Question 1.

Three stages of a construction to produce a tile design are given below.

Construct the tile design by following these steps:

А

⋧

- shade in grayscale or colour, the tile design in stage iii; a.
- using centre O, draw a circle R60 and construct a regular hexagon; b.
- using a geometrical method, divide base AB into 3 equal parts; c.
- draw the grid lines inside the hexagon parallel to the hexagon sides; d.
- draw the tile design on the grid. e.



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В



Question 4.

An illustration of a cast support bracket is given below. The plan and the profile of the front elevation are also given.

- In the space provided, complete a sectional front elevation a. on the cutting plane L-L.
- Insert **TWO** radial and **TWO** linear dimensions in the b. orthographic views.

Notes:

- ٠ Show all centre lines.
- Do **not** show hidden details. ٠

(Total: 16 marks)







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Question 5.

The plan, the incomplete front and the incomplete development of a hollow cylindrical puppet toy are given.

Using the given starting lines and dimensions:

- a.
- b.
- c.





- shaded panels A and B.
- Ignore wall thickness.





Question 1.

The following computer programme is written to create a sewing pattern.

DATA: A = 50; B = 100; C = 150; D = 200; E = 250; F = 300; G = 350; H = 400; I = 450; J = 500; K = 550; L = 600; M = 650; N = 700; O = 750; P = 800.

ACI 1: MOVE I,H; DRAW I,L; DRAW K,L:
ACI 1: MOVE L,L; DRAW N,L; DRAW N,O; DRAW O,O; DRAW O,K; DRAW L,K:
ACI 1: MOVE K,K; DRAW J,K; DRAW J,H:
ACI 5: MOVE H,I; DRAW I,I:
ACI 5: MOVE J,I; DRAW L,I; DRAW L,O; DRAW I,O; DRAW I,N; DRAW K,N; DRAW K,J; DRAW J,J:
ACI 5: MOVE I,J; DRAW H,J:
ACI 7: MOVE N,H; DRAW N,J; DRAW O,J; DRAW O,H.

The **DATA** statement specifies the numeric values (in pixels) of given variables. **MOVE,** positions the cursor at a new location without drawing a line. **DRAW** draws a line from a current location to a new location. The instruction **ACI No**. makes the images that follow the instruction, appear in the colour associated with the number. The computer responds to the following colour commands:

COLOUR	RED	BLUE	BLACK
ACI No.	1	5	7

The starter sheet shows a pre-printed grid representing an 800×800 graphical display. Complete the programme by:

- using the grid to plot the image produced by this programme;
- b. **MIRRORING** the plotted design, using the vertical and horizontal centre lines as the mirror lines (lines of symmetry). (4)

Note: Do **not** colour in the pattern.

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(Total: 10 marks)

(6)



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- for one complete revolution;



(8) (2) (2)







Question 4.

The management of a family park needs to design some graphic symbols. The sketches and final symbol for a 'Picnic area' has been given.

Using the indicated spaces:

- draw **TWO** or more sketches and **ONE** final symbol for 'Public toilet'; a.
- draw **TWO** or more sketches and **ONE** final symbol for 'Toddlers area'; b.
- shade lightly both final symbols. с.



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Question 5.

A front elevation and plan of two playground wayfinding signs attached to a pole are given below.

Using the given starting lines and dimensions:

find the true lengths of the sides AB, BC, DE and EF; a.



Question 6.

and a parts list are given below. Use the given starting lines to draw: (a) front elevation and (b) plan of the assembled windmill.

Note: Show hidden details.





on line $X_1 - Y_1$ are given. Complete the front elevation on line $X - Y_1$.



Question 1.

The following computer programme is written to create a tile pattern.

DATA: A = 50; B = 100; C = 150; D = 200; E = 250; F = 300; G = 350; H = 400; I = 450; J = 500; K = 550; L= 600; M = 650; N = 700; O = 750; P = 800.

ACI 1: MOVE N,A; DRAW O,B: ACI 1: MOVE L,A; DRAW M,B; DRAW M,C; DRAW N,C; DRAW O,D: ACI 5: MOVE I,A; DRAW I,I; DRAW G,I; DRAW G,G; DRAW I,G: ACI 5: MOVE J,A; DRAW J,J; DRAW F,J; DRAW F,F; DRAW I,F: ACI 5: MOVE J,G; DRAW O,G: ACI 5: MOVE J,F; DRAW O,F: ACI 7: MOVE A,J; DRAW D,J; DRAW D,L; DRAW F,L; DRAW F,O: ACI 7: MOVE A,K; DRAW C,K; DRAW C,M; DRAW E,M; DRAW E,O: ACI 7: MOVE A,A; DRAW A,O; DRAW O,O; DRAW O,A; DRAW A,A.

The **DATA** statement specifies the numeric values (in pixels) of given variables. **MOVE**, positions the cursor at a new location without drawing a line. **DRAW** draws a line from a current location to a new location. The instruction **ACI** No. makes the images that follow the instruction, appear in the colour associated with the number. The computer responds to the following colour commands:

COLOUR	RED	BLUE	BLACK
ACI No.	1	5	7

The starter sheet shows a pre-printed grid representing an 800 x 800 graphical display. Complete the programme by:

a.	using the grid to plot the image produced by this programme;	(8)
b.	sketch, in the spaces below, a pattern made up of 4 tiles.	(2)

Note: Do **not** colour in the pattern.

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(Total: 10 marks)



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Question 4.

The management of a family park needs to design some graphic symbols. The sketches and final symbol for a 'Picnic area' has been given.

Using the indicated spaces:

- draw **ONE** or more sketches and **ONE** final symbol for 'Football pitch'; a.
- b.
- c.

- a.
- draw the true shapes of the sign. b.



Question 6.

and a parts list are given below. Use the given starting lines to draw: (a) front elevation and (b) plan of the assembled windmill.

Note: Show hidden details.



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on line $X_1 - Y_1$ are given. Complete the front elevation on line X - Y. The first two steps have been given.

