

SARVAJANIK UNIVERSITY
Institute of Design Planning & Technology (IDPT)-SCET
TERM END EVALUATION

Programme Name:	Bachelor in Interior Design
Programme Code:	BID
Examination:	Summer 2026
Year-Semester:	B.I.D.I, SEM II
Course Name:	Graphics and Visual Representation -II
Course Code:	BIID42202
Date and Day of Examination:	06.05.2026.
Marks:	50
Time:	PART A: 8:30am-10:30am & PART B: 11:00am-1:00pm
Format of Examination	Time Problem

Part A – COMPUTER SOTWARE SKILLS

(25 MARKS)

Time: - 02 Hours

A. Task/Question given for the Evaluation:

Q-1 Isometric presentation in Illustrator. (10marks)

A-Roll No 1-30 Create living room.

B- Roll no 31-60 Create master bedroom.

C- Roll no 61 onwards Create office area

Q-2 3D model in Sketch-up with furniture from warehouse. (15marks)

A-Roll No 1-30 Create living room in size of 20X18 feet.

B- Roll no 31-60 Create master bedroom in size of 12X15 feet.

C- Roll no 61 onwards Create kitchen in size of 12X10 feet.

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- B. Aim: 2D and 3D software understanding through practical creation.
- C. Objectives: To Examine the Capability of Students regarding the Graphics and Visual Representation (Computer) Subject
- D. Instructions: Both questions are compulsory.
- E. Requirements: Use 3D modeling software - *Google Sketch up* and 2D presentation software - *Adobe Illustrator*.
- F. Expected Outcome: 5 views compilation in one PDF
- G. Evaluation criteria: Evaluation will be done on the base of presentation skill of the students which include
- Scale and proportion
 - Camera angle / Exported views
 - Colour scheme applied

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Part B - MANUAL DRAFTING - 25 MARKS

Time: - 02 Hours

Q.1. Draft the given plan in scale 1: 20 using required drafting tools and equipment on the formatted sheet provided to you. Refer to all the given dimensions and details given in the plan while drafting. (10 marks)

Q 2. Draft one point perspective of the plan drafted by you in Q.1 along with the furniture using technically correct method showing all the necessary details, dimensions and construction lines. (15marks)

Use required tools and equipment for neat & appropriate drafting.
The room is touching the picture plane (PP) and the horizon line (HP) is at 1400mm from ground level (GL).

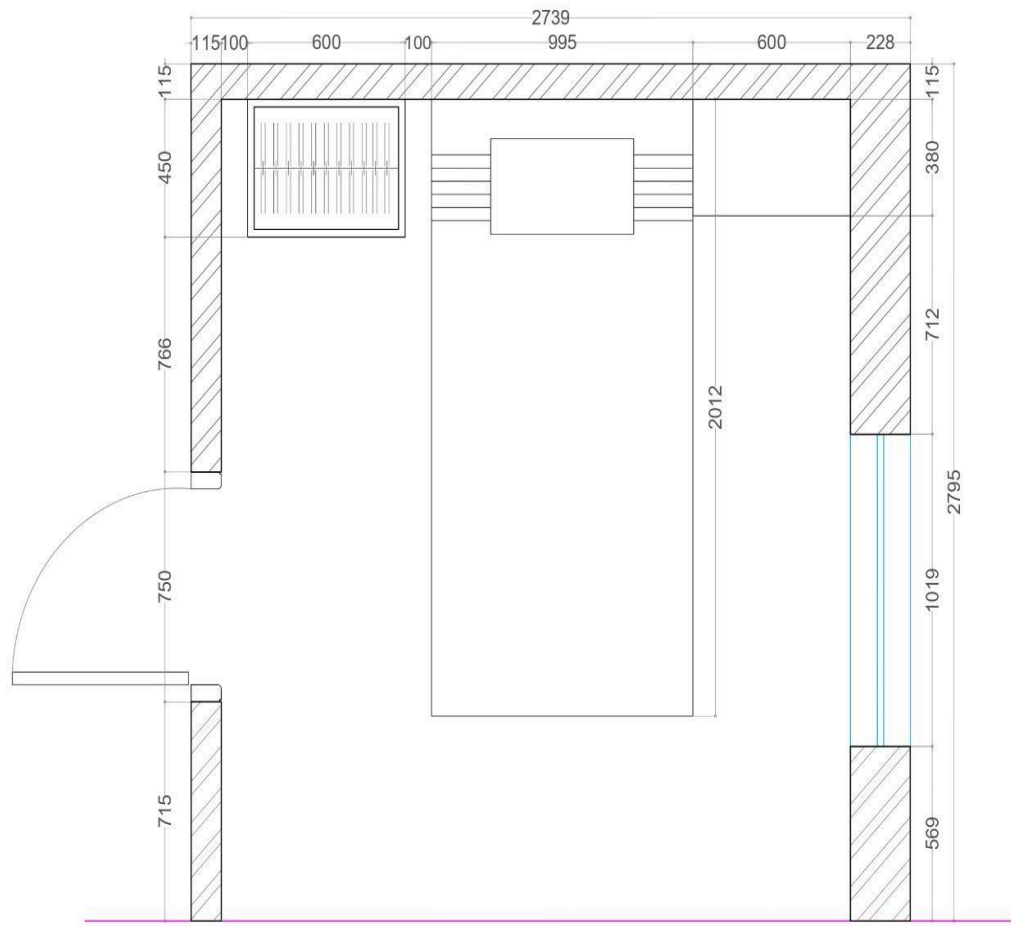
- Height of the room =2800mm
- Bed height & Side table height =450mm
- Lintel level =2100mm
- Sill level =750mm
- Wardrobe height =2100mm

