

Assessment Evidence Guide

For

“ ”

Level-3

Module name
(Formative Assessment)

8th -12th March 2021



**National Vocational & Technical
Training Commission**

Title of Qualification: Pattern Designer (Level 3)	CS Code:	Level: 3	Version: 01
Competency Standard Title: Develop 3D pattern designs	Assessment Date (DD/MM/YY): Assessment Time:		

Candidate Details	Name: Registration/Roll Number:.....
Guidance for Candidate	<p>To meet this standard, you are required to complete the following within the given time frame (for practical demonstration & assessment) as per the instructions given in Annexure A:</p> <p>Assessment Task 1: Candidate is required to: Develop, edit and render 3D pattern design</p> <p>And complete:</p> <ol style="list-style-type: none"> 1. Knowledge assessment test (Written or Oral) 2. Portfolios at the time of assessment (if any)
Minimum Evidence Required	<p>During a practical assessment, under observation by an assessor, you will complete:</p> <p>Assessment Task 1</p> <ul style="list-style-type: none"> • Setup & save 3D drawing interface for required specifications. • Setup 3D user interface settings for required specifications. • Create 3D objects with given measurements. • Modify 3D objects in line with the requirements. • Make customized 3D models according to the requirement of given job. • Convert 3D Face objects into a single mesh objects. • Apply wood material to required 3D Model • Apply lights to get the requisite scene of required 3D model • Assign cameras to execute different views of required 3D Model. • Render and print the 3D model according to required size & orientation. • Apply texture to 3D model as per given specification

	Portfolios required at the time of assessment (if any) for

Continued on following page

Assessors Judgment Guide (to be completed by the Assessor and signed both by the assessor and the candidate after the assessment)

Candidate Details	Name: Registration/Roll Number: Candidate Signature:
Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor: Assessor's code: Signature of the Assessor:

Assessment Summary (to be filled by the assessor)							
Activity	Method					Result	
Nature of Activity	Written	Oral	Observation	Portfolio	Role Play	Competent	Not Yet Competent
Practical Skill Demonstration			✓				
Knowledge Assessment	✓	✓					
Other Requirement							

Each Assessment Task (with performance criteria)				
Assessment Task 1		Description of assessment task 1		
During the practical assessment, candidate demonstrated the following:		Yes	No	Remarks
1.	Setup & save 3D drawing interface for required specifications.			
2.	Setup 3D user interface settings for required specifications.			
3.	Create 3D objects with given measurements.			
4.	Modify 3D objects in line with the requirements.			
5.	Make customized 3D models according to the requirement of given job.			
6.	Convert 3D Face objects into a single mesh objects.			
7.	Apply wood material to required 3D Model			
8.	Apply lights to get the requisite scene of required 3D model			
9.	Assign cameras to execute different views of required 3D Model.			
10.	Render and print the 3D model according to required size & orientation.			
11.	Apply texture to 3D model as per given specification			
Competent <input type="checkbox"/>		Not Yet Competent <input type="checkbox"/>		

Title of Qualification: Pattern Designer (Level 3)	CS Code:	Level: 3	Version: 01
Competency Standard Title: Develop 3D pattern designs	Assessment Date (DD/MM/YY): Assessment Time: 30 min		

Guidance for Candidate	To complete your assessment for this Competency Standard, you need to answer the questions on the following pages successfully.
------------------------	--

Assessors Guide (to be completed by the Assessor and signed both by the assessor and the candidate after the assessment)

Candidate Details	Name: Registration/Roll Number: Candidate Signature:
Written Assessment Outcome	COMPETENT <input type="checkbox"/> NOT YET COMPETENT <input type="checkbox"/> Name of the Assessor: Assessor's code: Signature of the Assessor:

Title of Qualification: Pattern Designer (Level 3)	CS Code:	Level:3	Version: 01
Competency Standard Title: Develop 3D pattern designs	Assessment Date (DD/MM/YY): Assessment Time: 30 min		

WRITTEN ASSESSMENT

Question	Candidate's answer
1. Define wireframe object?	<ul style="list-style-type: none"> visual representation of a three-dimensional (3D) physical object
2. Define rendering?	<ul style="list-style-type: none"> Rendering is the process of drawing or painting a detailed subject.
3. What is the purpose of opacity control?	<ul style="list-style-type: none"> fully opaque or fully transparent making of object , it easy to show the internals of your model.
4. What is the purpose of meshes?	<ul style="list-style-type: none"> to define shapes with height, width and depth
5. What is the difference between surface modeling and solid modeling?	<ul style="list-style-type: none"> Surface modeling focuses more on the external aspects of an object Solid models can intersect, join and subtract objects from one another to create the desired results as far as shape and form.

Annexure A:

**Practice of Making a Pattern for Casting a Pipe Outer Dia
50mm, Inner Dia 25mm and length 100mm providing
Core prints**

