HCU-001-005501　　Seat No. _____

Third Year B. A. (ID) (Sem. V) (CBCS) Examination

October / November - 2017

Computer Aided Design & Drafting - II

Faculty Code : 001
Subject Code : 005501

Time : **2** Hours]　　　　　　　　　　　　　[Total Marks : **50**

Instructions : (1) All questions are compulsory.

(2) Any ambiguity will be considered as a wrong answer.

1 Choose the correct answer : 　　　　　　　　　　　　　**25**

(1) View cube is used for which purpose ?

(A) To set 2D orthographic and 3D isometric view.

(B) To set object visual style

(C) To change 2D View to 2D isometric View

(D) To create a section of an object.

(2) Which view from following is possible to set by view cube option ?

(A) Dimetric　　　　　(B) Auxilary

(C) SW Isometric　　　(D) Trimetric

(3) Which action can be possible through steering wheel application ?

(A) Rewind　　　　　　(B) Forward

(C) Record　　　　　　(D) Play round

(4) Which option is used to set 3D model to its home position ?

(A) Home   (B) Original

(C) Reset view   (D) Destination

(5) Surf tab 1 setting affects on following which type of surface ?

(A) Rulesurf   (B) Cubesurf

(C) Capesurf   (D) Loftsurf

(6) Surf tab 1 setting affects on following which type of surface ?

(A) 3D Face   (B) Edgesurfe

(C) Blendsurfe   (D) Tab surf

(7) On which type of surface we can sweep on path curve ?

(A) Tab surf   (B) Tabsurf1

(C) Tabsurf2   (D) Blendsurf

(8) On which type of surface we can create surface adjoining two objects ?

(A) Rev surfe   (B) 3D Face

(C) Plane surfe   (D) Rule surf

(9) How we can create model of an axis symmetrical object?

(A) Rev surf   (B) Rule surfe

(C) Tab surfe   (D) Surfe tab1

(10) Edge surf is used for which purpose ?

(A) To extude the surface.

(B) To unjoine the surface.

(C) To make a surface joining through four co-planner curves.

(D) None of these.

(11) To create a surface by selecting a circle which command is used ?

(A) Plane surf   (B) Blend surfe

(C) Patch surfe   (D) Fill surfe

(12) What is the short cut of 3D face command ?

(A) Rev Surfe   (B) Patch Surfe

(C) 3F   (D) None

(13) To pack open face of 3D wire frame model which application is used ?

(A) Plane Surfe   (B) Rev Surfe

(C) 3D face   (D) Blend Surfe

(14) Which kind of surface we can create through blend command ?

(A) Supplementary surface adjoining between two surface edge.

(B) Add joints between two curved surface.

(C) Between two similar surfacess.

(D) None of these

(15) Patch surface is used for which purpose ?

(A) To place cap (Cover) on open surface

(B) To provide circular shape

(C) To provide fillet surface

(D) None of these

(16) To create a surface from multiple curve from two different direction, which kind of surfaces ?

(A) Patch

(B) Blend

(C) Fillet

(D) Network surface

(17) How we can make sharp corner of two surfaces to make smooth ?

   (A) Chamfer to surface

   (B) By applying fillet surface

   (C) Trim to the surfaces

   (D) None

(18) Surf trim command is used for which purpose ?

   (A) To add the particles

   (B) To subtract the surfaces

   (C) To remove partial surface when two surface intersect each other

   (D) None

(19) What is the object type when we create a box through box command ?

   (A) Surface Object   (B) 3F

   (C) 3D solid   (D) None of these

(20) Which parameter we can apply to create a 3D shape of sphere ?

   (A) Radius of Sphere

   (B) Outer Radius

   (C) Inner Radius

   (D) Sphere Diameter

(21) Which parameter can be applied to create a cone ?

   (A) Diameter of cone   (B) Angle of Cone

   (C) Top radius   (D) Thickness of cone

(22) In which kind of solid primitive we can apply apex point ?

(A) Cone (B) Box

(C) Cylinder (D) Pyramid

(23) Which solid allow specifying to define a parameter, length, width, height to create its solid shape ?

(A) Box (B) Cylinder

(C) Cone (D) Wedge

(24) In torus which parameter we can apply to create a 3D shape of solid ring ?

(A) Torus height (B) Tangential radius

(C) None of these (D) Tube radius

(25) In pyramid command what is the maximum number of sides we can give ?

(A) 28 (B) 33

(C) 32 (D) 1024

2 Give answer in True or False : **25**

(1) You can change material of solid models by using layers. (T/F)

(2) You can put cameras at different angles to create views from different angles. (T/F)

(3) By using intersect command you can join two solid objects. (T/F)

(4) By using flat shot command you can create 2d views of solid geometry. (T/F)

(5) You can increase or decrease resolution of rendered images. (T/F)

(6) By the use of subtract command material is added to other object. (T/F)

(7) If you have 3D model in model space than you can create different views using, layout panel. (T/F)

(8) Projected views can be rotated in layouts. (T/F)

(9) You can adjust multiple views of single model in a sheet with different scales. (T/F)

(10) To create a hole through a 3D box the dafter can place a 3D cylinder into the box and subtract it. (T/F)

(11) In 2-dimensional drafting we work on the X and Y axis. By adding the Z axis drafters can develop 3-dimensional models. (T/F)

(12) The extrude tool will extrude a 2-dimensional shape even if the corners are not closed. (T/F)

(13) The union command only works on 2-dimensional objects. (T/F)

(14) UCS stands for Universal CAD Standards. (T/F)

(15) Complex 3-dimensional shapes can be made by combining different 3-D shapes with the union tool. (T/F)

(16) There is no need to turn ON ortho and osnap tracking for creating straight lines in Z axis. (T/F)

(17) Polylines can only be drawn on single plan at one time. (T/F)

(18) 3P line is the only shape on which we can sweep another shape. (T/F)

(19) We can create taper helical path through helix command. (T/F)

(20) We can create 2D spiral path through helix command. (T/F)

(21) It is possible to define scale in twist angle at a same time in swift command. (T/F)

(22) In loft command we can fine guide option for the condition is we can select linear command. (T/F)

(23) We can place chamfer on all edge of selected face. (T/F)

(24) We cannot apply negative rotation angle for face rotation. (T/F)

(25) We have to add material library in AutoCAD programme during rendering process. (T/F)

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