

VISKAR BIM – MODEL EDITING

MULTIPLE CHOICE QUESTIONS

1. Which type of opening is inactive in path method modelling?
 - a) Cut length
 - b) Full length
 - c) Custom section
 - d) Section library

2. How many vertices of the objects can be moved simultaneously?
 - a) 4
 - b) 3
 - c) 2
 - d) 1

3. Which option allows to split the face of the object?
 - a) Edge add
 - b) Vertex move
 - c) Edge modify
 - d) Edge move

4. Openings can only be drawn on the face of the object?
 - a) Yes
 - b) No

5. What are the entities required to modify the edges?
 - a) only distance
 - b) Radius and angle
 - c) Radius and distance
 - d) Distance and angle

6. The face of the object can be pushed / pulled in _____ direction to the selected face?

- a) Parallel
- b) Orthogonal
- c) Perpendicular
- d) angular

7. Which of the following properties cannot be copied using assign properties?

- a) Cover
- b) Element name
- c) Assembly mark, Material

8. which option allows to reassign assembly mark to the objects?

- a) Assign assembly mark
- b) Assign assembly/part mark
- c) Assign part mark
- d) None of the above

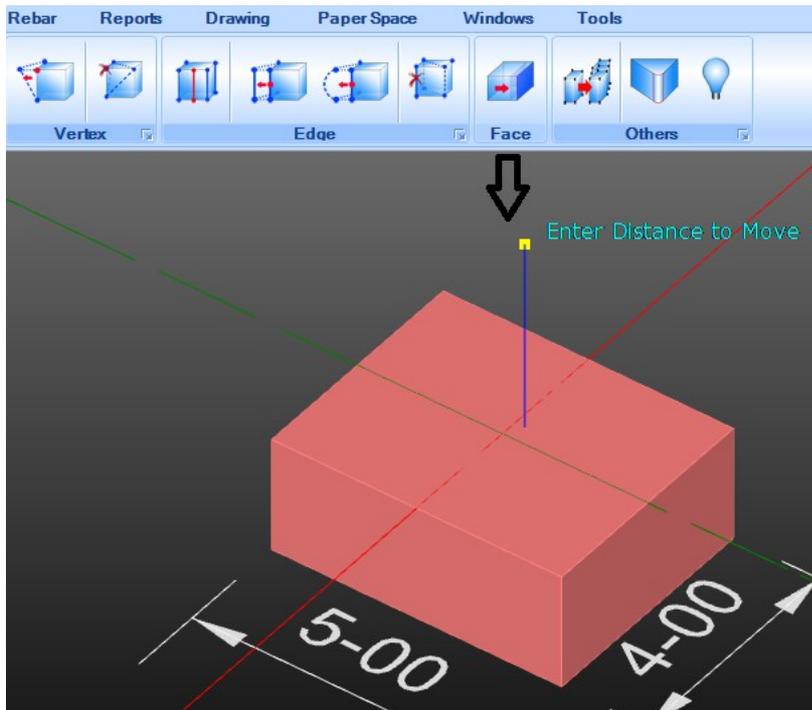
9. By using assign edge properties we can match the existing model edge

