

12. (a) (i) Explain different features of a Bezier curve with construction details. (8)
(ii) Derive the transformation matrix for a Hermite curve. (8)

Or

- (b) (i) Explain in detail B-rep solid modeling approach. (8)
(ii) Write notes on bicubic patches. (8)
13. (a) (i) Explain Z- buffer algorithm with its operations. (8)
(ii) Write notes on computer animation. (8)

Or

- (b) (i) Describe RGB color model with neat sketch. (8)
(ii) Explain the working of simple hidden line removal algorithm. (8)
14. (a) (i) Describe bottom up and top down assembly design with an example for each. (8)
(ii) What do you mean by tolerance analysis? List different methods and explain one of the methods in detail. (8)

Or

- (b) (i) Discuss about software used for mechanism simulations (8)
(ii) Explain CAD interference checking capabilities. (8)
15. (a) (i) Explain IGES file format. (8)
(ii) Explain with an example how the information are modeled in STEP. (8)

Or

- (b) (i) Explain about various layers of GKS. (8)
(ii) Write notes on communication standards. (8)