



**MCP-001-005501**      Seat No. \_\_\_\_\_

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

**May / June - 2018**

**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.

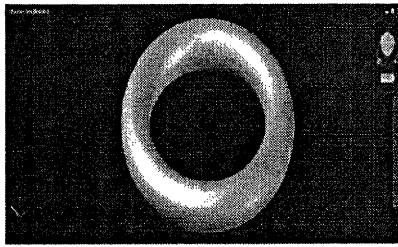
1 Choose the correct answer : **25**

- (1) Which option is used to delete any face/hole of a solid object?
- (A) Solidedit>face>copy
  - (B) solidedit>face>extrude
  - (C) solidedit>face>delete
  - (D) solidedit>face>taper
- (2) To convert any 3dmodel into realistic image we can use?
- (A) material command
  - (B) render command
  - (C) solidedit command
  - (D) Presspull command
- (3) Which keyboard mouse shortcut is used to orbit view?
- (A) CTRL+right click
  - (B) Shift+Scroll click
  - (C) Shift+left Click
  - (D) Ctrl+center click

- (4) How can we apply material on the single face of a solid model ?
- (A) solidedit>face>move
  - (B) Solidedit>body>imprint
  - (C) solidedit>face>material
  - (D) Solidedit>face>color
- (5) In AutoCAD which command is used to convert 3Dmodel directly into 2D Drawings?
- (A) Drawing
  - (B) Flatshot
  - (C) View
  - (D) Solidedit
- (6) Render means;
- (A) to create realistic images from 3D models
  - (B) to convert .dwg to pdf file
  - (C) making slides from drawing files
  - (D) taking screen shots of the model
- (7) Region command is used to;
- (A) Create solid geometries
  - (B) Create rendering images
  - (C) Create surface from closed loops
  - (D) Create sweeps
- (8) Which Option is used to navigate at different orientation?
- (A) Gizmo
  - (B) View cube
  - (C) UCS
  - (D) DUCS
- (9) The axis used to show depth in AutoCAD is the
- (A) W axis
  - (B) X axis
  - (C) Y axis
  - (D) Z axis

- (10) Out of which command is used to give height to a 2d object?
- (A) Trim                      (B) Extrude  
(C) solidedit                (D) Subtract
- (11) To View a model from any position in 3D space, use
- (A) VIEW command  
(B) 3DZOOM command  
(C) 3DORBIT command  
(D) PAN command
- (12) Which command is used to revolve any 2d object about an axis in surface mode?
- (A) Edgesurf                (B) Revsurf  
(C) rulesurf                (D) Surftab
- (13) Which Command is used to join edges of two or more than two surfaces to create any new surface?
- (A) Surfblend                (B) Surfoffset  
(C) surfpatch                (D) Surf fillet
- (14) Which command is used to join multiple 2d objects at different levels in surface and solid both modes?
- (A) Sweep                    (B) Loft  
(C) extrude                    (D) Union
- (15) To edit a wireframe model, use
- (A) GRIPS  
(B) the WIRE EDIT command  
(C) the SPLINE EDIT  
(D) the WEDIT

(16) Which Shape Is this?



- (A) Box
- (B) Sphere
- (C) Torus
- (D) Pyramid

(17) Surface models are used mostly in,

- (A) Modeling Mechanical Parts
- (B) Creating Architectural models
- (C) Modeling Complex electrical systems
- (D) Modeling complex curves in boat hulls and car fenders

(18) MV(multi View) command is used for ?

- (A) For applying materials on solid face
- (B) for creating 2D view from solid objects
- (C) for placing views from model space to layout
- (D) None of the above

(19) By use of explode command on solid models it will convert into;

- (A) 2d objects
- (B) Surface objects
- (C) mesh objects .
- (D) none of the above

(20) Overkill command is used for;

- (A) deleting all the objects
- (B) deleting solid faces
- (C) deleting overlapping lines
- (D) none of the above

- (21) Which is not a type of light used on 3D models?
- (A) Point                      (B) Spot  
(C) Target                      (D) Weblight
- (22) Which of the following is not a valid UCS command's option?
- (A) Surface                      (B) Face  
(C) Object                      (D) View
- (23) Which of the following is not a valid path for sweep command?
- (A) Line                      (B) Circle  
(C) Arc                      (D) Edge of Surface
- (24) Which of the following is a valid face editing option?
- (A) Copy                      (B) material  
(C) Shell                      (D) Color
- (25) Shortcut command for motion path animation is;
- (A) Motionani                      (B) Anipath  
(C) PathAni                      (D) animation

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

**25**

- (1) To create a hole through a 3D box the drafter can place a 3D cylinder into the box and subtract it. (T/F)
- (2) 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)
- (3) The extrude tool will extrude a 2-dimensional shape even if the corners are not closed. (T/F)
- (4) The union command only works on 2-dimensional objects. (T/F)

- (5) UCS stands for Universal CAD Standards. (T/F)
- (6) Complex 3-dimensional shapes can be made by combining different 3-D shapes with the union tool. (T/F)
- (7) You can change material of solid models by using layers. (T/F)
- (8) You can put cameras at different angles to create views from different angles. (T/F)
- (9) 2D objects cannot be rendered. (T/F)
- (10) Materials can be applied on 2D objects also. (T/F)
- (11) You can add images on the solid walls using materials. (T/F)
- (12) By changing visual styles objects directly convert from 2D to 3D (T/F)
- (13) There is no need to turn ON ortho and osnap tracking for creating straight lines in Z axis. (T/F)
- (14) By using intersect command you can join two solid objects. (T/F)
- (15) By using flat shot command you can create 2d views of solid geometry. (T/F)
- (16) You can increase or decrease resolution of rendered images. (T/F)
- (17) By the use of subtract command material is added to other object. (T/F)
- (18) If you have 3D model in model space than you can create different views using layout panel. (T/F)
- (19) Projected views can be rotated in layouts. (T/F)
- (20) You can adjust multiple views of single model in a sheet with different scales. (T/F)
- (21) We apply height of a cylinder by specifying any two points. (T/F)
- (22) We can apply sunlight effect on a 3d model. (T/F)

- (23) Material applied on the solid models can be modified.  
(T/F)
- (24) Polylines can only be drawn on single plan at one time.  
(T/F)
- (25) 3P line is the only shape on which we can sweep  
another shape. (T/F)
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