- a) True
- b) False

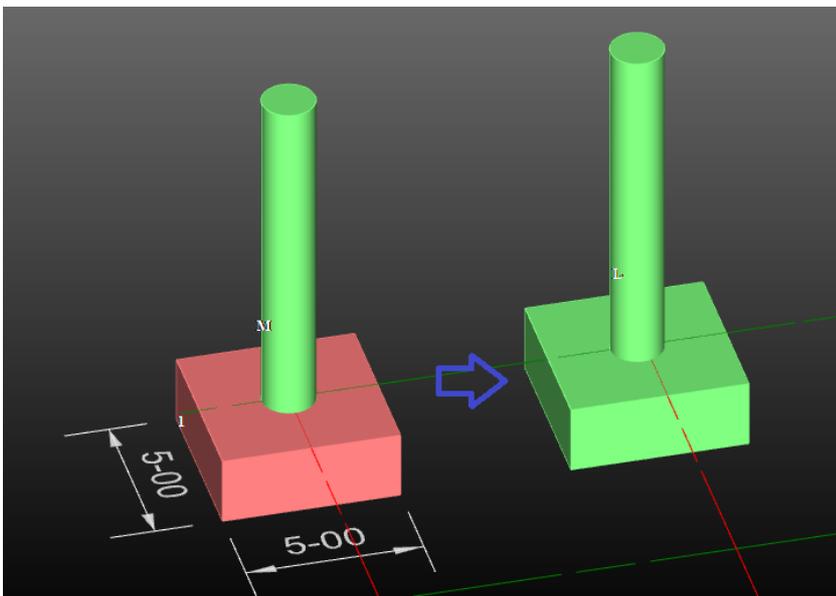
MODEL EDITING - EXERCISE

1. Model a rectangular footing of size 5-00 X 4-00 X 1-06 and increase the height of the footing by

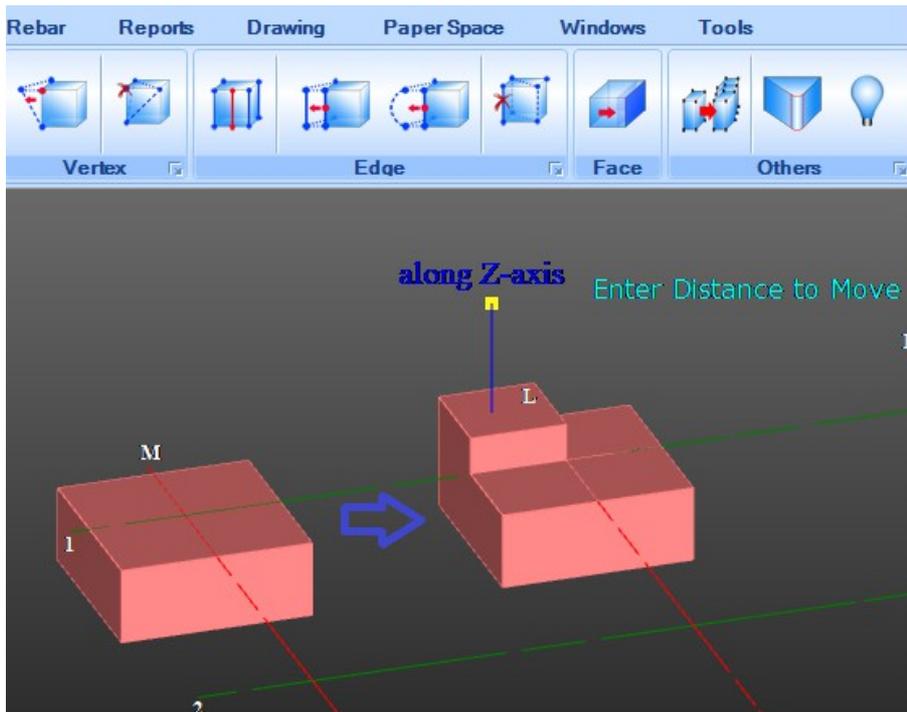
pull/push option?



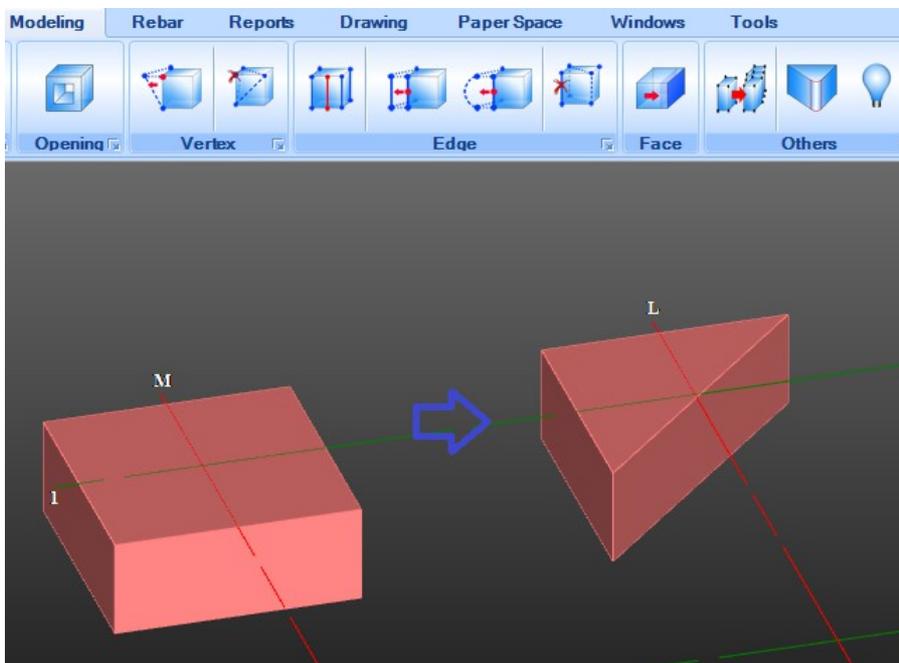
2. Model a circular column of radius 9" and apply the element name, top cover, bottom cover & class of the column to the square footing of size 5-00 X 5-00 X 2-00?



3. Split the top face of the square footing of size 5-00 X 5-00 X 2-00 into four face & using pull/push options increase the face height to 8"



4. Model a square footing ,delete one corner edge & convert into triangle



MODEL EDITING - EXERCISE QUESTIONS

1. Which option allows the user to increase the height of the object?

- a) Face pull/push-by parallel to face
- b) Vertex move
- c) Vertex delete

2. Model a square footing & split the top face into 4 faces, how many times a face should be split to get four faces?

3. An edge can be added, deleted, moved & modified using editing options

- a) True
- b) False

4. The edge & the vertex can be deleted for the existing model

- a) True
- b) false