Instructions:

- All dimensions given above are from finished floor level and in mm.
- Use appropriate scale and maintain proper proportions.
- Clearly show vanishing point (VP), Picture Plane (PP), and Horizon line (HL).
- Include all furniture elements given in layout with the dimensions given.

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- All dimensions given in layout are in mm (millimetre)



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Part B - MANUAL DRAFTING - 25 MARKS

Time: - 02 Hours

B. Aim:

- To understand the scale - proportion, view and showcase appropriate drafting techniques.

C. Objectives:

- To draft a technically correct plan & perspective view with details as above & to understand the scale & proportion of space in relation to the elements within the space.
- To draft a technically correct view and understand the volume of the space with the structural and interior design elements within.
- To understand Drafting tools, its applications and concept of architectural drawing techniques.

D. Instructions:

- Consider all the dimensions and other details as mentioned in the paper.
- Consider all dimension in millimeters.

E. Requirements:

- All the 2 questions must be attempted (manual drafting) on a single A2 sheet. (Use Institute Formatted sheet)

F. Expected Outcome:

- A technically correct drafted Plan with furniture layout in 1:20 scale using drafting tools & equipment.
- A view drafted with correct technique with details using the tools.
- Understanding of scale, proportion and volume in plan and view with elements within the space.

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G. Evaluation criteria:

- Evaluation will be based on Drafting skills Line Quality, line intensity, line type, lettering, dimensioning method and cleanliness of the sheet.
- Drafting of a plan with furniture layout in 1: 20 scale (10Marks)
- Drafting a perspective view with correct construction details & technique. (15Marks)

A	Total No. of Students registered for the TEE Examination of the Course:	
B	No of students absent in the Examination:	
C	Enrollment No of students absent in the Examination:	
D	Total No of students appeared in the Examination:	
E	Name of Examiners:	Sign
1.		
2.		
3.		

EXAMINATION QUESTION PAPER Analysis for curriculum coverage and BLOOM'S TAXONOMY learning level

TASK DESCRIPTION		Weightage either in % or Marks- In this question paper	Chapter/Module No. as per Approved curriculum specified	Mapping with CO (Course Outcome as per Approved curriculum)	Cognitive Level (As per Revised Bloom's Taxonomy) R/U/AP/ay/E/C
	Part -A				
1	Generate 2-D LAYOUT	10/25	III	III	R/U/AP/AY/C
2	Generate 3-D MODEL	15/25	V	V	R/U/AP/AY/C
	Part -B				

