**21415**

2 Hours/50 Marks        Seat No.

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***Instructions*** : *(1)* ***All*** *questions are* ***compulsory****.*
               *(2)* *Answer* ***each*** *next main question on a* ***new*** *page.*
               *(3)* *Illustrate your answers with* ***neat*** *sketches* ***wherever*** *necessary.*
               *(4)* *Assume suitable data,* ***if necessary****.*

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                                                                  **MARKS**

1. Attempt **any 7** :                **(7×2=14)**

    a) What is the 'Grade rule' ?

    b) Enlist the CAD-CAM softwares used for apparel manufacturing.

    c) Write functions of 'digitiser'.

    d) What are the advantages of CAD-CAM software in apparel industry ?

    e) Which tools are required for drafting the block in Reach CAD software ?

    f) What is the function of 'Docker' ?

    g) Draw and write functions of Reach CAD tools (any 5).

    h) What is Gerber Technology ? How it is used in apparel industry ?

    i) Draw and write functions of coreldraw.

    j) Enlist names of CAD-CAM softwares and hardwares.

2. Attempt **any 4** :                **(4×3=12)**

    a) Write in brief usage of CAD-CAM in garment industry.

    b) Write drafting steps for formal shirt using the Reach CAD software tools.

    c) Explain computer aided manipulation of patterns for flared skirt constructed dart manipulation.

    d) Explain briefly about computerized fabric spreading and cutting.

    e) Explain in brief about fabric widths and material utilization.

    f) Explain briefly about markers for striped and check fabric.

3. Attempt **any 4** :                                                     **(4×3=12)**

   a)  Write in brief about pattern construction techniques.

   b)  Distinguish between CAD system method and manual system method.

   c)  Explain computer aided manipulation for bell bottom trouser.

   d)  What is the texture mapping ? Explain.

   e)  Write a short note on planning makers and optimizing makers.

   f)  Explain briefly about automated layout planning by various technique.

4. Attempt **any 4** :                                                     **(4×3=12)**

   a)  Describe the softwares used in apparel manufacturing (any 4).

   b)  State the advantages of 3D technology.

   c)  Explain briefly 2D to 3D conversion technology.

   d)  Write in short about the computer grading techniques.

   e)  Write the information about tools while working in fashion studio softwares.

   f)  Write a short note on computer digitising system.

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