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	Ō	(d)	(c)	(b)	(a)	Atte		le:3 l		(SEN		r ID	llowi	ited]
	•	Describe any two differ and Cubic spline curve	Mention the di approximation	What do you curves?	Diferentiate b	Attempt all parts. All parts answer of each part in short.		[Time:3 hours]	COMPUTI	л. VII) ТНЕОБ		: 140701	(Bollowing Paper ID a	Pages: 4
	(1)	Describe any two differences between Bezier curvand Cubic spline curve.	Mention the differences between interpolation and approximation.	you mean by order of continuity	Diferentiate between random and raster scan.	carry equal m	Section-A	[Total Marks:100	COMPUTER AIDED DESIGN	(SEM. VII) THEORY EXAMINATION, 2015-16	B.Tech.	Roll No.	and Roll No. to be filled in Answer Book)	317
	P.T.O	ier curv	ation and	nuity of	can.	arks. Write (10×2=20)		ks:100		-16			in your	EME-701

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- (e) Differentiate between plane surface and ruled surface with neat sketch.
- \bigcirc What is Bezier surface?
- (g)solid modelling briefly. Describe the most common primitives used in
- (H) List the differences between CAD/CAM.
- $\widehat{\Xi}$ Define Element Stiffness Matrix
- m (j) What are various sweep representations and discuss contain anyone.

 anyone.

 Section-B

 Assempt any five Questions from this section. (10×5=50)

of a line segment with endpoints (1, 1, 0) and (5, 2, 0)Explain the method to generate the surface of revolution This line segment is rotated about x axis. Find the point $(0.25, 90^{\circ})$ on the surface of revolution

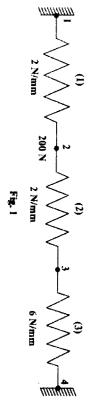
patch? continuity conditions that are required for a B-spline How the B-spline surface is generated? What are the

- [45]. What are the slope and tangent vector for this line? segment between the position vectors P1 [1 1] and P2 Determine the parametric representation of the line
- Explain the Bresenhem's line drawing algorithm and write the steps for line joining points (20, 10) and (30, 18).
- the importance of colour in CAD/CAM application. Discuss the RGB and CMY model of colour and explain
- steps for a circle radius r=10 for the first quadrant from x=0 to x=y. Derive the mid-point circle algorithm and show various
- transformation 2D transformations: Explain and derive matrix for the following

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- Reflection
- c) Scaling
- d) Rotation
- Consider the assemblage of three springs as shown in fig. 1. Calculate the displacement of the nodal points 2

9.



2

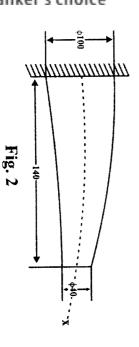
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110.

Remesticn polynomial. Also find the equation of Bezier starve and its mid-point using four control points **E**20, 20), (60, 80), (120, 100) and (150, 30).

write parametric equation of Hermite cubic spline curve and derive the basic function matrix for it. Also find the mid-point of a Hermite cubic spline with the two points as (1, 1)(6, 5) and tangent vectors as (0, 4) and (4, 0).

tapering round bar is fixed at one end and a tensile had of 1000 N is applied at the other end as shown in Rg. 2. Take elastic modulus, E=2×105MPa. Find the solution stiffness matrix and displacements considering has as 4 elements.



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