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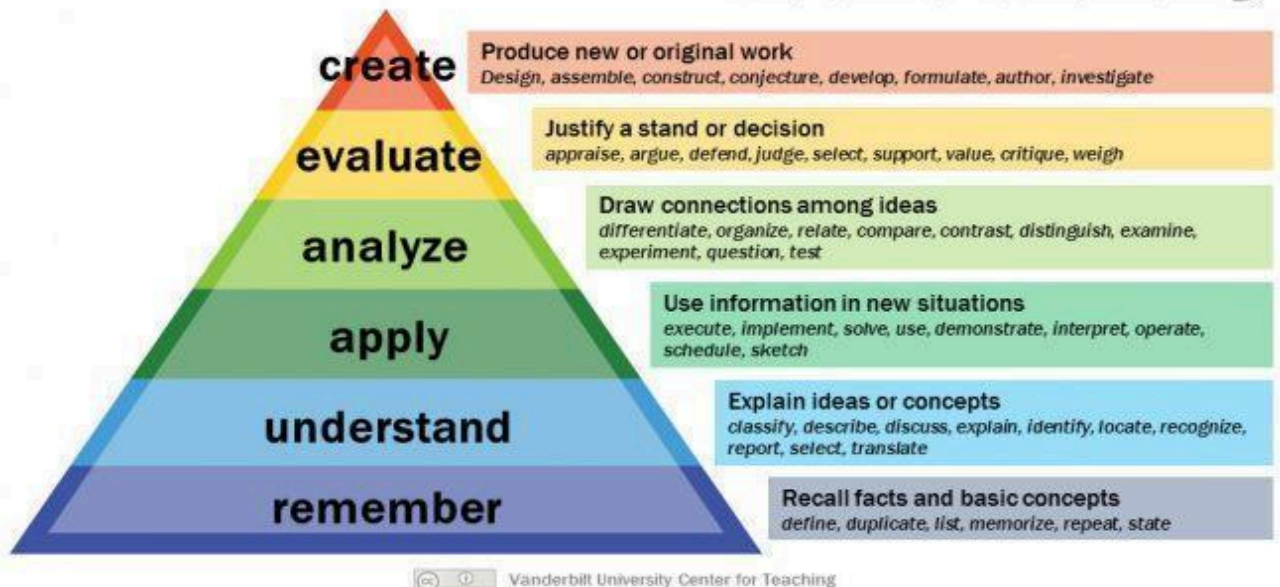
1	Draft plan	10/25	I	I	R/U/AP/C
2	Draft perspective view	15/25	II	II	R/U/AP/AY/C

Learning level coverage as per curriculum analytics (from above mapping)				Curriculum specified content coverage analytics (From above mapping)			
Blooms level		As per curriculum - either in % or marks	In this paper: either in % or marks		chapter /module number	As per curriculum : either in % or marks	In this paper: either in % or marks
Remember	R	5%	5		1	5%	5
Understanding	U	20%	7		2	20%	7
apply	A	20%	8		3	20%	8
analyze	N	20%	10		4	20%	10
evaluate	E	0	0		5	0	0
create	C	35%	20		6	35%	20

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Bloom's Taxonomy is a powerful teaching and learning tool that can help you shape nearly everything that happens in your classroom.

Bloom's Taxonomy



BLOOM'S TAXONOMY DIGITAL PLANNING VERBS					
REMEMBERING	UNDERSTANDING	APPLYING	ANALYZING	EVALUATING	CREATING
Copying Defining Finding Locating Quoting Listening Googling Repeating Retrieving Outlining Highlighting Memorizing Networking Searching Identifying Selecting Tabulating Duplicating Matching Bookmarking Bullet-pointing	Annotating Tweeting Associating Tagging Summarizing Relating Categorizing Paraphrasing Predicting Comparing Contrasting Commenting Journaling Interpreting Grouping Inferring Estimating Extending Gathering Exemplifying Expressing	Acting out Articulate Reenact Loading Choosing Determining Displaying Judging Executing Examining Implementing Sketching Experimenting Hacking Interviewing Painting Preparing Playing Integrating Presenting Charting	Calculating Categorizing Breaking Down Correlating Deconstructing Linking Mashing Mind-Mapping Organizing Appraising Advertising Dividing Deducing Distinguishing Illustrating Questioning Structuring Integrating Attributing Estimating Explaining	Arguing Validating Testing Scoring Assessing Criticizing Commenting Debating Defending Detecting Experimenting Grading Hypothesizing Measuring Moderating Posting Predicting Rating Reflecting Reviewing Editorializing	Blogging Building Animating Adapting Collaborating Composing Directing Devising Podcasting Wiki Building Writing Filming Programming Simulating Role Playing Solving Mixing Facilitating Managing Negotiating Leading