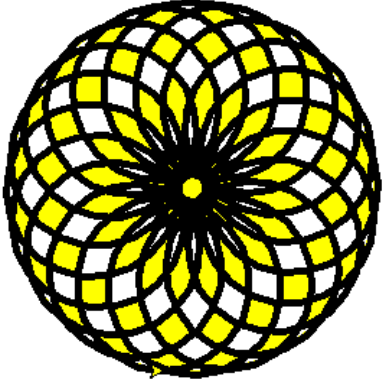
Save the modified file into the **Exam10** folder of **Home** with the file name as, *your registernumber_Kerala*.

Python Graphics

3 Activities (Choose any one)

Group 3 : Activity 1

A python program and its output (Output 1) is given below.

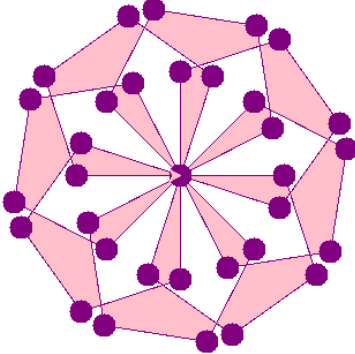
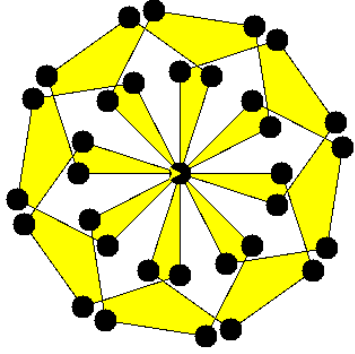
Program	Output 1	Output 2
<pre> from turtle import* pensize(5) color("purple","pink") begin_fill() for i in range(20): circle(60) penup() forward(40) pendown() left(18) end_fill() </pre>		

Type and run the program.

Then modify the program with required changes in order to get the second output (Output 2) and save the file into the **Exam10** folder of **Home** with the file name as, *your registernumber_pattern1*.

Group 3 : Activity 2

A python program and its output (Output 1) is given below.

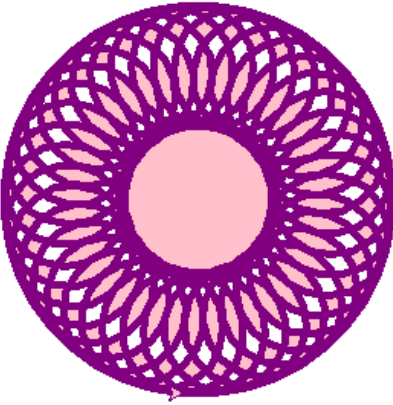
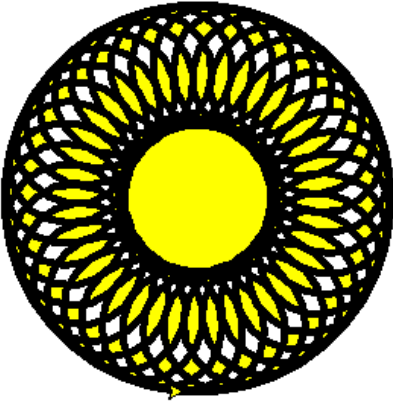
Program	Output 1	Output 2
<pre> from turtle import* color("purple") begin_fill() for i in range(8): right(45) for j in range(5): forward(90) dot(20) right(72) color("pink") end_fill() </pre>		

Type and run the program.

Then modify the program with required changes in order to get the second output (Output 2) and save the file into the **Exam10** folder of **Home** with the file name as, *your registernumber_pattern2*.

Group 3 : Activity 3

A python program and its output (Output 1) is given below.

Program	Output 1	Output 2
<pre>from turtle import* pensize(5) color("purple","pink") begin_fill() for i in range(40): circle(40) forward(20) left(9) end_fill()</pre>		

Type and run the program.

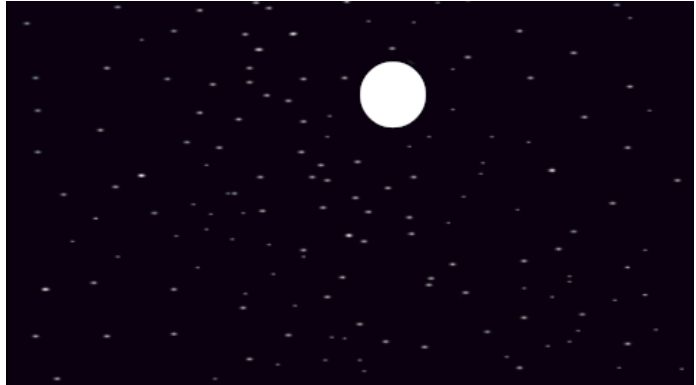
Then modify the program with required changes in order to get the second output (Output 2) and save the file into the **Exam10** folder of **Home** with the file name as, *your registernumber_pattern3*.

Moving Images

3 Activities (Choose any one)

Group 4 : Activity 1

Prepare an animation namely 'Movement of Moon' using the file, Moon_descends.sifz given in **Exam_documents** folder in **Home**. Use the following hints to do the activity.



- Open the file, *Moon_descends.sifz* in Synfig Studio.
- Save the file into **Exam10** folder in **Home** with the file name as, your *registernumber_moon*.
- Draw an image of moon in the canvas.
- Add required animation to move the moon downwards and play the animation.

Render the animation in flv format and save the file into the **Exam10** folder of **Home** with the file name as, your *registernumber_moon*.

Group 4 : Activity 2

Prepare an animation of a fish moving in aquarium using the Synfig Studio software. Use the following hints to do the activity.

- Open the software and add the image *aquarium.png* as background image from **Images10** folder in **Home**.
- Add the image, *fish.png* from **Images10** folder in **Home**.
- Save this file into **Exam10** folder in **Home** with the file name as, your *register number_fish*.



- Add required animation to move the fish from side to the other and play the animation.

Render the animation in flv format and save the file into the **Exam10** folder of **Home** with the file name as, *your registernumber_fish*.

Group 4 : Activity 3

Prepare an animation of sunrise using the file, *Sun_rise.sifz* given in **Exam_documents** folder in **Home**. Use the following hints to do the activity.

- Open the file, *Sun_rise.sifz* in Synfig Studio.
- Save the file into **Exam10** folder in **Home** with the file name as, *your registernumber_sun*.
- Draw and colour the sun at an appropriate place in the canvas.
- Add required animation for the rising sun and play the animation.



Render the animation in .flv format and save the file into the **Exam10** folder of **Home** with the file name as, *your registernumber_sun*.