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	U.S.N				
P.E.S. College of Engineering, Mandya - 571 401 (An Autonomous Institution affiliated to VTU, Belgaum) First Semester, M. Tech - Mechanical Engineering (MMDN) Semester End Examination; Jan - 2017 Computer Applications in Design					
Time: 3 hrsMax. Marks: 100					
Not	te: Answer FIVE full questions, selecting ONE full question from each unit. UNIT - I				
1 a.	Briefly explain the application of computers to design process with a neat block diagram.	10			
b.	Explain data structure in detail with the help of an example.	10			
2 a.	List and explain various modules of CAD packages.	10			
b.	Explain the functions of graphics package.	10			
UNIT - II					
3 a.	Briefly explain Bresenham's algorithm.	8			
b.	With neat flow chart, explain data structure for geometric models of products.	8			
c.	Define WCS and UCS.	4			
4 a.	Define transformation. Briefly explain different types of transformation in detail.	10			
b.	Explain windowing and clipping.	4			
c.	A point in 2D is located at (3, 4). It is desired to relocate the point by means of rotation and				
	scaling transformation to a new position defined by $(0, 8)$.				
	i) Describe the sequence of transformation required	6			
	ii) Write the transformation matrix for each step in the sequence				
	iii) Write the concatenated transformation matrix for the sequence.				
UNIT - III					
5 a.	Explain the different types of surfaces used in geometric modeling.	10			
b.	Differentiate between C-rep and B-rep.	5			
с.	Write a note on symbolic programming.	5			
6 a.	List and explain different picture formats used in graphic standards.	10			
b.	Write a short note on DXF standard.	4			
c.	What is meant by DMIS? Explain the importance in the manufacturing of mass consumption	6			
	items.				
UNIT - IV					
7 a.	Explain parametric representation of curves in detail.	10			
b.	The coordinates of four control points relative to current WCS are given by, $P_0 = \begin{bmatrix} 2 & 2 & 0 \end{bmatrix}^T$, $P_1 = \begin{bmatrix} 2 & 3 & 0 \end{bmatrix}^T$, $P_2 = \begin{bmatrix} 3 & 3 & 0 \end{bmatrix}^T$ and $P_3 = \begin{bmatrix} 3 & 2 & 0 \end{bmatrix}^T$. Find the equation of resulting	10			
		10			
	Bezier curve. Also find points on the curve for $\mu = 0$, $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ and 1.				

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8 a.	Explain the various features of surface manipulation.		10	
b.	Define the following :			
	i) Rational parametric surface		10	
	ii) Offset surface		10	
	iii) β -spline surface.			
UNIT - V				
9 a.	Enumerate and brief the different methods of solid modelling (Explain any	two).	12	
b.	Explain Liaison-Sequence analysis.		8	
10.	Write short notes on :			
	i) Mating conditions			
	ii) Graph structure		20	
	iii) Location graph			
	iv) Precedence diagram.			

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